

III Semester

TRANSFORM CALCULUS, FOURIER SERIES AND NUMERICAL TECHNIQUES			
Course Code:	21MAT31	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Objectives:			
CLO 1. To have an insight into solving ordinary differential equations by using Laplace transform techniques			
CLO 2. Learn to use the Fourier series to represent periodical physical phenomena in engineering analysis.			
CLO 3. To enable the students to study Fourier Transforms and concepts of infinite Fourier Sine and Cosine transforms and to learn the method of solving difference equations by the z-transform method.			
CLO 4. To develop the proficiency in solving ordinary and partial differential equations arising in engineering applications, using numerical methods			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Definition and Laplace transforms of elementary functions (statements only). Problems on Laplace transform of $e^{at}f(t)$, $t^n f(t)$, $\frac{f(t)}{t}$. Laplace transforms of Periodic functions (statement only) and unit-step function – problems.			
Inverse Laplace transforms definition and problems, Convolution theorem to find the inverse Laplace transforms (without Proof) and problems. Laplace transforms of derivatives, solution of differential equations.			
Self-study: Solution of simultaneous first-order differential equations.			
Teaching-Learning Process		Chalk and talk method /	
Module-2			
Introduction to infinite series, convergence and divergence. Periodic functions, Dirichlet's condition. Fourier series of periodic functions with period 2π and arbitrary period. Half range Fourier series. Practical harmonic analysis.			
Self-study: Convergence of series by D'Alembert's Ratio test and, Cauchy's root test			
Teaching-Learning Process		Chalk and talk method / Powerpoint Presentation	

Module-3	
Infinite Fourier transforms definition, Fourier sine and cosine transforms. Inverse Fourier transforms, Inverse Fourier cosine and sine transforms. Problems.	
Difference equations, z-transform-definition, Standard z-transforms, Damping and shifting rules, Problems. Inverse z-transform and applications to solve difference equations.	
Self-Study: Initial value and final value theorems, problems.	
Teaching-Learning Process	Chalk and talk method / Powerpoint Presentation
Module-4	
Classifications of second-order partial differential equations, finite difference approximations to derivatives, Solution of Laplace's equation using standard five-point formula. Solution of heat equation by Schmidt explicit formula and Crank- Nicholson method, Solution of the Wave equation. Problems.	
Self-Study: Solution of Poisson equations using standard five-point formula.	
Teaching-Learning Process	Chalk and talk method / Powerpoint Presentation
Module-5	
Second-order differential equations - Runge-Kutta method and Milne's predictor and corrector method. (No derivations of formulae).	
Calculus of Variations: Functionals, Euler's equation, Problems on extremals of functional. Geodesics on a plane, Variational problems.	
Self- Study: Hanging chain problem	
Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation
Course Outcomes (Course Skill Set) At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. To solve ordinary differential equations using Laplace transform. CO 2. Demonstrate Fourier series to study the behaviour of periodic functions and their applications in system communications, digital signal processing and field theory. CO 3. To use Fourier transforms to analyze problems involving continuous-time signals and to apply Z-Transform techniques to solve difference equations CO 4. To solve mathematical models represented by initial or boundary value problems involving partial differential equations CO 5. Determine the extremals of functionals using calculus of variations and solve problems arising in dynamics of rigid bodies and vibrational analysis. 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)	

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. B. S. Grewal: "Higher Engineering Mathematics", Khanna publishers, 44th Ed.2018
2. E. Kreyszig: "Advanced Engineering Mathematics", John Wiley & Sons, 10th Ed. (Reprint), 2016.

Reference Books:

1. V. Ramana: "Higher Engineering Mathematics" McGraw-Hill Education, 11th Ed.
2. Srimanta Pal & Subodh C. Bhunia: "Engineering Mathematics" Oxford University Press, 3rd Reprint, 2016.
3. N.P Bali and Manish Goyal: "A textbook of Engineering Mathematics" Laxmi Publications, Latest edition.
4. C. Ray Wylie, Louis C. Barrett: "Advanced Engineering Mathematics" McGraw – Hill Book Co.Newyork, Latest ed.
5. Gupta C.B, Sing S.R and Mukesh Kumar: "Engineering Mathematic for Semester I and II", McGraw Hill Education(India) Pvt. Ltd 2015.
6. H.K.Dass and Er. Rajnish Verma: "Higher Engineering Mathematics" S.Chand Publication (2014).
7. James Stewart: "Calculus" Cengage publications, 7th edition, 4th Reprint 2019

Weblinks and Video Lectures (e-Resources):

1. [http://www.class-central.com/subject/math\(MOOCs\)](http://www.class-central.com/subject/math(MOOCs))
2. <http://academicearth.org/>
3. <http://www.bookstreet.in>.
4. VTU e-Shikshana Program
5. VTU EDUSAT Program

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminars

III Semester

DATA STRUCTURES AND APPLICATIONS			
Course Code:	21CS32	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03
Course Objectives: CLO 1. Explain the fundamentals of data structures and their applications essential for implementing solutions to problems. CLO 2. Illustrate representation of data structures: Stack, Queues, Linked Lists, Trees and Graphs. CLO 3. Design and Develop Solutions to problems using Arrays, Structures, Stack, Queues, Linked Lists. CLO 4. Explore usage of Trees and Graph for application development. CLO 5. Apply the Hashing techniques in mapping key value pairs.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction: Data Structures, Classifications (Primitive & Non-Primitive), Data structure operations (Traversing, inserting, deleting, searching, and sorting). Review of Arrays. Structures: Array of structures Self-Referential Structures. Dynamic Memory Allocation Functions. Representation of Linear Arrays in Memory, dynamically allocated arrays and Multidimensional Arrays. Demonstration of representation of Polynomials and Sparse Matrices with arrays. Textbook 1: Chapter 1: 1.2, Chapter 2: 2.2 - 2.7, Text Textbook 2: Chapter 1: 1.1 - 1.4, Chapter 3: 3.1 - 3.3, 3.5, 3.7, Chapter 4: 4.1 - 4.9, 4.14 Textbook 3: Chapter 1: 1.3			
Laboratory Component: <ol style="list-style-type: none">1. Design, Develop and Implement a menu driven Program in C for the following Array Operations<ol style="list-style-type: none">a. Creating an Array of N Integer Elementsb. Display of Array Elements with Suitable Headingsc. Exit.Support the program with functions for each of the above operations.2. Design, Develop and Implement a menu driven Program in C for the following Array operations<ol style="list-style-type: none">a. Inserting an Element (ELEM) at a given valid Position (POS)b. Deleting an Element at a given valid Position POS)			

c. Display of Array Elements d. Exit. Support the program with functions for each of the above operations.	
Teaching-Learning Process	Problem based learning (Implementation of different programs to illustrate application of arrays and structures. https://www.youtube.com/watch?v=3Xo6P_V-qns&t=201s https://ds2-iiith.vlabs.ac.in/exp/selection-sort/index.html https://ds1-iiith.vlabs.ac.in/data-structures-1/List%20of%20experiments.html
Module-2	
Stacks: Definition, Stack Operations, Array Representation of Stacks, Stacks using Dynamic Arrays. Different representation of expression. Stack Applications: Infix to postfix conversion, Infix to prefix conversion, evaluation of postfix expression, recursion. Queues: Definition, Array Representation of Queues, Queue Operations, Circular Queues, Queues and Circular queues using Dynamic arrays, Dequeues, Priority Queues. Textbook 1: Chapter 3: 3.1 -3.4, 3.6 Textbook 2: Chapter 6: 6.1 -6.4, 6.5, 6.7-6.13	
Laboratory Component: <ol style="list-style-type: none"> Design, Develop and Implement a menu driven Program in C for the following operations on STACK of Integers (Array Implementation of Stack with maximum size MAX) <ol style="list-style-type: none"> Push an Element on to Stack Pop an Element from Stack Demonstrate <i>Overflow</i> and <i>Underflow</i> situations on Stack Display the status of Stack Exit Support the program with appropriate functions for each of the above operations Design, Develop and Implement a Program in C for the following Stack Applications <ol style="list-style-type: none"> Evaluation of Suffix expression with single digit operands and operators: +, -, *, /, %, ^ Solving Tower of Hanoi problem with n disks 	
Teaching-Learning Process	Active Learning, Problem based learning https://nptel.ac.in/courses/106/102/106102064/ https://ds1-iiith.vlabs.ac.in/exp/stacks-queues/index.html
Module-3	
Linked Lists: Definition, classification of linked lists. Representation of different types of linked lists in Memory, Traversing, Insertion, Deletion, Searching, Sorting, and Concatenation Operations on Singly linked list, Doubly Linked lists, Circular linked lists, and header linked lists. Linked Stacks and Queues. Applications of Linked lists – Polynomials, Sparse matrix representation. Programming Examples. Textbook 1: Chapter 4: 4.1 – 4.4, 4.5.2, 4.7, 4.8, Textbook 2: Chapter 5: 5.1 – 5.9	
Laboratory Component: <ol style="list-style-type: none"> Singly Linked List (SLL) of Integer Data <ol style="list-style-type: none"> Create a SLL stack of N integer. Display of SLL Linear search. Create a SLL queue of N Students Data Concatenation of two SLL of integers. Design, Develop and Implement a menu driven Program in C for the following operationson Doubly Linked List (DLL) of Professor Data with the fields: ID, Name, Branch, Area of specialization 	

a. Create a DLL stack of N Professor's Data. b. Create a DLL queue of N Professor's Data Display the status of DLL and count the number of nodes in it.	
Teaching-Learning Process	MOOC, Active Learning, Problem solving based on linked lists. https://nptel.ac.in/courses/106/102/106102064/ https://ds1-iiith.vlabs.ac.in/exp/linked-list/basics/overview.html https://ds1-iiith.vlabs.ac.in/List%20of%20experiments.html https://ds1-iiith.vlabs.ac.in/exp/linked-list/basics/overview.html https://ds1-iiith.vlabs.ac.in/List%20of%20experiments.html
Module-4	
Trees 1: Terminologies, Binary Trees, Properties of Binary trees, Array and linked Representation of Binary Trees, Binary Tree Traversals - Inorder, postorder, preorder; Threaded binary trees, Binary Search Trees – Definition, Insertion, Deletion, Traversal, and Searching operation on Binary search tree. Application of Trees-Evaluation of Expression.	
Textbook 1: Chapter 5: 5.1 –5.5, 5.7; Textbook 2: Chapter 7: 7.1 – 7.9	
Laboratory Component: <ol style="list-style-type: none"> Given an array of elements, construct a complete binary tree from this array in level order fashion. That is, elements from left in the array will be filled in the tree level wise starting from level 0. Ex: Input : arr[] = {1, 2, 3, 4, 5, 6} Output : Root of the following tree <pre> 1 /\ 2 3 /\ /\ 4 5 6 </pre> Design, Develop and Implement a menu driven Program in C for the following operations on Binary Search Tree (BST) of Integers <ol style="list-style-type: none"> Create a BST of N Integers Traverse the BST in Inorder, Preorder and Post Order 	
Teaching-Learning Process	Problem based learning http://www.nptelvideos.in/2012/11/data-structures-and-algorithms.html https://ds1-iiith.vlabs.ac.in/exp/tree-traversal/index.html https://ds1-iiith.vlabs.ac.in/exp/tree-traversal/depth-first-traversal/dft-practice.html
Module-5	
Trees 2: AVL tree, Red-black tree, Splay tree, B-tree.	
Graphs: Definitions, Terminologies, Matrix and Adjacency List Representation of Graphs, Traversal methods: Breadth First Search and Depth FirstSearch.	
Hashing: Hash Table organizations, Hashing Functions, Static and Dynamic Hashing.	
Textbook 1: Chapter 10:10.2, 10.3, 10.4, Textbook 2:7.10 – 7.12, 7.15 Chapter 11: 11.2, Textbook 1: Chapter 6 : 6.1–6.2, Chapter 8 : 8.1-8.3, Textbook 2: 8.1 – 8.3, 8.5, 8.7	
Textbook 3: Chapter 15:15.1, 15.2,15.3, 15.4,15.5 and 15.7	

Laboratory Component:

1. Design, Develop and implement a program in C for the following operations on Graph (G) of cities
 - a. Create a Graph of N cities using Adjacency Matrix.
 - b. Print all the nodes reachable from a given starting node in a diagraph using DFS/BFS method.
2. Design and develop a program in C that uses Hash Function $H:K \rightarrow L$ as $H(K)=K \bmod m$ (remainder method) and implement hashing technique to map a given key K to the address space L. Resolve the collision (if any) using linear probing.

Teaching-Learning Process

NPTL, MOOC etc. courses on trees and graphs.
<http://www.nptelvideos.in/2012/11/data-structures-and-algorithms.html>

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

- CO 1. Identify different data structures and their applications.
- CO 2. Apply stack and queues in solving problems.
- CO 3. Demonstrate applications of linked list.
- CO 4. Explore the applications of trees and graphs to model and solve the real-world problem.
- CO 5. Make use of Hashing techniques and resolve collisions during mapping of key value pairs

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 Marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:**Textbooks:**

1. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures in C, 2nd Ed, Universities Press, 2014.
2. Seymour Lipschutz, Data Structures Schaum's Outlines, Revised 1st Ed, McGraw Hill, 2014.
3. Reema Thareja, Data Structures using C, 3rd Ed, Oxford press, 2012.

Reference Books:

1. Gilberg and Forouzan, Data Structures: A Pseudo-code approach with C, 2nd Ed, Cengage Learning, 2014.
2. Jean-Paul Tremblay & Paul G. Sorenson, An Introduction to Data Structures with Applications, 2nd Ed, McGraw Hill, 2013
3. A M Tenenbaum, Data Structures using C, PHI, 1989
4. Robert Kruse, Data Structures and Program Design in C, 2nd Ed, PHI, 1996.

Weblinks and Video Lectures (e-Resources):

1. <http://elearning.vtu.ac.in/econtent/courses/video/CSE/06CS35.html>
2. <https://nptel.ac.in/courses/106/105/106105171/>
3. <http://www.nptelvideos.in/2012/11/data-structures-and-algorithms.html>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.
- Back/Forward stacks on browsers.
- Undo/Redo stacks in Excel or Word.
- Linked list representation of real-world queues -Music player, image viewer

III Semester

ANALOG AND DIGITAL ELECTRONICS			
Course Code	21CS33	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03
Course Learning Objectives: CLO 1. Explain the use of photo electronics devices, 555 timer IC, Regulator ICs and uA741 CLO 2. Make use of simplifying techniques in the design of combinational circuits. CLO 3. Illustrate combinational and sequential digital circuits CLO 4. Demonstrate the use of flipflops and apply for registers CLO 5. Design and test counters, Analog-to-Digital and Digital-to-Analog conversion techniques.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <div><div>1.</div><div>Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.</div></div> <div><div>2.</div><div>Show Video/animation films to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.</div></div> <div><div>6.</div><div>Topics will be introduced in a multiple representation.</div></div> <div><div>7.</div><div>Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
BJT Biasing: Fixed bias, Collector to base Bias, voltage divider bias Operational Amplifier Application Circuits: Peak Detector, Schmitt trigger, Active Filters, Non-Linear Amplifier, Relaxation Oscillator, Current-to-Voltage and Voltage-to-Current Converter, Regulated Power Supply Parameters, adjustable voltage regulator, D to A and A to D converter.			
Textbook 1: Part A: Chapter 4 (Sections 4.2, 4.3, 4.4), Chapter 7 (Sections 7.4, 7.6 to 7.11), Chapter 8 (Sections 8.1 and 8.5), Chapter 9.			
Laboratory Component: <div><div>1.</div><div>Simulate BJT CE voltage divider biased voltage amplifier using any suitable circuit simulator.</div></div> <div><div>2.</div><div>Using ua 741 Opamp, design a 1 kHz Relaxation Oscillator with 50% duty cycle</div></div> <div><div>3.</div><div>Design an astable multivibrator circuit for three cases of duty cycle (50%, <50% and >50%) using NE 555 timer IC.</div></div> <div><div>4.</div><div>Using ua 741 opamp, design a window comparator for any given UTP and LTP.</div></div>			
Teaching-Learning Process	<div><div>1.</div><div>Demonstration of circuits using simulation.</div></div> <div><div>2.</div><div>Project work: Design a integrated power supply and function generator operating at audio frequency. Sine, square and triangular functions are to be generated.</div></div> <div><div>3.</div><div>Chalk and Board for numerical</div></div>		
Module-2			

Karnaugh maps: minimum forms of switching functions, two and three variable Karnaugh maps, four variable Karnaugh maps, determination of minimum expressions using essential prime implicants, Quine-McClusky Method: determination of prime implicants, the prime implicant chart, Petricks method, simplification of incompletely specified functions, simplification using map-entered variables

Textbook 1: Part B: Chapter 5 (Sections 5.1 to 5.4) Chapter 6 (Sections 6.1 to 6.5)

Laboratory Component:

1. Given a 4-variable logic expression, simplify it using appropriate technique and implement the same using basic gates.

Teaching-Learning Process

1. Chalk and Board for numerical
2. Laboratory Demonstration

Module-3

Combinational circuit design and simulation using gates: Review of Combinational circuit design, design of circuits with limited Gate Fan-in, Gate delays and Timing diagrams, Hazards in combinational Logic, simulation and testing of logic circuits

Multiplexers, Decoders and Programmable Logic Devices: Multiplexers, three state buffers, decoders and encoders, Programmable Logic devices.

Textbook 1: Part B: Chapter 8, Chapter 9 (Sections 9.1 to 9.6)

Laboratory Component:

1. Given a 4-variable logic expression, simplify it using appropriate technique and realize the simplified logic expression using 8:1 multiplexer IC.
2. Design and implement code converter I) Binary to Gray (II) Gray to Binary Code

Teaching-Learning Process

1. Demonstration using simulator
2. Case study: Applications of Programmable Logic device
3. Chalk and Board for numerical

Module-4

Introduction to VHDL: VHDL description of combinational circuits, VHDL Models for multiplexers, VHDL Modules.

Latches and Flip-Flops: Set Reset Latch, Gated Latches, Edge-Triggered D Flip Flop 3, SR Flip Flop, J K Flip Flop, T Flip Flop.

Textbook 1: Part B: Chapter 10(Sections 10.1 to 10.3), Chapter 11 (Sections 11.1 to 11.7)

Laboratory Component:

1. Given a 4-variable logic expression, simplify it using appropriate technique and simulate the same in HDL simulator
2. Realize a J-K Master / Slave Flip-Flop using NAND gates and verify its truth table. And implement the same in HDL.

Teaching-Learning Process

1. Demonstration using simulator
2. Case study: Arithmetic and Logic unit in VHDL
3. Chalk and Board for numerical

Module-5

Registers and Counters: Registers and Register Transfers, Parallel Adder with accumulator, shift registers, design of Binary counters, counters for other sequences, counter design using SR and J K Flip Flops.

Textbook 1: Part B: Chapter 12 (Sections 12.1 to 12.5)**Laboratory Component:**

1. Design and implement a mod-n ($n < 8$) synchronous up counter using J-K Flip-Flop ICs and demonstrate its working.
2. Design and implement an asynchronous counter using decade counter IC to count up from 0 to n ($n \leq 9$) and demonstrate on 7-segment display (using IC-7447)

Teaching-Learning Process

1. Demonstration using simulator
2. Project Work: Designing any counter, use LED / Seven-segment display to display the output
3. Chalk and Board for numerical

Course outcome (Course Skill Set)

At the end of the course the student will be able to:

- CO 1. Design and analyze application of analog circuits using photo devices, timer IC, power supply and regulator IC and op-amp.
- CO 2. Explain the basic principles of A/D and D/A conversion circuits and develop the same.
- CO 3. Simplify digital circuits using Karnaugh Map, and Quine-McClusky Methods
- CO 4. Explain Gates and flip flops and make us in designing different data processing circuits, registers and counters and compare the types.
- CO 5. Develop simple HDL programs

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Charles H Roth and Larry L Kinney and Raghunandan G H Analog and Digital Electronics, Cengage Learning, 2019

Reference Books

1. Anil K Maini, Varsha Agarwal, Electronic Devices and Circuits, Wiley, 2012.
2. Donald P Leach, Albert Paul Malvino & Goutam Saha, Digital Principles and Applications, 8th Edition, Tata McGraw Hill, 2015.
3. M. Morris Mani, Digital Design, 4th Edition, Pearson Prentice Hall, 2008.
4. David A. Bell, Electronic Devices and Circuits, 5th Edition, Oxford University Press, 2008

Weblinks and Video Lectures (e-Resources):

1. Analog Electronic Circuits: <https://nptel.ac.in/courses/108/102/108102112/>
2. Digital Electronic Circuits: <https://nptel.ac.in/courses/108/105/108105132/>
3. Analog Electronics Lab: <http://vlabs.iitkgp.ac.in/be/>
4. Digital Electronics Lab: <http://vlabs.iitkgp.ac.in/dec>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

1. Real world problem solving - applying the design concepts of oscillator, amplifier, switch, Digital circuits using Opamps, 555 timer, transistor, Digital ICs and design a application like tone generator, temperature sensor, digital clock, dancing lights etc.

III Semester

COMPUTER ORGANIZATION AND ARCHITECTURE			
Course Code	21CS34	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Understand the organization and architecture of computer systems, their structure and operation			
CLO 2. Illustrate the concept of machine instructions and programs			
CLO 3. Demonstrate different ways of communicating with I/O devices			
CLO 4. Describe different types memory devices and their functions			
CLO 5. Explain arithmetic and logical operations with different data types			
CLO 6. Demonstrate processing unit with parallel processing and pipeline architecture			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Basic Structure of Computers: Basic Operational Concepts, Bus Structures, Performance – Processor Clock, Basic Performance Equation, Clock Rate, Performance Measurement.			
Machine Instructions and Programs: Memory Location and Addresses, Memory Operations, Instructions and Instruction Sequencing, Addressing Modes			
Textbook 1: Chapter1 – 1.3, 1.4, 1.6 (1.6.1-1.6.4, 1.6.7), Chapter2 – 2.2 to 2.5			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Input/Output Organization: Accessing I/O Devices, Interrupts – Interrupt Hardware, Direct Memory Access, Buses, Interface Circuits			
Textbook 1: Chapter4 – 4.1, 4.2, 4.4, 4.5, 4.6			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			
Memory System: Basic Concepts, Semiconductor RAM Memories, Read Only Memories, Speed, Size, and Cost, Cache Memories – Mapping Functions, Virtual memories			
Textbook 1: Chapter 5 – 5.1 to 5.4, 5.5 (5.5.1, 5.5.2)			
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration		

Module-4	
Arithmetic: Numbers, Arithmetic Operations and Characters, Addition and Subtraction of Signed Numbers, Design of Fast Adders, Multiplication of Positive Numbers Basic Processing Unit: Fundamental Concepts, Execution of a Complete Instruction, Hardwired control, Microprogrammed control Textbook 1: Chapter2-2.1, Chapter6 – 6.1 to 6.3 Textbook 1: Chapter7 – 7.1, 7.2,7.4, 7.5	
Teaching-Learning Process	Chalk& board, Problem based learning
Module-5	
Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, Vector Processing, Array Processors Textbook 2: Chapter 9 – 9.1, 9.2, 9.3, 9.4, 9.6, 9.7	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Explain the organization and architecture of computer systems with machine instructions and programs CO 2. Analyze the input/output devices communicating with computer system CO 3. Demonstrate the functions of different types of memory devices CO 4. Apply different data types on simple arithmetic and logical unit CO 5. Analyze the functions of basic processing unit, Parallel processing and pipelining 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ul style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ul style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) <ul style="list-style-type: none"> 6. At the end of the 13th week of the semester The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course). CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course. Semester End Examination: Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)	

<ol style="list-style-type: none"> 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks 2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module. <p>The students have to answer 5 full questions, selecting one full question from each module</p>
<p>Textbooks</p> <ol style="list-style-type: none"> 1. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Computer Organization, 5th Edition, Tata McGraw Hill 2. M. Morris Mano, Computer System Architecture, PHI, 3rd Edition <p>Reference:</p> <ol style="list-style-type: none"> 1. William Stallings: Computer Organization & Architecture, 9th Edition, Pearson
<p>Weblinks and Video Lectures (e-Resources):</p> <ol style="list-style-type: none"> 1. https://nptel.ac.in/courses/106/103/106103068/ 2. https://nptel.ac.in/content/storage2/courses/106103068/pdf/coa.pdf 3. https://nptel.ac.in/courses/106/105/106105163/ 4. https://nptel.ac.in/courses/106/106/106106092/ 5. https://nptel.ac.in/courses/106/106/106106166/ 6. http://www.nptelvideos.in/2012/11/computer-organization.html
<p>Activity Based Learning (Suggested Activities in Class)/ Practical Based learning</p> <ul style="list-style-type: none"> • Discussion and literature survey on real world use cases • Quizzes

III Semester

OBJECT ORIENTED PROGRAMMING WITH JAVA LABORATORY			
Course Code	21CSL35	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	1	Exam Hours	03
Course Objectives: CLO 1. Demonstrate the use of Eclipse/Netbeans IDE to create Java Applications. CLO 2. Using java programming to develop programs for solving real-world problems. CLO 3. Reinforce the understanding of basic object-oriented programming concepts.			
	Note: two hours tutorial is suggested for each laboratory sessions.		
	Prerequisite		
	<ul style="list-style-type: none"> Students should be familiarized about java installation and setting the java environment. Usage of IDEs like Eclipse/Netbeans should be introduced. 		
Sl. No.	<i>PART A – List of problems for which student should develop program and execute in the Laboratory</i>		
1	Aim: Introduce the java fundamentals, data types, operators in java Program: Write a java program that prints all real solutions to the quadratic equation $ax^2+bx+c=0$. Read in a, b, c and use the quadratic formula.		
2	Aim: Demonstrating creation of java classes, objects, constructors, declaration and initialization of variables. Program: Create a Java class called Student with the following details as variables within it. USN Name Branch Phone Write a Java program to create n Student objects and print the USN, Name, Branch, and Phone of these objects with suitable headings.		
3	Aim: Discuss the various Decision-making statements, loop constructs in java Program: A. Write a program to check prime number B. Write a program for Arithmetic calculator using switch case menu		
4	Aim: Demonstrate the core object-oriented concept of Inheritance, polymorphism Design a super class called Staff with details as StaffId, Name, Phone, Salary. Extend this class by writing three subclasses namely Teaching (domain, publications), Technical (skills), and Contract (period). Write a Java program to read and display at least 3 staff objects of all three categories.		
5	Aim: Introduce concepts of method overloading, constructor overloading, overriding. Program: Write a java program demonstrating Method overloading and Constructor overloading.		
6	Aim: Introduce the concept of Abstraction, packages. Program: Develop a java application to implement currency converter (Dollar to INR, EURO to INR, Yen to INR and vice versa), distance converter (meter to KM, miles to KM and vice versa), time converter (hours to minutes, seconds and vice versa) using packages.		
7	Aim: Introduction to abstract classes, abstract methods, and Interface in java		

	Program: Write a program to generate the resume. Create 2 Java classes Teacher (data: personal information, qualification, experience, achievements) and Student (data: personal information, result, discipline) which implements the java interface Resume with the method biodata().
8	<p>Aim: Demonstrate creation of threads using Thread class and Runnable interface, multi-threaded programming.</p> <p>Program: Write a Java program that implements a multi-thread application that has three threads. First thread generates a random integer for every 1 second; second thread computes the square of the number and prints; third thread will print the value of cube of the number.</p>
9	<p>Aim: Introduce java Collections.</p> <p>Program: Write a program to perform string operations using ArrayList. Write functions for the following a. Append - add at end b. Insert – add at particular index c. Search d. List all string starts with given letter.</p>
10	<p>Aim: Exception handling in java, introduction to throwable class, throw, throws, finally.</p> <p>Program: Write a Java program to read two integers a and b. Compute a/b and print, when b is not zero. Raise an exception when b is equal to zero.</p>
11	<p>Aim: Introduce File operations in java.</p> <p>Program: Write a java program that reads a file name from the user, displays information about whether the file exists, whether the file is readable, or writable, the type of file and the length of the file in bytes</p>
12	<p>Aim: Introduce java Applet, awt, swings.</p> <p>Programs: Develop an applet that displays a simple message in center of the screen. Develop a simple calculator using Swings.</p>
PART B – Practical Based Learning	
01	A problem statement for each batch is to be generated in consultation with the co-examiner and student should develop an algorithm, program and execute the program for the given problem with appropriate outputs.
<p>Course Outcome (Course Skill Set) At the end of the course the student will be able to:</p> <p>CO 1. Use Eclipse/NetBeans IDE to design, develop, debug Java Projects. CO 2. Analyze the necessity for Object Oriented Programming paradigm over structured programming and become familiar with the fundamental concepts in OOP. CO 3. Demonstrate the ability to design and develop java programs, analyze, and interpret object-oriented data and document results. CO 4. Apply the concepts of multiprogramming, exception/event handling, abstraction to develop robust programs. CO 5. Develop user friendly applications using File I/O and GUI concepts.</p>	
<p>Assessment Details (both CIE and SEE)</p> <p>The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).</p> <p>Continuous Internal Evaluation (CIE): CIE marks for the practical course is 50 Marks. The split-up of CIE marks for record/ journal and test are in the ratio 60:40.</p>	

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled down to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- *Students can pick one experiment from the questions lot of PART A with equal choice to all the students in a batch. For PART B examiners should frame a question for each batch, student should develop an algorithm, program, execute and demonstrate the results with appropriate output for the given problem.*
- *Weightage of marks for PART A is 80% and for PART B is 20%. General rubrics suggested to be followed for part A and part B.*
- Change of experiment is allowed only once and Marks allotted to the procedure part to be made zero (Not allowed for Part B).
- The duration of SEE is 03 hours
- Rubrics suggested in Annexure-II of Regulation book

Suggested Learning Resources:

1. E Balagurusamy, Programming with Java, Graw Hill, 6th Edition, 2019.
2. Herbert Schildt, C: Java the Complete Reference, McGraw Hill, 11th Edition, 2020

III Semester

MASTERING OFFICE (Practical based)			
Course Code	21CSL381	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	1:0:0:0	SEE Marks	50
Total Hours of Pedagogy	12T + 12P	Total Marks	100
Credits	01	Exam Hours	02
Course Objectives: CLO 1. Understand the basics of computers and prepare documents and small presentations. CLO 2. Attain the knowledge about spreadsheet/worksheet with various options. CLO 3. Create simple presentations using templates various options available. CLO 4. Demonstrate the ability to apply application software in an office environment. CLO 5. Use MS Office to create projects, applications.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
MS-Word -Working with Files, Text – Formatting, Moving, copying and pasting text, Styles – Lists – Bulleted and numbered lists, Nested lists, Formatting lists. Table Manipulations. Graphics – Adding clip Art, add an image from a file, editing graphics, Page formatting - Header and footers, page numbers, Protect the Document, Mail Merge, Macros – Creating & Saving web pages, Hyperlinks.			
Textbook 1: Chapter 2			
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning		
Module-2			
MS-Excel- Modifying a Worksheet – Moving through cells, adding worksheets, rows and columns, Resizing rows and columns, selecting cells, Moving and copying cells, freezing panes - Macros – recording and running. Linking worksheets - Sorting and Filling, Alternating text and numbers with Auto fill, Auto filling functions. Graphics – Adding clip art, add an image from a file, Charts – Using chart Wizard, Copy a chart to Microsoft Word.			
Textbook 1: Chapter 3			
Teaching-Learning Process	Active Learning, Demonstration, presentation,		
Module-3			
MS-Power Point -Create a Presentation from a template- Working with Slides – Insert a new slide, applying a design template, changing slide layouts – Resizing a text box, Text box properties, delete a text box - Video and Audio effects, Color Schemes & Backgrounds Adding clip art, adding an image from a file, Save as a web page.			

Textbook 1: Chapter 5	
Teaching-Learning Process	Demonstration, presentation preparation for case studies
Module-4	
MS-Access - Using Access database wizard, pages and projects. Creating Tables – Create a Table in design view. Datasheet Records – Adding, Editing, deleting records, Adding and deleting columns Resizing rows and columns, finding data in a table & replacing, Print a datasheet. Queries - MS-Access.	
Textbook 1: Chapter 4	
Teaching-Learning Process	Chalk& board, Practical based learning.
Module-5	
Microsoft Outlook- Introduction, Starting Microsoft Outlook, Outlook Today, Different Views In Outlook, Outlook Data Files	
Textbook 1: Chapter 7	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes (Course Skill Set): At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Know the basics of computers and prepare documents, spreadsheets, make small presentations with audio, video and graphs and would be acquainted with internet. CO 2. Create, edit, save and print documents with list tables, header, footer, graphic, spellchecker, mail merge and grammar checker CO 3. Attain the knowledge about spreadsheet with formula, macros spell checker etc. CO 4. Demonstrate the ability to apply application software in an office environment. CO 5. Use Google Suite for office data management tasks 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). Continuous Internal Evaluation (CIE): NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above CIE marks for the practical course is 50 Marks . The split-up of CIE marks for record/ journal and test are in the ratio 60:40 . <ul style="list-style-type: none"> • Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session. • Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks. • Total marks scored by the students are scaled down to 30 marks (60% of maximum marks). • Weightage to be given for neatness and submission of record/write-up on time. • Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester. • In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce. • The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book • The average of 02 tests is scaled down to 20 marks (40% of the maximum marks). The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.	
Semester End Evaluation (SEE):	

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Weblinks and Video Lectures (e-Resources):

1. <https://youtu.be/9VRmgC2GRFE>
2. <https://youtu.be/rJPWi5x0g3I>
3. <https://youtu.be/tcj2BhhCMN4>
4. <https://youtu.be/ubmwp8kbfPc>
5. <https://youtu.be/i6eNvfQ8fTw>
6. <http://office.microsoft.com/en-us/training/CR010047968.aspx>
7. <https://gsuite.google.com/learning-center>
8. <http://spoken-tutorial.org>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.
- Real world examples of Windows Framework.

III Semester

PROGRAMMING IN C++			
Course Code	21CS382	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	1:0:0:0	SEE Marks	50
Total Hours of Pedagogy	12	Total Marks	100
Credits	01	Exam Hours	01
Course Objectives: CLO 1. Understanding about object oriented programming and Gain knowledge about the capability to store information together in an object. CLO 2. Understand the capability of a class to rely upon another class and functions. CLO 3. Understand about constructors which are special type of functions. CLO 4. Create and process data in files using file I/O functions CLO 5. Use the generic programming features of C++ including Exception handling.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <div><div>1.</div><div>Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div></div> <div><div>2.</div><div>Use of Video/Animation to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div></div> <div><div>6.</div><div>Introduce Topics in manifold representations.</div></div> <div><div>7.</div><div>Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Introduction to Object Oriented Programming: Computer programming background- C++ overview- First C++ Program -Basic C++ syntax, Object Oriented Programming: What is an object, Classes, methods and messages, abstraction and encapsulation, inheritance, abstract classes, polymorphism.			
Textbook 1: Chapter 1(1.1 to 1.8)			
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning		
Module-2			
Functions in C++: Tokens – Keywords – Identifiers and constants – Operators in C++ – Scope resolution operator – Expressions and their types – Special assignment expressions – Function prototyping – Call by reference – Return by reference – Inline functions -Default arguments – Function overloading.			
Textbook 2: Chapter 3(3.2,3.3,3.4,3.13,3.14,3.19, 3.20) , chapter 4(4.3,4.4,4.5,4.6,4.7,4.9) .			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration, presentation, problem solving		
Module-3			
Inheritance & Polymorphism: Derived class Constructors, destructors-Types of Inheritance- Defining Derived classes, Single Inheritance, Multiple, Hierarchical Inheritance, Hybrid Inheritance.			
Textbook 2: Chapter 6 (6.2,6.11) chapter 8 (8.1 to,8.8)			

Teaching-Learning Process	Chalk and board, Demonstration, problem solving
Module-4	
I/O Streams: C++ Class Hierarchy- File Stream-Text File Handling- Binary File Handling during file operations.	
Textbook 1: Chapter 12(12.5) , Chapter 13 (13.6,13.7)	
Teaching-Learning Process	Chalk and board, Practical based learning, practical's
Module-5	
Exception Handling: Introduction to Exception - Benefits of Exception handling- Try and catch block- Throw statement- Pre-defined exceptions in C++ .	
Textbook 2: Chapter 13 (13.2 to13.6)	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes (Course Skill Set): At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Able to understand and design the solution to a problem using object-oriented programming concepts. CO 2. Able to reuse the code with extensible Class types, User-defined operators and function Overloading. CO 3. Achieve code reusability and extensibility by means of Inheritance and Polymorphism CO 4. Identify and explore the Performance analysis of I/O Streams. CO 5. Implement the features of C++ including templates, exceptions and file handling for providing programmed solutions to complex problems. 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) <ol style="list-style-type: none"> 6. At the end of the 13th week of the semester The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course). CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course. Semester End Examination: Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 01 hours) SEE paper will be set for 50 questions of each of 01 marks. The pattern of the question paper is MCQ. The time allotted for SEE is 01 hours	

Textbooks <ol style="list-style-type: none"> 1. Bhushan Trivedi, "Programming with ANSI C++", Oxford Press, Second Edition, 2012. 2. Balagurusamy E, Object Oriented Programming with C++, Tata McGraw Hill Education Pvt.Ltd , Fourth Edition 2010.
Reference Books <ol style="list-style-type: none"> 1. Bhavne, " Object Oriented Programming With C++", Pearson Education , 2004. 2. Ray Lischner, "Exploring C++ : The programmer's introduction to C++" , apress, 2010 3. Bhavne, " Object Oriented Programming With C++", Pearson Education , 2004
Weblinks and Video Lectures (e-Resources): <ol style="list-style-type: none"> 1. Basics of C++ - https://www.youtube.com/watch?v=BCIS40yzssA 2. Functions of C++ - https://www.youtube.com/watch?v=p8ehAjZWjPw Tutorial Link: <ol style="list-style-type: none"> 1. https://www.w3schools.com/cpp/cpp_intro.asp 2. https://www.edx.org/course/introduction-to-c-3
Activity Based Learning (Suggested Activities in Class)/ Practical Based learning <ul style="list-style-type: none"> • Demonstration of simple projects

IV Semester

[illegible]

[illegible]

IV Semester

DESIGN AND ANALYSIS OF ALGORITHMS			
Course Code	21CS42	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03
Course Learning Objectives: CLO 1. Explain the methods of analysing the algorithms and to analyze performance of algorithms. CLO 2. State algorithm's efficiencies using asymptotic notations. CLO 3. Solve problems using algorithm design methods such as the brute force method, greedy method, divide and conquer, decrease and conquer, transform and conquer, dynamic programming, backtracking and branch and bound. CLO 4. Choose the appropriate data structure and algorithm design method for a specified application. CLO 5. Introduce P and NP classes.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none"> 1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes. 2. Show Video/animation films to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it. 6. Topics will be introduced in a multiple representation. 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
Introduction: What is an Algorithm? It's Properties. Algorithm Specification-using natural language, using Pseudo code convention, Fundamentals of Algorithmic Problem solving, Analysis Framework-Time efficiency and space efficiency, Worst-case, Best-case and Average case efficiency.			
Performance Analysis: Estimating Space complexity and Time complexity of algorithms.			
Asymptotic Notations: Big-Oh notation (O), Omega notation (Ω), Theta notation (Θ) with examples, Basic efficiency classes, Mathematical analysis of Non-Recursive and Recursive Algorithms with Examples.			
Brute force design technique: Selection sort, sequential search, string matching algorithm with complexity Analysis.			
Textbook 1: Chapter 1 (Sections 1.1,1.2), Chapter 2(Sections 2.1,2.2,2.3,2.4), Chapter 3(Section 3.1,3.2)			
Textbook 2: Chapter 1(section 1.1,1.2,1.3)			

Laboratory Component: <ol style="list-style-type: none"> Sort a given set of n integer elements using Selection Sort method and compute its time complexity. Run the program for varied values of $n > 5000$ and record the time taken to sort. Plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator. Demonstrate using C++/Java how the brute force method works along with its time complexity analysis: worst case, average case and best case. 	
Teaching-Learning Process	<ol style="list-style-type: none"> Problem based Learning. Chalk & board, Active Learning. Laboratory Demonstration.
Module-2	
Divide and Conquer: General method, Recurrence equation for divide and conquer, solving it using Master's theorem. , Divide and Conquer algorithms and complexity Analysis of Finding the maximum & minimum, Binary search, Merge sort, Quick sort.	
Decrease and Conquer Approach: Introduction, Insertion sort, Graph searching algorithms, Topological Sorting. It's efficiency analysis.	
Textbook 2: Chapter 3(Sections 3.1,3.3,3.4,3.5,3.6)	
Textbook 1: Chapter 4 (Sections 4.1,4.2,4.3), Chapter 5(Section 5.1,5.2,5.3)	
Laboratory Component: <ol style="list-style-type: none"> Sort a given set of n integer elements using Quick Sort method and compute its time complexity. Run the program for varied values of $n > 5000$ and record the time taken to sort. Plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator. Demonstrate using C++/Java how the divide-and-conquer method works along with its time complexity analysis: worst case, average case and best case. Sort a given set of n integer elements using Merge Sort method and compute its time complexity. Run the program for varied values of $n > 5000$, and record the time taken to sort. Plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator. Demonstrate using C++/Java how the divide-and-conquer method works along with its time complexity analysis: worst case, average case and best case. 	
Teaching-Learning Process	<ol style="list-style-type: none"> Chalk & board, Active Learning, MOOC, Problem based Learning. Laboratory Demonstration.
Module-3	
Greedy Method: General method, Coin Change Problem, Knapsack Problem, solving Job sequencing with deadlines Problems.	
Minimum cost spanning trees: Prim's Algorithm, Kruskal's Algorithm with performance analysis.	
Single source shortest paths: Dijkstra's Algorithm.	
Optimal Tree problem: Huffman Trees and Codes.	
Transform and Conquer Approach: Introduction, Heaps and Heap Sort.	
Textbook 2: Chapter 4(Sections 4.1,4.3,4.5)	

Textbook 1: Chapter 9(Section 9.1,9.2,9.3,9.4), Chapter 6(section 6.4)	
Laboratory Component: Write & Execute C++/Java Program <ol style="list-style-type: none"> 1. To solve Knapsack problem using Greedy method. 2. To find shortest paths to other vertices from a given vertex in a weighted connected graph, using Dijkstra's algorithm. 3. To find Minimum Cost Spanning Tree of a given connected undirected graph using Kruskal's algorithm. Use Union-Find algorithms in your program. 4. To find Minimum Cost Spanning Tree of a given connected undirected graph using Prim's algorithm. 	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. Chalk & board, Active Learning, MOOC, Problem based Learning. 2. Laboratory Demonstration.
Module-4	
Dynamic Programming: General method with Examples, Multistage Graphs. Transitive Closure: Warshall's Algorithm. All Pairs Shortest Paths: Floyd's Algorithm, Knapsack problem, Bellman-Ford Algorithm, Travelling Sales Person problem. Space-Time Tradeoffs: Introduction, Sorting by Counting, Input Enhancement in String Matching- Harspool's algorithm. Textbook 2: Chapter 5 (Sections 5.1,5.2,5.4,5.9) Textbook 1: Chapter 8(Sections 8.2,8.4), Chapter 7 (Sections 7.1,7.2)	
Laboratory Component: Write C++/ Java programs to <ol style="list-style-type: none"> 1. Solve All-Pairs Shortest Paths problem using Floyd's algorithm. 2. Solve Travelling Sales Person problem using Dynamic programming. 3. Solve 0/1 Knapsack problem using Dynamic Programming method. 	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. Chalk & board, Active Learning, MOOC, Problem based Learning. 2. Laboratory Demonstration.
Module-5	
Backtracking: General method, solution using back tracking to N-Queens problem, Sum of subsets problem, Graph coloring, Hamiltonian cycles Problems. Branch and Bound: Assignment Problem, Travelling Sales Person problem, 0/1 Knapsack problem NP-Complete and NP-Hard problems: Basic concepts, non- deterministic algorithms, P, NP, NP-Complete, and NP-Hard classes. Textbook 1: Chapter 12 (Sections 12.1,12.2) Chapter 11(11.3) Textbook 2: Chapter 7 (Sections 7.1,7.2,7.3,7.4,7.5) Chapter 11 (Section 11.1)	
Laboratory Component:	

<ol style="list-style-type: none"> 1. Design and implement C++/Java Program to find a subset of a given set $S = \{S_1, S_2, \dots, S_n\}$ of n positive integers whose SUM is equal to a given positive integer d. For example, if $S = \{1, 2, 5, 6, 8\}$ and $d = 9$, there are two solutions $\{1, 2, 6\}$ and $\{1, 8\}$. Display a suitable message, if the given problem instance doesn't have a solution. 2. Design and implement C++/Java Program to find all Hamiltonian Cycles in a connected undirected Graph G of n vertices using backtracking principle. 	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. Chalk & board, Active Learning, MOOC, Problem based learning. 2. Laboratory Demonstration.
Course outcome (Course Skill Set) At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Analyze the performance of the algorithms, state the efficiency using asymptotic notations and analyze mathematically the complexity of the algorithm. CO 2. Apply divide and conquer approaches and decrease and conquer approaches in solving the problems analyze the same CO 3. Apply the appropriate algorithmic design technique like greedy method, transform and conquer approaches and compare the efficiency of algorithms to solve the given problem. CO 4. Apply and analyze dynamic programming approaches to solve some problems. and improve an algorithm time efficiency by sacrificing space. CO 5. Apply and analyze backtracking, branch and bound methods and to describe P, NP and NP-Complete problems. 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to 20 marks . <ul style="list-style-type: none"> • Rubrics for each Experiment taken average for all Lab components – 15 Marks. 	

- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Introduction to the Design and Analysis of Algorithms, Anany Levitin: 2nd Edition, 2009. Pearson.
2. Computer Algorithms/C++, Ellis Horowitz, SatrajSahni and Rajasekaran, 2nd Edition, 2014, Universities Press.

Reference Books

1. Introduction to Algorithms, Thomas H. Cormen, Charles E. Leiserson, Ronal L. Rivest, Clifford Stein, 3rd Edition, PHI.
2. Design and Analysis of Algorithms, S. Sridhar, Oxford (Higher Education)

Weblinks and Video Lectures (e-Resources):

1. <http://elearning.vtu.ac.in/econtent/courses/video/CSE/06CS43.html>
2. <https://nptel.ac.in/courses/106/101/106101060/>
3. <http://elearning.vtu.ac.in/econtent/courses/video/FEP/ADA.html>
4. <http://cse01-iiith.vlabs.ac.in/>
5. <http://openclassroom.stanford.edu/MainFolder/CoursePage.php?course=IntroToAlgorithms>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

1. Real world problem solving and puzzles using group discussion. E.g., Fake coin identification, Peasant, wolf, goat, cabbage puzzle, Konigsberg bridge puzzle etc.,
2. Demonstration of solution to a problem through programming.

IV Semester

MICROCONTROLLER AND EMBEDDED SYSTEMS			
Course Code	21CS43	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03
Course Learning Objectives: CLO 1: Understand the fundamentals of ARM-based systems, including programming modules with registers and the CPSR. CLO 2: Use the various instructions to program the ARM controller. CLO 3: Program various embedded components using the embedded C program. CLO 4: Identify various components, their purpose, and their application to the embedded system's applicability. CLO 5: Understand the embedded system's real-time operating system and its application in IoT.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. The lecturer method (L) does not mean only the traditional lecture method, but different types of teaching methods may be adopted to develop the outcomes.2. Show video/animation films to explain the functioning of various concepts.3. Encourage collaborative (group learning) learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.6. Topics will be introduced in multiple representations.7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world, and when that's possible, it helps improve the students' understanding.			
Module-1 Microprocessors versus Microcontrollers, ARM Embedded Systems: The RISC design philosophy, The ARM Design Philosophy, Embedded System Hardware, Embedded System Software. ARM Processor Fundamentals: Registers, Current Program Status Register, Pipeline, Exceptions, Interrupts, and the Vector Table, Core Extensions Textbook 1: Chapter 1 - 1.1 to 1.4, Chapter 2 - 2.1 to 2.5			
Laboratory Component: 1. Using Keil software, observe the various registers, dump, CPSR, with a simple ALP programme.			
Teaching-Learning Process	<ol style="list-style-type: none">1. Demonstration of registers, memory access, and CPSR in a programme module.2. For concepts, numerical, and discussion, use chalk and a whiteboard, as well as a PowerPoint presentation.		
Module-2 Introduction to the ARM Instruction Set: Data Processing Instructions , Branch Instructions, Software Interrupt Instructions, Program Status Register Instructions, Coprocessor Instructions, Loading Constants			

C Compilers and Optimization :Basic C Data Types, C Looping Structures, Register Allocation, Function Calls, Pointer Aliasing,	
Textbook 1: Chapter 3: Sections 3.1 to 3.6 (Excluding 3.5.2), Chapter 5	
Laboratory Component: <ol style="list-style-type: none"> Write a program to find the sum of the first 10 integer numbers. Write a program to find the factorial of a number. Write a program to add an array of 16 bit numbers and store the 32 bit result in internal RAM. Write a program to find the square of a number (1 to 10) using a look-up table. Write a program to find the largest or smallest number in an array of 32 numbers. 	
Teaching-Learning Process	<ol style="list-style-type: none"> Demonstration of sample code using Keil software. Laboratory Demonstration
Module-3	
C Compilers and Optimization :Structure Arrangement, Bit-fields, Unaligned Data and Endianness, Division, Floating Point, Inline Functions and Inline Assembly, Portability Issues.	
ARM programming using Assembly language: Writing Assembly code, Profiling and cycle counting, instruction scheduling, Register Allocation, Conditional Execution, Looping Constructs	
Textbook 1: Chapter-5,6	
Laboratory Component: <ol style="list-style-type: none"> Write a program to arrange a series of 32 bit numbers in ascending/descending order. Write a program to count the number of ones and zeros in two consecutive memory locations. Display "Hello World" message using Internal UART. 	
Teaching-Learning Process	<ol style="list-style-type: none"> Demonstration of sample code using Keil software. Chalk and Board for numerical
Module-4	
Embedded System Components: Embedded Vs General computing system, History of embedded systems, Classification of Embedded systems, Major applications areas of embedded systems, purpose of embedded systems. Core of an Embedded System including all types of processor/controller, Memory, Sensors, Actuators, LED, 7 segment LED display, stepper motor, Keyboard, Push button switch, Communication Interface (onboard and external types), Embedded firmware, Other system components.	
Textbook 2: Chapter 1 (Sections 1.2 to 1.6), Chapter 2 (Sections 2.1 to 2.6)	
Laboratory Component: <ol style="list-style-type: none"> Interface and Control a DC Motor. Interface a Stepper motor and rotate it in clockwise and anti-clockwise direction. Determine Digital output for a given Analog input using Internal ADC of ARM controller. Interface a DAC and generate Triangular and Square waveforms. Interface a 4x4 keyboard and display the key code on an LCD. Demonstrate the use of an external interrupt to toggle an LED On/Off. Display the Hex digits 0 to F on a 7-segment LED interface, with an appropriate delay in between. 	
Teaching-Learning Process	<ol style="list-style-type: none"> Demonstration of sample code for various embedded components using keil. Chalk and Board for numerical and discussion
Module-5	

RTOS and IDE for Embedded System Design: Operating System basics, Types of operating systems, Task, process and threads (Only POSIX Threads with an example program), Thread preemption, Multiprocessing and Multitasking, Task Communication (without any program), Task synchronization issues – Racing and Deadlock, Concept of Binary and counting semaphores (Mutex example without any program), How to choose an RTOS, Integration and testing of Embedded hardware and firmware, Embedded system Development Environment – Block diagram (excluding Keil), Disassembler/decompiler, simulator, emulator and debugging techniques, target hardware debugging, boundary scan.

Textbook 2: Chapter-10 (Sections 10.1, 10.2, 10.3, 10.4 , 10.7, 10.8.1.1, 10.8.1.2, 10.8.2.2, 10.10 only), Chapter 12, Chapter-13 (block diagram before 13.1, 13.3, 13.4, 13.5, 13.6 only)

Laboratory Component:

1. Demonstration of IoT applications by using Arduino and Raspberry Pi

Teaching-Learning Process

1. Chalk and Board for numerical and discussion
2. Significance of real time operating system[RTOS] using raspberry pi

Course outcome (Course Skill Set)

At the end of the course, the student will be able to:

- CO 1. Explain C-Compilers and optimization
- CO 2. Describe the ARM microcontroller's architectural features and program module.
- CO 3. Apply the knowledge gained from programming on ARM to different applications.
- CO 4. Program the basic hardware components and their application selection method.
- CO 5. Demonstrate the need for a real-time operating system for embedded system applications.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Andrew N Sloss, Dominic Symes and Chris Wright, ARM system developers guide, Elsevier, Morgan Kaufman publishers, 2008.
2. Shibu K V, "Introduction to Embedded Systems", Tata McGraw Hill Education, Private Limited, 2nd Edition.

Reference Books

1. Raghunandan. G.H, Microcontroller (ARM) and Embedded System, Cengage learning Publication,2019
2. The Insider's Guide to the ARM7 Based Microcontrollers, Hitex Ltd.,1st edition, 2005.
3. Steve Furber, ARM System-on-Chip Architecture, Second Edition, Pearson, 2015.
4. Raj Kamal, Embedded System, Tata McGraw-Hill Publishers, 2nd Edition, 2008.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

IV Semester

OPERATING SYSTEMS			
Course Code:	21CS44	CIE Marks	50
Teaching Hours/Week (L:T:P:S)	2:020:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Objectives: CLO 1. Demonstrate the need for OS and different types of OS CLO 2. Apply suitable techniques for management of different resources CLO 3. Use processor, memory, storage and file system commands CLO 4. Realize the different concepts of OS in platform of usage through case studies			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer methods (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1 Introduction to operating systems, System structures: What operating systems do; Computer System organization; Computer System architecture; Operating System structure; Operating System operations; Process management; Memory management; Storage management; Protection and Security; Distributed system; Special-purpose systems; Computing environments. Operating System Services: User - Operating System interface; System calls; Types of system calls; System programs; Operating system design and implementation; Operating System structure; Virtual machines; Operating System generation; System boot. Process Management: Process concept; Process scheduling; Operations on processes; Inter process communication Textbook 1: Chapter - 1,2,3			
Teaching-Learning Process	Active learning and problem solving <ol style="list-style-type: none">1. https://www.youtube.com/watch?v=vBURTt97EkA&list=PLBlnK6fEyqRiVhbXDGLXDk_OQAeuVcp2Q2. https://www.youtube.com/watch?v=a2B69vCtjOU&list=PL3-wYxbt4yCjpcfUDz-TgD_ainZ2K3MUZ&index=2		
Module-2			

<p>Multi-threaded Programming: Overview; Multithreading models; Thread Libraries; Threading issues. Process Scheduling: Basic concepts; Scheduling Criteria; Scheduling Algorithms; Multiple-processor scheduling; Thread scheduling.</p> <p>Process Synchronization: Synchronization: The critical section problem; Peterson's solution; Synchronization hardware; Semaphores; Classical problems of synchronization; Monitors.</p> <p>Textbook 1: Chapter - 4,5</p>	
Teaching-Learning Process	<p>Active Learning and problem solving</p> <ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=HW2Wcx-ktsc 2. https://www.youtube.com/watch?v=9YRxhlt9Zo
Module-3	
<p>Deadlocks: Deadlocks; System model; Deadlock characterization; Methods for handling deadlocks; Deadlock prevention; Deadlock avoidance; Deadlock detection and recovery from deadlock.</p> <p>Memory Management: Memory management strategies: Background; Swapping; Contiguous memory allocation; Paging; Structure of page table; Segmentation.</p> <p>Textbook 1: Chapter - 7,8</p>	
Teaching-Learning Process	<p>Active Learning, Problem solving based on deadlock with animation</p> <ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=MYgmmJlfdBg 2. https://www.youtube.com/watch?v=Y14b7_T3AEw&list=PLEJxKK7AcSEGPOCFtQTJhOEIU44J_JAun&index=30
Module-4	
<p>Virtual Memory Management: Background; Demand paging; Copy-on-write; Page replacement; Allocation of frames; Thrashing.</p> <p>File System, Implementation of File System: File system: File concept; Access methods; Directory structure; File system mounting; File sharing; Protection: Implementing File system: File system structure; File system implementation; Directory implementation; Allocation methods; Free space management.</p> <p>Textbook 1: Chapter - 9,10,11</p>	
Teaching-Learning Process	<p>Active learning about memory management and File system</p> <ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=pJ6qrCB8pDw&list=PLIY8eNdw5tW-BxRY0yK3fYTYVqytw8qhp 2. https://www.youtube.com/watch?v=-orFhvNBzY
Module-5	
<p>Secondary Storage Structures, Protection: Mass storage structures; Disk structure; Disk attachment; Disk scheduling; Disk management; Swap space management. Protection: Goals of protection, Principles of protection, Domain of protection, Access matrix, Implementation of access matrix, Access control, Revocation of access rights, Capability- Based systems.</p> <p>Case Study: The Linux Operating System: Linux history; Design principles; Kernel modules; Process management; Scheduling; Memory Management; File systems, Input and output; Inter-process communication.</p> <p>Textbook 1: Chapter - 2,21</p>	
Teaching-Learning Process	<p>Active learning about case studies</p> <ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=TTBkc5eju4 2. https://www.youtube.com/watch?v=8hkvMRGTzCM&list=PLEAYkSg4uSQ2PAch478muxnoeTNz_QeUJ&index=36 3. https://www.youtube.com/watch?v=mX1FEur4VCw
Course Outcomes (Course Skill Set)	

At the end of the course the student will be able to:

- CO 1. Identify the structure of an operating system and its scheduling mechanism.
- CO 2. Demonstrate the allocation of resources for a process using scheduling algorithm.
- CO 3. Identify root causes of deadlock and provide the solution for deadlock elimination
- CO 4. Explore about the storage structures and learn about the Linux Operating system.
- CO 5. Analyze Storage Structures and Implement Customized Case study

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

- 1. First test at the end of 5th week of the semester
- 2. Second test at the end of the 10th week of the semester
- 3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

- 4. First assignment at the end of 4th week of the semester
- 5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

- 6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

- 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
- 2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

- 1. Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Principles 7th edition, Wiley-India, 2006

Reference Books

- 1. Ann McHoes Ida M Fylnn, Understanding Operating System, Cengage Learning, 6th Edition
- 2. D.M Dhamdhare, Operating Systems: A Concept Based Approach 3rd Ed, McGraw- Hill, 2013.
- 3. P.C.P. Bhatt, An Introduction to Operating Systems: Concepts and Practice 4th Edition, PHI(EEE), 2014.
- 4. William Stallings Operating Systems: Internals and Design Principles, 6th Edition, Pearson.

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=vBURTt97EkA&list=PLBlnK6fEygRiVhbXDGLXDk_OQAeuVcp20
2. https://www.youtube.com/watch?v=783KAB-tuE4&list=PLIemF3uozcAKTgsCIj82voMK3TMR0YE_f
3. <https://www.youtube.com/watch?v=3-ITLMMeeXY&list=PL3pGy4HtqwD0n7bQfhjPnsWzkeR-n6mk0>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.
- Role play for process scheduling.
- Present animation for Deadlock.
- Real world examples of memory management concepts

IV Semester

PYTHON PROGRAMMING LABORATORY			
Course Code	21CSL46	CIE Marks	50
Teaching Hours/Weeks (L: T: P: S)	0: 0: 2: 0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	01	Exam Hours	03
Course Objectives: CLO 1. Demonstrate the use of IDLE or PyCharm IDE to create Python Applications CLO 2. Using Python programming language to develop programs for solving real-world problems CLO 3. Implement the Object-Oriented Programming concepts in Python. CLO 4. Appraise the need for working with various documents like Excel, PDF, Word and Others CLO 5. Demonstrate regular expression using python programming			
Note: two hours tutorial is suggested for each laboratory sessions.			
Prerequisite			
<ul style="list-style-type: none"> Students should be familiarized about Python installation and setting Python environment Usage of IDLE or IDE like PyCharm should be introduced Python Installation: https://www.youtube.com/watch?v=Kn1HF3oD19c PyCharm Installation: https://www.youtube.com/watch?v=SZUNUB6nz3g			
Sl. No.	PART A – List of problems for which student should develop program and execute in the Laboratory		
1	Aim: Introduce the Python fundamentals, data types, operators, flow control and exception handling in Python a) Write a python program to find the best of two test average marks out of three test's marks accepted from the user. b) Develop a Python program to check whether a given number is palindrome or not and also count the number of occurrences of each digit in the input number. Datatypes: https://www.youtube.com/watch?v=gCCVsvgR2KU Operators: https://www.youtube.com/watch?v=v5MR5JnKcZI Flow Control: https://www.youtube.com/watch?v=PqFKRqpHrjw For loop: https://www.youtube.com/watch?v=0ZvaDa8eT5s While loop: https://www.youtube.com/watch?v=HZARImviDxg Exceptions: https://www.youtube.com/watch?v=6SPDvPK38tw		
2	Aim: Demonstrating creation of functions, passing parameters and return values a) Defined as a function F as $F_n = F_{n-1} + F_{n-2}$. Write a Python program which accepts a value for N (where $N > 0$) as input and pass this value to the function. Display suitable error message if the condition for input value is not followed. b) Develop a python program to convert binary to decimal, octal to hexadecimal using functions. Functions: https://www.youtube.com/watch?v=BVfCWuca9nw Arguments: https://www.youtube.com/watch?v=ijXMGpoMkhQ Return value: https://www.youtube.com/watch?v=nuNXiEDnM44		
3	Aim: Demonstration of manipulation of strings using string methods a) Write a Python program that accepts a sentence and find the number of words, digits, uppercase letters and lowercase letters.		

	<p>b) Write a Python program to find the string similarity between two given strings</p> <p>Sample Output:</p> <p>Original string: Python Exercises Python Exercises Similarity between two said strings: 1.0</p> <p>Sample Output:</p> <p>Original string: Python Exercises Python Exercise Similarity between two said strings: 0.967741935483871</p> <p>Strings: https://www.youtube.com/watch?v=ISItwlnF0eU String functions: https://www.youtube.com/watch?v=9a3CxJyTq00</p>
4	<p>Aim: Discuss different collections like list, tuple and dictionary</p> <p>a) Write a python program to implement insertion sort and merge sort using lists b) Write a program to convert roman numbers in to integer values using dictionaries.</p> <p>Lists: https://www.youtube.com/watch?v=Eaz5e6M8tL4 List methods: https://www.youtube.com/watch?v=8-RDVWGktul Tuples: https://www.youtube.com/watch?v=bdS4dHIJGBc Tuple operations: https://www.youtube.com/watch?v=TItKabcTTQ4 Dictionary: https://www.youtube.com/watch?v=4Q0pW8XB0kc Dictionary methods: https://www.youtube.com/watch?v=oLeNHuORpNY</p>
5	<p>Aim: Demonstration of pattern recognition with and without using regular expressions</p> <p>a) Write a function called isphonenummer () to recognize a pattern 415-555-4242 without using regular expression and also write the code to recognize the same pattern using regular expression. b) Develop a python program that could search the text in a file for phone numbers (+919900889977) and email addresses (sample@gmail.com)</p> <p>Regular expressions: https://www.youtube.com/watch?v=LnzFnZfHLS4</p>
6	<p>Aim: Demonstration of reading, writing and organizing files.</p> <p>a) Write a python program to accept a file name from the user and perform the following operations</p> <ol style="list-style-type: none"> 1. Display the first N line of the file 2. Find the frequency of occurrence of the word accepted from the user in the file <p>b) Write a python program to create a ZIP file of a particular folder which contains several files inside it.</p> <p>Files: https://www.youtube.com/watch?v=vuyb7CxZgbU https://www.youtube.com/watch?v=FqcjKewJTQ0</p> <p>File organization: https://www.youtube.com/watch?v=MRuq3SRXses</p>
7	<p>Aim: Demonstration of the concepts of classes, methods, objects and inheritance</p>

	<p>a) By using the concept of inheritance write a python program to find the area of triangle, circle and rectangle.</p> <p>b) Write a python program by creating a class called Employee to store the details of Name, Employee_ID, Department and Salary, and implement a method to update salary of employees belonging to a given department.</p> <p>OOP's concepts: https://www.youtube.com/watch?v=qiSCMNBIP2g</p> <p>Inheritance: https://www.youtube.com/watch?v=Cn7AkDb4pIU</p>
8	<p>Aim: Demonstration of classes and methods with polymorphism and overriding</p> <p>a) Write a python program to find the whether the given input is palindrome or not (for both string and integer) using the concept of polymorphism and inheritance.</p> <p>Overriding: https://www.youtube.com/watch?v=CcTzTulsoFk</p>
9	<p>Aim: Demonstration of working with excel spreadsheets and web scraping</p> <p>a) Write a python program to download the all XKCD comics</p> <p>b) Demonstrate python program to read the data from the spreadsheet and write the data in to the spreadsheet</p> <p>Web scraping: https://www.youtube.com/watch?v=ng2o98k983k</p> <p>Excel: https://www.youtube.com/watch?v=nsKNPHJ9iPc</p>
10	<p>Aim: Demonstration of working with PDF, word and JSON files</p> <p>a) Write a python program to combine select pages from many PDFs</p> <p>b) Write a python program to fetch current weather data from the JSON file</p> <p>PDFs: https://www.youtube.com/watch?v=q70xzDG6nls https://www.youtube.com/watch?v=JhQVD7Y1bsA https://www.youtube.com/watch?v=FcrW-ESdY-A</p> <p>Word files: https://www.youtube.com/watch?v=ZU3cSl51jWE</p> <p>JSON files: https://www.youtube.com/watch?v=9N6a-VLBa2I</p>
Python (Full Course): https://www.youtube.com/watch?v=_uQrJ0TkZlc	
Pedagogy	For the above experiments the following pedagogy can be considered. Problem based learning, Active learning, MOOC, Chalk &Talk
PART B – Practical Based Learning	
A problem statement for each batch is to be generated in consultation with the co-examiner and student should develop an algorithm, program and execute the program for the given problem with appropriate outputs.	
<p>Course Outcomes:</p> <p>CO 1. Demonstrate proficiency in handling of loops and creation of functions.</p> <p>CO 2. Identify the methods to create and manipulate lists, tuples and dictionaries.</p> <p>CO 3. Discover the commonly used operations involving regular expressions and file system.</p> <p>CO 4. Interpret the concepts of Object-Oriented Programming as used in Python.</p> <p>CO 5. Determine the need for scraping websites and working with PDF, JSON and other file formats.</p>	

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). The student has to secure 40% of sum of the maximum marks of CIE and SEE to qualify in the course.

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled down to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- *Students can pick one experiment from the questions lot of PART A with equal choice to all the students in a batch. For PART B examiners should frame a question for each batch, student should*

develop an algorithm, program, execute and demonstrate the results with appropriate output for the given problem.

- *Weightage of marks for PART A is 80% and for PART B is 20%. General rubrics suggested to be followed for part A and part B.*
- Change of experiment is allowed only once and Marks allotted to the procedure part to be made zero (Not allowed for Part B).
- The duration of SEE is 03 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks:

1. Al Sweigart, **“Automate the Boring Stuff with Python”**, 1st Edition, No Starch Press, 2015. (Available under CC-BY-NC-SA license at <https://automatetheboringstuff.com/>)
2. Reema Thareja **“Python Programming Using Problem Solving Approach”** Oxford University Press.
3. Allen B. Downey, **“Think Python: How to Think Like a Computer Scientist”**, 2nd Edition, Green Tea Press, 2015. (Available under CC-BY-NC license at <http://greenteapress.com/thinkpython2/thinkpython2.pdf>)

IV Semester

WEB PROGRAMMING (Practical based)			
Course Code	21CSL481	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	1:0:0:0	SEE Marks	50
Total Hours of Pedagogy	12T + 12P	Total Marks	100
Credits	01	Exam Hours	02
Course Objectives: CLO 1. Learn Web tool box and history of web browsers. CLO 2. Learn HTML, XHTML tags with utilizations. CLO 3. Know CSS with dynamic document utilizations. CLO 4. Learn JavaScript with Element access in JavaScript. CLO 5. Logically plan and develop web pages..			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <div><div>1.</div><div>Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div></div> <div><div>2.</div><div>Use of Video/Animation to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students’ Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div></div> <div><div>6.</div><div>Introduce Topics in manifold representations.</div></div> <div><div>7.</div><div>Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Introduction to WEB Programming: Internet, WWW, Web Browsers, and Web Servers, URLs, MIME, HTTP, Security, The Web Programmers Toolbox.			
Textbook 1: Chapter 1(1.1 to 1.9)			
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning		
Module-2			
HTML and XHTML: Origins of HTML and XHTML, Basic syntax, Standard XHTML document structure, Basic text markup, Images, Hypertext Links, Lists, Tables. Forms, Frames in HTML and XHTML, Syntactic differences between HTML and XHTML.			
Textbook 1: Chapter 2(2.1 to 2.10)			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration, presentation, problem solving		
Module-3			
CSS: Introduction, Levels of style sheets, Style specification formats, Selector forms, Property value forms, Font properties, List properties, Color, Alignment of text, Background images, tags.			
Textbook 1: Chapter 3(3.1 to 3.12)			
Teaching-Learning Process	Chalk and board, Demonstration, problem solving		
Module-4			

Java Script – I: Object orientation and JavaScript; General syntactic characteristics; Primitives, Operations, and expressions; Screen output and keyboard input.	
Textbook 1: Chapter 4(4.1 to 4.5)	
Teaching-Learning Process	Chalk and board, Practical based learning, practical's
Module-5	
Java Script – II: Control statements, Object creation and Modification; Arrays; Functions; Constructor; Pattern matching using expressions; Errors, Element access in JavaScript.	
Textbook 1: Chapter 4(4.6 to 4.14)	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes (Course Skill Set): At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Describe the fundamentals of web and concept of HTML. CO 2. Use the concepts of HTML, XHTML to construct the web pages. CO 3. Interpret CSS for dynamic documents. CO 4. Evaluate different concepts of JavaScript & Construct dynamic documents. CO 5. Design a small project with JavaScript and XHTML. 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). Continuous Internal Evaluation (CIE): <i>NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above</i> CIE marks for the practical course is 50 Marks . The split-up of CIE marks for record/ journal and test are in the ratio 60:40 . <ul style="list-style-type: none"> • Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session. • Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks. • Total marks scored by the students are scaled down to 30 marks (60% of maximum marks). • Weightage to be given for neatness and submission of record/write-up on time. • Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester. • In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce. • The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book • The average of 02 tests is scaled down to 20 marks (40% of the maximum marks). The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.	
Semester End Evaluation (SEE): <ul style="list-style-type: none"> • SEE marks for the practical course is 50 Marks. • SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University • All laboratory experiments are to be included for practical examination. 	

- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks

1. Robert W Sebesta, "Programming the World Wide Web", 6th Edition, Pearson Education, 2008.

Reference Books

1. M.Deitel, P.J.Deitel, A.B.Goldberg, "Internet & World Wide Web How to program", 3rd Edition, Pearson Education / PHI, 2004.
2. Chris Bates, "Web Programming Building Internet Applications", 3rd Edition, Wiley India, 2006.
3. Xue Bai et al, "The Web Warrior Guide to Web Programming", Thomson, 2003.
4. Sklar, "The Web Warrior Guide to Web Design Technologies", 1st Edition, Cengage Learning India

Weblinks and Video Lectures (e-Resources):

1. Fundamentals of WEB Programming: <https://www.youtube.com/watch?v=DR9dr6gxhDM>
2. HTML and XHTML: <https://www.youtube.com/watch?v=A1XIIDDxgwg>
3. CSS: <https://www.youtube.com/watch?v=J35jug1uHzE>
4. Java Script and HTML Documents: <https://www.youtube.com/watch?v=Gd0RBdFRvF0>
5. Dynamic Documents with JavaScript: <https://www.youtube.com/watch?v=HTFSIJALNKc>

Tutorial Link:

1. <http://www.tutorialspoint.com>
2. <http://www.w3schools.com>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects

IV Semester

UNIX SHELL PROGRAMMING			
Course Code	21CS482	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	1:0:0:0	SEE Marks	50
Total Hours of Pedagogy	12	Total Marks	100
Credits	01	Exam Hours	01
Course Objectives: CLO 1. To help the students to understand effective use of Unix concepts, commands and terminology. CLO 2. Identify, access, and evaluate UNIX file system. CLO 3. Understand UNIX command syntax and semantics. CLO 4. Ability to read and understand specifications, scripts and programs. CLO 5. Analyze Facility with UNIX Process.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <div><div>1.</div><div>Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div></div> <div><div>2.</div><div>Use of Video/Animation to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div></div> <div><div>6.</div><div>Introduce Topics in manifold representations.</div></div> <div><div>7.</div><div>Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Introduction of UNIX - Introduction, History, Architecture, Experience the Unix environment, Basic commands ls, cat, cal, date, calendar, who, printf, tty, sty, uname, passwd, echo, tput, and bc.			
Textbook 1: Chapter 1(1.1 to 1.4) , Chapter 2- 2.1			
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning		
Module-2			
UNIX File System- The file, what's in a filename? The parent-child relationship, pwd, the Home directory, absolute pathnames, using absolute pathnames for a command, cd, mkdir, rmdir, Relative pathnames, The UNIX file system.			
Textbook 1: Chapter 4			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration, presentation, problem solving		
Module-3			
Basic File Attributes - Is – l, the –d option, File Permissions, chmod, Security and File Permission, users and groups, security level, changing permission, user masks, changing ownership and group, File Attributes, More file attributes: hard link, symbolic link, umask, find.			
Textbook 1: Chapter 6			
Teaching-Learning Process	Chalk and board, Demonstration, problem solving		
Module-4			

Introduction to the Shell Scripting - Introduction to Shell Scripting, Shell Scripts, read, Command Line Arguments, Exit Status of a Command, The Logical Operators && and ||, exit, if, and case conditions, expr, sleep and wait, while, until, for, \$, @, redirection. The here document, set, trap, Sample Validation and Data Entry Scripts.

Textbook 1: Chapter 11,12,14

Teaching-Learning Process	Chalk and board, Practical based learning, practical's
----------------------------------	--

Module-5

Introduction to UNIX System process: Mechanism of process creation. Parent and child process. The ps command with its options. Executing a command at a specified point of time: at command. Executing a command periodically: cron command and the crontab file.. Signals.

Textbook 1: Chapter 9,19

Teaching-Learning Process	Chalk and board, MOOC
----------------------------------	-----------------------

Course Outcomes (Course Skill Set):

At the end of the course the student will be able to:

- CO 1. Know the basics of Unix concepts and commands.
- CO 2. Evaluate the UNIX file system.
- CO 3. Apply Changes in file system.
- CO 4. Understand scripts and programs.
- CO 5. Analyze Facility with UNIX system process

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 01 hours**)

SEE paper will be set for 50 questions of each of 01 marks. The pattern of the question paper is MCQ. The time allotted for SEE is 01 hours

Textbooks

- | |
|--|
| <ol style="list-style-type: none">1. Unix Concepts & Applications 4rth Edition, Sumitabha Das, Tata McGraw Hill <p>References:</p> <ol style="list-style-type: none">2. Unix Shell Programming, Yashwant Kanetkar3. Introduction to UNIX by M G Venkatesh Murthy. |
|--|

<p>Weblinks and Video Lectures (e-Resources):</p>
--

- | |
|---|
| <ol style="list-style-type: none">1. https://www.youtube.com/watch?v=ffYUfAqEamY2. https://www.youtube.com/watch?v=Q05NZiYFcD03. https://www.youtube.com/watch?v=8GdT53KDIyY4. https://www.youtube.com/watch?app=desktop&v=3Pga3y7rCgo |
|---|

<p>Activity Based Learning (Suggested Activities in Class)/ Practical Based learning</p>

- | |
|--|
| <ul style="list-style-type: none">• Real world problem solving using group discussion.• Real world examples of Linux operating system Utilizations. |
|--|

IV Semester

R PROGRAMMING (Practical based)			
Course Code	21CSL483	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	1:0:0:0	SEE Marks	50
Total Hours of Pedagogy	12T + 12P	Total Marks	100
Credits	01	Exam Hours	02
Course Objectives: CLO 1. Explore and understand how R and R Studio interactive environment. CLO 2. To learn and practice programming techniques using R programming. CLO 3. Read Structured Data into R from various sources. CLO 4. Understand the different data Structures, data types in R. CLO 5. To develop small applications using R Programming			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <div><div>1.</div><div>Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div></div> <div><div>2.</div><div>Use of Video/Animation to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div></div> <div><div>6.</div><div>Introduce Topics in manifold representations.</div></div> <div><div>7.</div><div>Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Numeric, Arithmetic, Assignment, and Vectors: R for Basic Math, Arithmetic, Variables, Functions, Vectors, Expressions and assignments Logical expressions.			
Textbook 1: Chapter 2(2.1 to 2.7)			
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning		
Module-2			
Matrices and Arrays: Defining a Matrix, Sub-setting, Matrix Operations, Conditions and Looping: if statements, looping with for, looping with while, vector based programming.			
Textbook 1: Chapter 2- 2.8, chapter 3- 3.2 to 3.5			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration, presentation, problem solving		
Module-3			
Lists and Data Frames: Data Frames, Lists , Special values, The apply family.			
Textbook 1: Chapter 6- 6.2 to 6.4			
Teaching-Learning Process	Chalk and board, Demonstration, problem solving		
Module-4			
Functions: Calling functions, scoping, Arguments matching, writing functions: The function command, Arguments, specialized function.			
Textbook 1: Chapter 5- 5.1 to 5.6			

Teaching-Learning Process	Chalk and board, Practical based learning, practical's
Module-5	
Pointers: packages, frames, de bugging, manipulation of code, compilation of the code.	
Textbook 1: Chapter 8- 8.1 to 8.8	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes (Course Skill Set): At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. To understand the fundamental syntax of R through readings, practice exercises, CO 2. To demonstrations, and writing R code. CO 3. To apply critical programming language concepts such as data types, iteration, CO 4. To understand control structures, functions, and Boolean operators by writing R programs and through examples CO 5. To import a variety of data formats into R using R-Studio CO 6. To prepare or tidy data for in preparation for analyze. 	
Assessment Details (both CIE and SEE) <p>The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).</p> <p>Continuous Internal Evaluation (CIE): NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above CIE marks for the practical course is 50 Marks. The split-up of CIE marks for record/ journal and test are in the ratio 60:40.</p> <ul style="list-style-type: none"> • Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session. • Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks. • Total marks scored by the students are scaled down to 30 marks (60% of maximum marks). • Weightage to be given for neatness and submission of record/write-up on time. • Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester. • In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce. • The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book • The average of 02 tests is scaled down to 20 marks (40% of the maximum marks). <p>The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.</p>	
Semester End Evaluation (SEE): <ul style="list-style-type: none"> • SEE marks for the practical course is 50 Marks. • SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University • All laboratory experiments are to be included for practical examination. • (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. OR based on the course requirement evaluation rubrics shall be decided jointly by examiners. 	

- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks

1. Jones, O., Maillardet. R. and Robinson, A. (2014). Introduction to Scientific Programming and Simulation Using R. Chapman & Hall/CRC, The R Series.

References:

1. Michael J. Crawley, "Statistics: An Introduction using R", Second edition, Wiley, 2015

Weblinks and Video Lectures (e-Resources):

1. Wickham, H. & Grolemund, G. (2018). for Data Science. O'Reilly: New York. Available for free at <http://r4ds.had.co.nz>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects

V Semester

AUTOMATA THEORY AND COMPILER DESIGN			
Course Code	21CS51	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Introduce the fundamental concepts of Automata Theory, Formal Languages and compiler design			
CLO 2. Principles Demonstrate Application of Automata Theory and Formal Languages in the field of compiler design			
CLO 3. Develop understanding of computation through Push Down Automata and Turing Machines			
CLO 4. Introduce activities carried out in different phases of Phases compiler			
CLO 5. Identify the undecidability problems.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) needs not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different approaches and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction to Automata Theory: Central Concepts of Automata theory, Deterministic Finite Automata(DFA), Non- Deterministic Finite Automata(NFA) ,Epsilon- NFA, NFA to DFA Conversion, Minimization of DFA			
Introduction to Compiler Design: Language Processors, Phases of Compilers			
Textbook 1: Chapter1 – 1.5, Chapter2 – 2.2,2.3,2.5 Chapter4 –4.4			
Textbook 2: Chapter1 – 1.1 and 1.2			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Regular Expressions and Languages: Regular Expressions, Finite Automata and Regular Expressions, Proving Languages Not to Be Regular			
Lexical Analysis Phase of compiler Design: Role of Lexical Analyzer, Input Buffering , Specification of Token, Recognition of Token.			

Textbook 1: Chapter3 – 3.1, 3.2, Chapter4- 4.1	
Textbook 2: Chapter3- 3.1 to 3.4	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-3	
Context Free Grammars: Definition and designing CFGs, Derivations Using a Grammar, Parse Trees, Ambiguity and Elimination of Ambiguity, Elimination of Left Recursion, Left Factoring.	
Syntax Analysis Phase of Compilers: part-1: Role of Parser , Top-Down Parsing	
Textbook 1: Chapter 5 – 5.1.1 to 5.1.6, 5.2 (5.2.1, 5.2.2), 5.4	
Textbook 2: Chapter 4 – 4.1, 4.2, 4.3 (4.3.2 to 4.3.4) ,4.4	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
Push Down Automata: Definition of the Pushdown Automata, The Languages of a PDA.	
Syntax Analysis Phase of Compilers: Part-2: Bottom-up Parsing, Introduction to LR Parsing: SLR, More Powerful LR parsers	
Textbook1: Chapter 6 – 6.1, 6.2	
Textbook2: Chapter 4 – 4.5, 4.6, 4.7 (Up to 4.7.4)	
Teaching-Learning Process	Chalk & board, Problem based learning
Module-5	
Introduction to Turing Machine: Problems that Computers Cannot Solve, The Turing machine, problems, Programming Techniques for Turing Machine, Extensions to the Basic Turing Machine	
Undecidability : A language That Is Not Recursively Enumerable, An Undecidable Problem That Is RE.	
Other Phases of Compilers: Syntax Directed Translation- Syntax-Directed Definitions, Evaluation Orders for SDD's. Intermediate-Code Generation- Variants of Syntax Trees, Three-Address Code.	
Code Generation- Issues in the Design of a Code Generator	
Textbook1: Chapter 8 – 8.1, 8.2,8.3,8.4 Chapter 9 – 9.1,9.2	
Textbook2: Chapter 5 – 5.1, 5.2, Chapter 6- 6.1,6.2 Chapter 8- 8.1	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes At the end of the course the student will be able to: CO 1. Acquire fundamental understanding of the core concepts in automata theory and Theory of Computation CO 2. Design and develop lexical analyzers, parsers and code generators CO 3. Design Grammars and Automata (recognizers) for different language classes and become knowledgeable about restricted models of Computation (Regular, Context Free) and their relative powers. CO 4. Acquire fundamental understanding of the structure of a Compiler and Apply concepts automata theory and Theory of Computation to design Compilers CO 5. Design computations models for problems in Automata theory and adaptation of such model in the field of compilers	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/	

course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

1. First assignment at the end of 4th week of the semester
2. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

1. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks and Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.
3. The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. John E Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, "Introduction to Automata Theory, Languages and Computation", Third Edition, Pearson.
2. Alfred V.Aho, Monica S.Lam, Ravi Sethi, Jeffrey D. Ullman, "Compilers Principles, Techniques and Tools", Second Edition, Pearson.

Reference:

1. Elaine Rich, "Automata, Computability and complexity", 1st Edition, Pearson Education, 2018.
2. K.L.P Mishra, N Chandrashekar, 3rd Edition, "Theory of Computer Science", PHI, 2012.
3. Peter Linz, "An introduction to Formal Languages and Automata", 3rd Edition, Narosa Publishers, 1998.
4. K Muneeswaran, "Compiler Design", Oxford University Press 2013.

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/106/106106049/#>
2. <https://nptel.ac.in/courses/106/104/106104123/>
3. <https://www.jflap.org/>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Group Activities, quizzes, Puzzles and presentations
--

V Semester

COMPUTER NETWORKS			
Course Code:	21CS52	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40T + 20P	Total Marks	100
Credits	04	Exam Hours	03
Course Objectives:			
CLO 1. Fundamentals of data communication networks. CLO 2. Software and hardware interfaces CLO 3. Application of various physical components and protocols CLO 4. Communication challenges and remedies in the networks.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<ol style="list-style-type: none">1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction to networks: Network hardware, Network software, Reference models,			
Physical Layer: Guided transmission media, Wireless transmission			
Textbook 1: Ch.1.2 to 1.4, Ch.2.2 to 2.3			
Laboratory Component:			
<ol style="list-style-type: none">1. Implement Three nodes point – to – point network with duplex links between them for different topologies. 1Set the queue size, vary the bandwidth, and find the number of packets dropped for various iterations.			
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration		
Module-2			
The Data link layer: Design issues of DLL, Error detection and correction, Elementary data link protocols, Sliding window protocols.			
The medium access control sublayer: The channel allocation problem, Multiple access protocols.			
Textbook 1: Ch.3.1 to 3.4, Ch.4.1 and 4.2			
Laboratory Component:			
<ol style="list-style-type: none">1. Implement simple ESS and with transmitting nodes in wire-less LAN by simulation and determine the throughput with respect to transmission of packets			

2. Write a program for error detecting code using CRC-CCITT (16- bits).	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-3	
The Network Layer: Network Layer Design Issues, Routing Algorithms, Congestion Control Algorithms, QoS.	
Textbook 1: Ch 5.1 to 5.4	
Laboratory Component: <ol style="list-style-type: none"> 1. Implement transmission of ping messages/trace route over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion in the network. 2. Write a program to find the shortest path between vertices using bellman-ford algorithm. 	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
The Transport Layer: The Transport Service, Elements of transport protocols, Congestion control, The internet transport protocols.	
Textbook 1: Ch 6.1 to 6.4 and 6.5.1 to 6.5.7	
Laboratory Component: <ol style="list-style-type: none"> 1. Implement an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination. 2. Write a program for congestion control using leaky bucket algorithm. 	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-5	
Application Layer: Principles of Network Applications, The Web and HTTP, Electronic Mail in the Internet, DNS—The Internet's Directory Service.	
Textbook 2: Ch 2.1 to 2.4	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Course Outcomes (Course Skill Set) At the end of the course the student will be able to: <ol style="list-style-type: none"> CO 1. Learn the basic needs of communication system. CO 2. Interpret the communication challenges and its solution. CO 3. Identify and organize the communication system network components CO 4. Design communication networks for user requirements. 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	
Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester 	
Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to 20 marks .	

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks:

1. Computer-Networks- Andrew S. Tanenbaum and David J. Wetherall, Pearson Education, 5th-Edition. (www.pearsonhighered.com/tanenbaum)
2. Computer Networking A Top-Down Approach -James F. Kurose and Keith W. RossPearson Education 7th Edition.

Reference Books:

1. Behrouz A Forouzan, Data and Communications and Networking, Fifth Edition, McGraw Hill, Indian Edition
2. Larry L Peterson and Bruce S Davie, Computer Networks, fifth edition, ELSEVIER

Weblinks and Video Lectures (e-Resources):

1. <https://www.digimat.in/nptel/courses/video/106105183/L01.html>
2. <http://www.digimat.in/nptel/courses/video/106105081/L25.html>
3. <https://nptel.ac.in/courses/106105081>
4. VTU e-Shikshana Program

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Simulation of Personal area network, Home area network, achieve QoS etc.

Note: For the Simulation experiments modify the topology and parameters set for the experiment and take multiple rounds of reading and analyze the results available in log files. Plot necessary graphs and conclude using NS2. Installation procedure of the required software must be demonstrated, carried out in groups, and documented in the report. Non simulation programs can be implemented using Java

V Semester

DATABASE MANAGEMENT SYSTEMS			
Course Code	21CS53	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			

CLO 1. Provide a strong foundation in database concepts, technology, and practice. CLO 2. Practice SQL programming through a variety of database problems. CLO 3. Demonstrate the use of concurrency and transactions in database CLO 4. Design and build database applications for real world problems.	
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 	
Module-1	
Introduction to Databases: Introduction, Characteristics of database approach, Advantages of using the DBMS approach, History of database applications.	
Overview of Database Languages and Architectures: Data Models, Schemas, and Instances. Three schema architecture and data independence, database languages, and interfaces, The Database System environment.	
Conceptual Data Modelling using Entities and Relationships: Entity types, Entity sets, attributes, roles, and structural constraints, Weak entity types, ER diagrams, Examples	
Textbook 1: Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.7	
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning
Module-2	
Relational Model: Relational Model Concepts, Relational Model Constraints and relational database schemas, Update operations, transactions, and dealing with constraint violations.	
Relational Algebra: Unary and Binary relational operations, additional relational operations (aggregate, grouping, etc.) Examples of Queries in relational algebra.	
Mapping Conceptual Design into a Logical Design: Relational Database Design using ER-to-Relational mapping.	
Textbook 1:, Ch 5.1 to 5.3, 8.1 to 8.5, 9.1;	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-3	
SQL: SQL data definition and data types, specifying constraints in SQL, retrieval queries in SQL, INSERT, DELETE, and UPDATE statements in SQL, Additional features of SQL.	

Advances Queries: More complex SQL retrieval queries, Specifying constraints as assertions and action triggers, Views in SQL, Schema change statements in SQL.
Database

Application Development: Accessing databases from applications, An introduction to JDBC, JDBC classes and interfaces, SQLJ, Stored procedures, Case study: The internet Bookshop.

Textbook 1: Ch 6.1 to 6.5, 7.1 to 7.4; Textbook 2: 6.1 to 6.6;

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
----------------------------------	--

Module-4

Normalization: Database Design Theory – Introduction to Normalization using Functional and Multivalued Dependencies: Informal design guidelines for relation schema, Functional Dependencies, Normal Forms based on Primary Keys, Second and Third Normal Forms, Boyce-Codd Normal Form, Multivalued Dependency and Fourth Normal Form, Join Dependencies and Fifth Normal Form. Examples on normal forms.

Normalization Algorithms: Inference Rules, Equivalence, and Minimal Cover, Properties of Relational Decompositions, Algorithms for Relational Database Schema Design, Nulls, Dangling tuples, and alternate Relational Designs, Further discussion of Multivalued dependencies and 4NF, Other dependencies and Normal Forms

Textbook 1: Ch 14.1 to -14.7, 15.1 to 15.6

Teaching-Learning Process	Chalk& board, Problem based learning
----------------------------------	--------------------------------------

Module-5

Transaction Processing: Introduction to Transaction Processing, Transaction and System concepts, Desirable properties of Transactions, Characterizing schedules based on recoverability, Characterizing schedules based on Serializability, Transaction support in SQL.

Concurrency Control in Databases: Two-phase locking techniques for Concurrency control, Concurrency control based on Timestamp ordering, Multiversion Concurrency control techniques, Validation Concurrency control techniques, Granularity of Data items and Multiple Granularity Locking.

Textbook 1: Ch 20.1 to 20.6, 21.1 to 21.7;

Teaching-Learning Process	Chalk and board, MOOC
----------------------------------	-----------------------

Course Outcomes

At the end of the course the student will be able to:

- CO 1. Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS
- CO 2. Use Structured Query Language (SQL) for database manipulation and also demonstrate the basic of query evaluation.
- CO 3. Design and build simple database systems and *relate* the concept of transaction, concurrency control and recovery in database
- CO 4. Develop application to interact with databases, relational algebra expression.
- CO 5. Develop applications using tuple and domain relation expression from queries.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:**Textbooks**

1. Fundamentals of Database Systems, Ramez Elmasri and Shamkant B. Navathe, 7th Edition, 2017, Pearson.
2. Database management systems, Ramakrishnan, and Gehrke, 3rd Edition, 2014, McGraw Hill

Reference Books:

1. Abraham Silberschatz, Henry F. Korth and S. Sudarshan's Database System Concepts 6th Edition Tata McGraw Hill Education Private Limited

Weblinks and Video Lectures (e-Resources):

1. <https://www.youtube.com/watch?v=3EJlovevfcA>
2. <https://www.youtube.com/watch?v=9TwMRs3qTcU>
3. <https://www.youtube.com/watch?v=ZWl0Xow304I>
4. <https://www.youtube.com/watch?v=4YilEjkNPrQ>
5. <https://www.youtube.com/watch?v=CZTkgMoqVss>
6. <https://www.youtube.com/watch?v=Hl4NZB1XR9c>
7. https://www.youtube.com/watch?v=EGEwkad_lIA
8. <https://www.youtube.com/watch?v=t5hsV9lC1rU>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration of real time Database projects - E-commerce Platform, Inventory Management, Railway System, College Data Management, Library Data Management, Solution for Saving Student Records, Hospital Data Management, Blood Donation Management.

V Semester

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING			
Course Code	21CS54	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives CLO 1. Gain a historical perspective of AI and its foundations CLO 2. Become familiar with basic principles of AI toward problem solving CLO 3. Familiarize with the basics of Machine Learning & Machine Learning process, basics of Decision Tree, and probability learning CLO 4. Understand the working of Artificial Neural Networks and basic concepts of clustering algorithms			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <div><div>1.</div><div>Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div></div> <div><div>2.</div><div>Use of Video/Animation to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div></div> <div><div>6.</div><div>Introduce Topics in manifold representations.</div></div> <div><div>7.</div><div>Show the different ways to solve the same problem with different logic and encourage the students to come up with their own creative ways to solve them.</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Introduction: What is AI? Foundations and History of AI Problem-solving: Problem-solving agents, Example problems, Searching for Solutions, Uninformed Search Strategies: Breadth First search, Depth First Search, Textbook 1: Chapter 1- 1.1, 1.2, 1.3 Textbook 1: Chapter 3- 3.1, 3.2, 3.3, 3.4.1, 3.4.3			
Teaching-Learning Process	Chalk and board, Active Learning. Problem based learning		
Module-2			
Informed Search Strategies: Greedy best-first search, A*search, Heuristic functions. Introduction to Machine Learning , Understanding Data Textbook 1: Chapter 3 - 3.5, 3.5.1, 3.5.2, 3.6 Textbook 2: Chapter 1 and 2			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			
Basics of Learning theory Similarity Based Learning Regression Analysis			

Textbook 2: Chapter 3 - 3.1 to 3.4, Chapter 4, chapter 5.1 to 5.4	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
Decision Tree learning Bayesian Learning	
Textbook 2: Chapter 6 and 8	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-5	
Artificial neural Network Clustering Algorithms	
Textbook 2: Chapter 10 and 13	
Teaching-Learning Process	Chalk and board, Active Learning.
Course Outcomes Course Skill Set) At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Apply the knowledge of searching and reasoning techniques for different applications. CO 2. Have a good understanding of machine learning in relation to other fields and fundamental issues and challenges of machine learning. CO 3. Apply the knowledge of classification algorithms on various dataset and compare results CO 4. Model the neuron and Neural Network, and to analyze ANN learning and its applications. CO 5. Identifying the suitable clustering algorithm for different pattern 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) OR Suitable Programming experiments based on the syllabus contents can be given to the students to submit the same as laboratory work(for example; Implementation of concept learning, implementation of decision tree learning algorithm for suitable data set, etc...) <ol style="list-style-type: none"> 6. At the end of the 13th week of the semester The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks	

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Stuart J. Russell and Peter Norvig, Artificial Intelligence, 3rd Edition, Pearson,2015
2. S. Sridhar, M Vijayalakshmi "Machine Learning". Oxford ,2021

Reference:

1. Elaine Rich, Kevin Knight, Artificial Intelligence, 3rdedition, Tata McGraw Hill,2013
2. George F Luger, Artificial Intelligence Structure and strategies for complex, Pearson Education, 5th Edition, 2011
3. Tom Michel, Machine Learning, McGrawHill Publication.

Weblinks and Video Lectures (e-Resources):

1. <https://www.kdnuggets.com/2019/11/10-free-must-read-books-ai.html>
2. <https://www.udacity.com/course/knowledge-based-ai-cognitive-systems--ud409>
3. <https://nptel.ac.in/courses/106/105/106105077/>
4. <https://www.javatpoint.com/history-of-artificial-intelligence>
5. <https://www.tutorialandexample.com/problem-solving-in-artificial-intelligence>
6. <https://techvidvan.com/tutorials/ai-heuristic-search/>
7. <https://www.analyticsvidhya.com/machine-learning/>
8. <https://www.javatpoint.com/decision-tree-induction>
9. <https://www.hackerearth.com/practice/machine-learning/machine-learning-algorithms/ml-decision-tree/tutorial/>
10. <https://www.javatpoint.com/unsupervised-artificial-neural-networks>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Role play for strategies– DFS & BFS, Outlier detection in Banking and insurance transaction for identifying fraudulent behaviour etc. Uncertainty and reasoning Problem- reliability of sensor used to detect pedestrians using Bayes Rule

V Semester

DATABASE MANAGEMENT SYSTEM LABORATORY WITH MINI PROJECT			
Course Code	21CSL55	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	01	Exam Hours	03
Course Learning Objectives: CLO 1. Foundation knowledge in database concepts, technology and practice to groom students into well-informed database application developers. CLO 2. Strong practice in SQL programming through a variety of database problems. CLO 3. Develop database applications using front-end tools and back-end DBMS..			
Sl. No.	PART-A: SQL Programming (Max. Exam Marks. 50) Design, develop, and implement the specified queries for the following problems using Oracle, MySQL, MS SQL Server, or any other DBMS under LINUX/Windows environment. Create Schema and insert at least 5 records for each table. Add appropriate database constraints.		
1	Aim: Demonstrating creation of tables, applying the view concepts on the tables. Program: Consider the following schema for a Library Database: BOOK(Book_id, Title, Publisher_Name, Pub_Year) BOOK_AUTHORS(Book_id, Author_Name) PUBLISHER(Name, Address, Phone) BOOK_COPIES(Book_id, Programme_id, No-of_Copies) BOOK_LENDING(Book_id, Programme_id, Card_No, Date_Out, Due_Date) LIBRARY_PROGRAMME(Programme_id, Programme_Name, Address) Write SQL queries to 1. Retrieve details of all books in the library – id, title, name of publisher, authors, number of copies in each Programme, etc. 2. Get the particulars of borrowers who have borrowed more than 3 books, but from Jan 2017 to Jun 2017. 3. Delete a book in BOOK table. Update the contents of other tables to reflect this data manipulation operation. 4. Partition the BOOK table based on year of publication. Demonstrate its working with a simple query. 5. Create a view of all books and its number of copies that are currently available in the Library. Reference: https://www.youtube.com/watch?v=AaSU-AOguls https://www.youtube.com/watch?v=-EwEvJxS-Fw		
2	Aim: Discuss the various concepts on constraints and update operations. Program: Consider the following schema for Order Database: SALESMAN(Salesman_id, Name, City, Commission) CUSTOMER(Customer_id, Cust_Name, City, Grade, Salesman_id) ORDERS(Ord_No, Purchase_Amt, Ord_Date, Customer_id, Salesman_id) Write SQL queries to Count the customers with grades above Bangalore's average. 2. Find the name and numbers of all salesman who had more than one customer. 3. List all the salesman and indicate those who have and don't have customers in their cities (Use UNION operation.) 4. Create a view that finds the salesman who has the customer with the highest order of a day. 5. Demonstrate the DELETE operation by removing salesman with id 1000. All his orders must also be deleted. Reference: https://www.youtube.com/watch?v=AA-KL1jbMeY		

	https://www.youtube.com/watch?v=7S_tz1z_5bA
3	<p>Aim: Demonstrate the concepts of JOIN operations.</p> <p>Program: Consider the schema for Movie Database: ACTOR(Act_id, Act_Name, Act_Gender) DIRECTOR(Dir_id, Dir_Name, Dir_Phone) MOVIES(Mov_id, Mov_Title, Mov_Year, Mov_Lang, Dir_id) MOVIE_CAST(Act_id, Mov_id, Role) RATING(Mov_id, Rev_Stars)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> 1. List the titles of all movies directed by 'Hitchcock'. 2. Find the movie names where one or more actors acted in two or more movies. 3. List all actors who acted in a movie before 2000 and also in a movie after 2015(use JOIN operation). 4. Find the title of movies and number of stars for each movie that has at least one rating and find the highest number of stars that movie received. Sort the result by movie title. 5. Update rating of all movies directed by 'Steven Spielberg' to 5. <p>Reference: https://www.youtube.com/watch?v=hSiCUNVKIAo https://www.youtube.com/watch?v=Eod3aQkFz84</p>
4	<p>Aim: Introduce concepts of PLSQL and usage on the table.</p> <p>Program: Consider the schema for College Database: STUDENT(USN, SName, Address, Phone, Gender) SEMSEC(SSID, Sem, Sec) CLASS(USN, SSID) COURSE(Subcode, Title, Sem, Credits) IAMARKS(USN, Subcode, SSID, Test1, Test2, Test3, FinalIA)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> 1. List all the student details studying in fourth semester 'C' section. 2. Compute the total number of male and female students in each semester and in each section. 3. Create a view of Test1 marks of student USN '1BI15CS101' in all Courses. 4. Calculate the FinalIA (average of best two test marks) and update the corresponding table for all students. 5. Categorize students based on the following criterion: If FinalIA = 17 to 20 then CAT = 'Outstanding' If FinalIA = 12 to 16 then CAT = 'Average' If FinalIA < 12 then CAT = 'Weak' <p>Give these details only for 8th semester A, B, and C section students.</p> <p>Reference: https://www.youtube.com/watch?v=horURQewW9c https://www.youtube.com/watch?v=P7-wKbKrAhk</p>
5	<p>Aim: Demonstrate the core concepts on table like nested and correlated nesting queries and also EXISTS and NOT EXISTS keywords.</p> <p>Program: Consider the schema for Company Database: EMPLOYEE(SSN, Name, Address, Sex, Salary, SuperSSN, DNo) DEPARTMENT(DNo, DName, MgrSSN, MgrStartDate) DLOCATION(DNo, DLoc) PROJECT(PNo, PName, PLocation, DNo) WORKS_ON(SSN, PNo, Hours)</p> <p>Write SQL queries to</p> <p>Make a list of all project numbers for projects that involve an employee whose last name is 'Scott', either as a worker or as a manager of the department that controls the project.</p>

	<p>Show the resulting salaries if every employee working on the 'IoT' project is given a 10 percent raise.</p> <p>Find the sum of the salaries of all employees of the 'Accounts' department, as well as the maximum salary, the minimum salary, and the average salary in this department</p> <p>Retrieve the name of each employee who works on all the projects controlled by department number 5 (use NOT EXISTS operator).</p> <p>For each department that has more than five employees, retrieve the department number and the number of its employees who are making more than Rs.6,00,000.</p> <p>Reference: https://www.youtube.com/watch?v=Dk8f3ejqKts</p>
Pedagogy	For the above experiments the following pedagogy can be considered. Problem based learning, Active learning, MOOC, Chalk & Talk
PART B	
	Mini project: For any problem selected, make sure that the application should have five or more tables. Indicative areas include: Organization, health care, Ecommerce etc.
<p>Course Outcomes: At the end of the course the student will be able to: CO 1. Create, Update and query on the database. CO 2. Demonstrate the working of different concepts of DBMS CO 3. Implement, analyze and evaluate the project developed for an application.</p>	
<p>Assessment Details (both CIE and SEE)</p> <p>The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). The student has to secure a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.</p> <p>Continuous Internal Evaluation (CIE):</p> <p>CIE marks for the practical course is 50 Marks.</p> <p>The split-up of CIE marks for record/ journal and test are in the ratio 60:40.</p> <p>Each experiment to be evaluated for conduction with an observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.</p> <p>Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.</p> <p>Total marks scored by the students are scaled down to 30 marks (60% of maximum marks).</p> <p>Weightage to be given for neatness and submission of record/write-up on time.</p> <p>Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.</p> <p>In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.</p> <p>The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book</p> <p>The average of 02 tests is scaled down to 20 marks (40% of the maximum marks).</p>	

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- *Students can pick one experiment from the questions lot of PART A with an equal choice to all the students in a batch. For PART B, the project group (Maximum of 4 students per batch) should demonstrate the mini-project.*
- *Weightage of marks for PART A is 60% and for PART B is 40%. General rubrics suggested to be followed for part A and part B.*
- Change of experiment is allowed only once and Marks allotted to the procedure part to be made zero (Not allowed for Part B).
- The duration of SEE is 03 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks:

1. Fundamentals of Database Systems, Ramez Elmasri and Shamkant B. Navathe, 7th Edition, 2017, Pearson.
2. Database management systems, Ramakrishnan, and Gehrke, 3rd Edition, 2014, McGraw Hill

Suggested Weblinks/ E Resource

<https://www.tutorialspoint.com/sql/index.htm>

ANGULAR JS			
Course Code	21CSL581/ 21CBL583	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Credits	01	Total marks	100
Examination type (SEE)	PRACTICAL		
Course objectives: <ul style="list-style-type: none">To learn the basics of Angular JS framework.To understand the Angular JS Modules, Forms, inputs, expression, data bindings and FiltersTo gain experience of modern tool usage (VS Code, Atom or any other] in developing Web applications			
Sl.NO	Experiments		
1	Develop Angular JS program that allows user to input their first name and last name and display their full name. Note: The default values for first name and last name may be included in the program.		
2	Develop an Angular JS application that displays a list of shopping items. Allow users to add and remove items from the list using directives and controllers. Note: The default values of items may be included in the program.		
3	Develop a simple Angular JS calculator application that can perform basic mathematical operations (addition, subtraction, multiplication, division) based on user input.		
4	Write an Angular JS application that can calculate factorial and compute square based on given user input.		
5	Develop AngularJS application that displays a details of students and their CGPA. Allow users to read the number of students and display the count. Note: Student details may be included in the program.		
6	Develop an AngularJS program to create a simple to-do list application. Allow users to add, edit, and delete tasks. Note: The default values for tasks may be included in the program.		
7	Write an AngularJS program to create a simple CRUD application (Create, Read, Update, and Delete) for managing users.		
8	DevelopAngularJS program to create a login form, with validation for the username and password fields.		
9	Create an AngularJS application that displays a list of employees and their salaries. Allow users to search for employees by name and salary. Note: Employee details may be included in the program.		
10	Create AngularJS application that allows users to maintain a collection of items. The application should display the current total number of items, and this count should automatically update as items are added or removed. Users should be able to add items to the collection and remove them as needed. Note: The default values for items may be included in the program.		
11	Create AngularJS application to convert student details to Uppercase using angular filters. Note: The default details of students may be included in the program.		
12	Create an AngularJS application that displays the date by using date filter parameters		
NOTE: Include necessary HTML elementsand CSS for the above Angular applications.			
Course outcomes (Course Skill Set): At the end of the course the student will be able to: <ol style="list-style-type: none">Develop Angular JS programs using basic featuresDevelop dynamic Web applications using AngularJS modulesMake use of form validations and controls for interactive applicationsAppy the concepts of Expressions, data bindings and filters in developing Angular JS programsMake use of modern tools to develop Web applications			

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the **maximum** marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). The student has to secure a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled down to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the **maximum** marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. OR based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal/external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, write up -20%, Conduction procedure and result in - 60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Suggested Learning Resources:

Textbooks

1. ShyamSeshadri, Brad Green —“AngularJS: Up and Running: Enhanced Productivity with Structured Web Apps”, Apress, O'Reilly Media, Inc.
2. AgusKurniawan—“AngularJS Programming by Example”, First Edition, PE Press, 2014

Weblinks and Video Lectures (e-Resources):

1. Introduction to Angular JS :<https://www.youtube.com/watch?v=HEbphzK-0xE>
2. Angular JS Modules :<https://www.youtube.com/watch?v=gWm0KmgNqkU>
3. <https://www.youtube.com/watch?v=zKkUN-mJtPQ>
4. https://www.youtube.com/watch?v=ICl7_i2mtZA
5. https://www.youtube.com/watch?v=Y2Few_nkze0
6. <https://www.youtube.com/watch?v=QoptnVCQHsU>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects/applications (course project)

C# PROGRAMMING			
Course Code	21CSL582/ 21CBL584	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0/ 24 Hours	SEE Marks	50
Credits	01	Total marks	100
Examination type (SEE)	PRACTICAL		
Course objectives: <ul style="list-style-type: none">To learn basic features of C# programmingTo understand C# support for OOP with programming examplesTo gain experience of modern tool usage (VS Code, Visual Studio or any other] in developing C# programs			
Sl.NO	Experiments		
1	Develop a C# program to simulate simple arithmetic calculator for Addition, Subtraction, Multiplication, Division and Mod operations. Read the operator and operands through console.		
2	Develop a C# program to print Armstrong Number between 1 to 1000.		
3	Develop a C# program to list all substrings in a given string. [Hint: use of Substring() method]		
4	Develop a C# program to demonstrate Division by Zero and Index Out of Range exceptions.		
5	Develop a C# program to generate and printPascal Triangle using Two Dimensional arrays.		
6	Develop a C# program to generate and print Floyds Triangle using Jagged arrays.		
7	Develop a C# program to read a text file and copy the file contents to another text file.		
8	Develop a C# C# Program to Implement Stack with Push and Pop Operations [Hint: Use class, get/set properties, methods for push and pop and main method]		
9	Design a class “Complex” with data members, constructor and method for overloading a binary operator ‘+’. Develop a C# program to read Two complex number and Print the results of addition.		
10	Develop a C# program to create a class named shape. Create three sub classes namely: circle, triangle and square, each class has two member functions named draw () and erase (). Demonstrate polymorphism concepts by developing suitable methods, defining member data and main program.		
11	Develop a C# program to create an abstract class Shape with abstract methods calculateArea() and calculatePerimeter(). Create subclasses Circle and Triangle that extend the Shape class and implement the respective methods to calculate the area and perimeter of each shape.		
12	Develop a C# program to create an interface Resizable with methods resizeWidth(int width) and resizeHeight(int height) that allow an object to be resized. Create a class Rectangle that implements the Resizable interface and implements the resize methods		
Course outcomes (Course Skill Set): At the end of the course the student will be able to: <ol style="list-style-type: none">Develop programs involving basic features of C# programming languageMake use of exception handling features to safeguard program against runtime anomaliesApply concepts of OOP in developing solutions to problemsDevelop programs to illustrate handling of text filesMake use of modern tools to develop C# programs and applications			

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the **maximum** marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). The student has to secure a minimum of 40% (40 marks out of 100) in the sum total of the CIE(Continuous Internal Evaluation)and SEE (Semester End Examination)taken to gether.

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10marks.
- Total marks scored by the students are scaled down to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up ontime.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the **maximum** marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. OR based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal/external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, write up -20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02hours

Rubrics suggested in Annexure-II of Regulation book

Suggested Learning Resources:

Textbooks

1. Herbert Schildt, "The Complete Reference: C# 4.0", Tata McGraw Hill, 2012
2. Andrew Troelsen, "Pro C# 2010 and the .NET 4 Platform, Fifth edition, A Press, 2010.

Weblinks and Video Lectures (e-Resources):

1. Introduction to C#: <https://www.youtube.com/watch?v=ItoIFCT9P90>
2. .NET FRAMEWORK: <https://www.youtube.com/watch?v=h7huHkvPoEE>
3. <https://www.tutorialsteacher.com/csharp>
4. <https://www.w3schools.com/cs/index.php>
5. <https://www.javatpoint.com/net-framework>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects (course project)

VI Semester

SOFTWARE ENGINEERING & PROJECT MANAGEMENT			
Course Code	21CS61	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	2:2:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives CLO 1. Outline software engineering principles and activities involved in building large software programs. Identify ethical and professional issues and explain why they are of concern to Software Engineers. CLO 2. Describe the process of requirement gathering, requirement classification, requirement specification and requirements validation. CLO 3. Infer the fundamentals of object oriented concepts, differentiate system models, use UML diagrams and apply design patterns. CLO 4. Explain the role of DevOps in Agile Implementation. CLO 5. Discuss various types of software testing practices and software evolution processes. CLO 6. Recognize the importance Project Management with its methods and methodologies. CLO 7. Identify software quality parameters and quantify software using measurements and metrics. List software quality standards and outline the practices involved			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction: The evolving role of software, Software, The changing nature of software, Software engineering, A Process Framework, Process Patterns, Process Assessment, Personal and Team Process Models, Process Technology, Product and Process. Textbook 1: Chapter 1: 1.1 to 1.3 Process Models: Prescriptive models, Waterfall model, Incremental process models, Evolutionary process models, Specialized process models. Textbook 1: Chapter 2: 2.1, 2.2, 2.4 to 2.7 Requirements Engineering: Requirements Engineering Task, Initiating the Requirements Engineering process, Eliciting Requirements, Developing use cases, Building the analysis model, Negotiating Requirements, Validating Requirements, Software Requirement Document (Sec 4.2) Textbook 1: Chapter 3: 3.1 to 3.6, Textbook 5: Chapter 4: 4.2			

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning
Module-2	
Introduction, Modelling Concepts and Class Modelling: What is Object orientation? What is OO development? OO Themes; Evidence for usefulness of OO development; OO modelling history. Modelling as Design technique: Modelling, abstraction, The Three models. Class Modelling: Object and Class Concept, Link and associations concepts, Generalization and Inheritance, A sample class model, Navigation of class models, Introduction to RUP(Textbook: 5 Sec 2.4) and UML diagrams	
Textbook 2: Chapter 1,2,3	
Building the Analysis Models: Requirement Analysis, Analysis Model Approaches, Data modeling Concepts, Object Oriented Analysis, Scenario-Based Modeling, Flow-Oriented Modeling, class Based Modeling, Creating a Behavioral Model.	
Textbook 1: Chapter 8: 8.1 to 8.8	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-3	
Software Testing: A Strategic Approach to Software Testing, Strategic Issues, Test Strategies for Conventional Software, Test Strategies for Object -Oriented Software, Validation Testing, System Testing, The Art of Debugging.	
Textbook 1: Chapter 13: 13.1 to 13.7	
Agile Methodology & DevOps: Before Agile – Waterfall, Agile Development,	
Self-Learning Section: What is DevOps?, DevOps Importance and Benefits, DevOps Principles and Practices, 7 C's of DevOps Lifecycle for Business Agility, DevOps and Continuous Testing, How to Choose Right DevOps Tools?, Challenges with DevOps Implementation.	
Textbook 4: Chapter 2: 2.1 to 2.9	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-4	
Introduction to Project Management: Introduction, Project and Importance of Project Management, Contract Management, Activities Covered by Software Project Management, Plans, Methods and Methodologies, Some ways of categorizing Software Projects, Stakeholders, Setting Objectives, Business Case, Project Success and Failure, Management and Management Control, Project Management life cycle, Traditional versus Modern Project Management Practices.	
Textbook 3: Chapter 1: 1.1 to 1.17	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-5	
Activity Planning: Objectives of Activity Planning, When to Plan, Project Schedules, Sequencing and Scheduling Activities, Network Planning Models, Forward Pass– Backward Pass, Identifying critical path, Activity Float, Shortening Project Duration, Activity on Arrow Networks.	
Textbook 3: Chapter 6: 6.1 to 6.16	
Software Quality: Introduction, The place of software quality in project planning, Importance of software quality, software quality models, ISO 9126, quality management systems, process capability models, techniques to enhance software quality, quality plans.	
Textbook 3: Chapter 13: (13.1 to 13.6 , 13.9, 13.11, 13.14),	

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Course Outcomes At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Understand the activities involved in software engineering and analyze the role of various process models CO 2. Explain the basics of object-oriented concepts and build a suitable class model using modelling techniques CO 3. Describe various software testing methods and to understand the importance of agile methodology and DevOps CO 4. Illustrate the role of project planning and quality management in software development CO 5. Understand the importance of activity planning and different planning models 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ul style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ul style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) <ul style="list-style-type: none"> 6. At the end of the 13th week of the semester The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course). CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course. Semester End Examination: Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours) <ul style="list-style-type: none"> 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks 2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module. The students have to answer 5 full questions, selecting one full question from each module	
Suggested Learning Resources:	
Textbooks <ul style="list-style-type: none"> 1. Roger S. Pressman: Software Engineering-A Practitioners approach, 7th Edition, Tata McGraw Hill. 2. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML, 2nd Edition, Pearson Education, 2005. 	

3. Bob Hughes, Mike Cotterell, Rajib Mall: Software Project Management, 6th Edition, McGraw Hill Education, 2018.
4. Deepak Gaikwad, Viral Thakkar, DevOps Tools From Practitioner's Viewpoint, Wiley.
5. Ian Sommerville: Software Engineering, 9th Edition, Pearson Education, 2012.

Reference:

1. Pankaj Jalote: An Integrated Approach to Software Engineering, Wiley India.

Weblinks and Video Lectures (e-Resources):

1. https://onlinecourses.nptel.ac.in/noc20_cs68/preview
2. https://www.youtube.com/watch?v=WxkP5KR_Emk&list=PLrjkTql3jnm9b5nr-ggx7Pt1G4UAHeFIJ
3. <http://elearning.vtu.ac.in/econtent/CSE.php>
4. <http://elearning.vtu.ac.in/econtent/courses/video/CSE/15CS42.html>
5. <https://nptel.ac.in/courses/128/106/128106012/> (DevOps)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Case study, Field visit

VI Semester

FULLSTACK DEVELOPMENT			
Course Code	21CS62	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03
Course Learning Objectives: CLO 1.Explain the use of learning full stack web development. CLO 2.Make use of rapid application development in the design of responsive web pages. CLO 3.Illustrate Models, Views and Templates with their connectivity in Django for full stack web development. CLO 4.Demonstrate the use of state management and admin interfaces automation in Django. CLO 5.Design and implement Django apps containing dynamic pages with SQL databases.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <div><div>1.</div><div>Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.</div></div> <div><div>2.</div><div>Show Video/animation films to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.</div></div> <div><div>6.</div><div>Topics will be introduced in a multiple representation.</div></div> <div><div>7.</div><div>Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1: MVC based Web Designing Web framework, MVC Design Pattern, Django Evolution, Views, Mapping URL to Views, Working of Django URL Confs and Loose Coupling, Errors in Django, Wild Card patterns in URLs. Textbook 1: Chapter 1 and Chapter 3			
Laboratory Component: <div><div>1.</div><div>Installation of Python, Django and Visual Studio code editors can be demonstrated.</div></div> <div><div>2.</div><div>Creation of virtual environment, Django project and App should be demonstrated</div></div> <div><div>3.</div><div>Develop a Django app that displays current date and time in server</div></div> <div><div>4.</div><div>Develop a Django app that displays date and time four hours ahead and four hours before as an offset of current date and time in server.</div></div>			
Teaching-Learning Process	<div><div>1.</div><div>Demonstration using Visual Studio Code</div></div> <div><div>2.</div><div>PPT/Prezi Presentation for Architecture and Design Patterns</div></div> <div><div>3.</div><div>Live coding of all concepts with simple examples</div></div>		
Module-2: Django Templates and Models Template System Basics, Using Django Template System, Basic Template Tags and Filters, MVT Development Pattern, Template Loading, Template Inheritance, MVT Development Pattern.			

Configuring Databases, Defining and Implementing Models, Basic Data Access, Adding Model String Representations, Inserting/Updating data, Selecting and deleting objects, Schema Evolution

Textbook 1: Chapter 4 and Chapter 5

Laboratory Component:

1. Develop a simple Django app that displays an unordered list of fruits and ordered list of selected students for an event
2. Develop a layout.html with a suitable header (containing navigation menu) and footer with copyright and developer information. Inherit this layout.html and create 3 additional pages: contact us, About Us and Home page of any website.
3. Develop a Django app that performs student registration to a course. It should also display list of students registered for any selected course. Create students and course as models with enrolment as ManyToMany field.

Teaching-Learning Process

1. Demonstration using Visual Studio Code
2. PPT/Prezi Presentation for Architecture and Design Patterns
3. Live coding of all concepts with simple examples
4. Case Study: Apply concepts learnt for an Online Ticket Booking System

Module-3: Django Admin Interfaces and Model Forms

Activating Admin Interfaces, Using Admin Interfaces, Customizing Admin Interfaces, Reasons to use Admin Interfaces.

Form Processing, Creating Feedback forms, Form submissions, custom validation, creating Model Forms, URLConf Ticks, Including Other URLConfs.

Textbook 1: Chapters 6, 7 and 8

Laboratory Component:

1. For student and course models created in Lab experiment for Module2, register admin interfaces, perform migrations and illustrate data entry through admin forms.
2. Develop a Model form for student that contains his topic chosen for project, languages used and duration with a model called project.

Teaching-Learning Process

1. Demonstration using Visual Studio Code
2. PPT/Prezi Presentation for Architecture and Design Patterns
3. Live coding of all concepts with simple examples

Module-4: Generic Views and Django State Persistence

Using Generic Views, Generic Views of Objects, Extending Generic Views of objects, Extending Generic Views.

MIME Types, Generating Non-HTML contents like CSV and PDF, Syndication Feed Framework, Sitemap framework, Cookies, Sessions, Users and Authentication.

Textbook 1: Chapters 9, 11 and 12

Laboratory Component:

1. For students enrolment developed in Module 2, create a generic class view which displays list of students and detailview that displays student details for any selected student in the list.
2. Develop example Django app that performs CSV and PDF generation for any models created in previous laboratory component.

Teaching-Learning Process

1. Demonstration using Visual Studio Code
2. PPT/Prezi Presentation for Architecture and Design Patterns

	<ol style="list-style-type: none"> 3. Live coding of all concepts with simple examples 4. Project Work: Implement all concepts learnt for Student Admission Management.
Module-5: jQuery and AJAX Integration in Django	
Ajax Solution, Java Script, XMLHttpRequest and Response, HTML, CSS, JSON, iFrames, Settings of Java Script in Django, jQuery and Basic AJAX, jQuery AJAX Facilities, Using jQuery UI Autocomplete in Django	
Textbook 2: Chapters 1, 2 and 7.	
Laboratory Component: <ol style="list-style-type: none"> 1. Develop a registration page for student enrolment as done in Module 2 but without page refresh using AJAX. 2. Develop a search application in Django using AJAX that displays courses enrolled by a student being searched. 	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples 4. Case Study: Apply the use of AJAX and jQuery for development of EMI calculator.
Course outcome (Course Skill Set) At the end of the course the student will be able to: <ol style="list-style-type: none"> CO 1. Understand the working of MVT based full stack web development with Django. CO 2. Designing of Models and Forms for rapid development of web pages. CO 3. Analyze the role of Template Inheritance and Generic views for developing full stack web applications. CO 4. Apply the Django framework libraries to render nonHTML contents like CSV and PDF. CO 5. Perform jQuery based AJAX integration to Django Apps to build responsive full stack web applications, 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester 	

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Adrian Holovaty, Jacob Kaplan Moss, The Definitive Guide to Django: Web Development Done Right, Second Edition, Springer-Verlag Berlin and Heidelberg GmbH & Co. KG Publishers, 2009
2. Jonathan Hayward, Django Java Script Integration: AJAX and jQuery, First Edition, Pack Publishing, 2011

Reference Books

1. Aidas Bendroraitis, Jake Kronika, Django 3 Web Development Cookbook, Fourth Edition, Packt Publishing, 2020
2. William Vincent, Django for Beginners: Build websites with Python and Django, First Edition, Amazon Digital Services, 2018
3. Antonio Mele, Django3 by Example, 3rd Edition, Pack Publishers, 2020
4. Arun Ravindran, Django Design Patterns and Best Practices, 2nd Edition, Pack Publishers, 2020.
5. Julia Elman, Mark Lavin, Light weight Django, David A. Bell, 1st Edition, Oreily Publications, 2014

Weblinks and Video Lectures (e-Resources):

1. MVT architecture with Django: <https://freevideolectures.com/course/3700/django-tutorials>
2. Using Python in Django: <https://www.youtube.com/watch?v=2BqoLiMT3Ao>
3. Model Forms with Django: <https://www.youtube.com/watch?v=gMM1rtTwKxE>
4. Real time Interactions in Django: <https://www.youtube.com/watch?v=3gHmfoeZ45k>
5. AJAX with Django for beginners: <https://www.youtube.com/watch?v=3VaKNyjlxAU>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

1. Real world problem solving - applying the Django framework concepts and its integration with AJAX to develop any shopping website with admin and user dashboards.

Short Preamble on Full Stack Web Development:

Website development is a way to make people aware of the services and/or products they are offering, understand why the products are relevant and even necessary for them to buy or use, and highlight the striking qualities that set it apart from competitors. Other than commercial reasons, a website is also needed for quick and dynamic information delivery for any domain. Development of a well-designed, informative, responsive and dynamic website is need of the hour from any computer science and related engineering graduates. Hence, they need to be augmented with skills to use technology and framework which can help them to develop elegant websites. Full Stack developers are in need by many companies, who knows and can develop all pieces of web application (Front End, Back End and business logic). MVT based development with Django is the cutting-edge framework for Full Stack Web Development. Python has become an easier language to use for many applications. Django based framework in Python helps a web developer to utilize framework and develop rapidly responsive and secure web applications.

VI Semester

COMPUTER GRAPHICS AND FUNDAMENTALS OF IMAGE PROCESSING			
Course Code	21CS63	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Objectives: CLO 1. Overview of Computer Graphics along with its applications. CLO 2. Exploring 2D and 3D graphics mathematics along with OpenGL API's. CLO 3. Use of Computer graphics principles for animation and design of GUI's . CLO 4. Introduction to Image processing and Open CV. CLO 5. Image segmentation using Open CV.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Overview: Computer Graphics hardware and software and OpenGL: Computer Graphics: Video Display Devices, Raster-Scan Systems Basics of computer graphics, Application of Computer Graphics. OpenGL: Introduction to OpenGL, coordinate reference frames, specifying two-dimensional world coordinate reference frames in OpenGL, OpenGL point functions, OpenGL line functions, point attributes, line attributes, curve attributes, OpenGL point attribute functions, OpenGL line attribute functions, Line drawing algorithms(DDA, Bresenham's).			
Textbook 1: Chapter -1,2,3, 5(1 and 2 only) Self-study topics : Input devices, hard copy devices, coordinate representation, graphics functions, fill area primitives, polygon fill areas, pixel arrays, Parallel Line algorithms			
Teaching-Learning Process	Chalk & board, Active Learning Virtual Lab		
Module-2			
2D and 3D graphics with OpenGL: 2D Geometric Transformations: Basic 2D Geometric Transformations, matrix representations and homogeneous coordinates, 2D Composite transformations, other 2D transformations, raster methods for geometric transformations, OpenGL raster transformations, OpenGL geometric transformations function,			
3D Geometric Transformations: Translation, rotation, scaling, composite 3D transformations, other 3D transformations, OpenGL geometric transformations functions			

Textbook 1: Chapter -6, 8 Self-study topics: Transformation between 2D coordinate system, OpenGL geometric-transformation, Transformation between 3D coordinate system.	
Teaching-Learning Process	Chalk & board, Active Learning, Problem based learning Virtual Lab:
Module-3	
Interactive Input Methods and Graphical User Interfaces: Graphical Input Data ,Logical Classification of Input Devices, Input Functions for Graphical Data , Interactive Picture-Construction Techniques, Virtual-Reality Environments, OpenGL Interactive Input-Device Functions, OpenGL Menu Functions , Designing a Graphical User Interface.	
Computer Animation : Design of Animation Sequences, Traditional Animation Techniques, General Computer-Animation Functions, Computer-Animation Languages, Character Animation, Periodic Motions, OpenGL Animation Procedures.	
Textbook 1: Chapter -11, 18 Self-study topics: Raster methods for computer animation, Key frame systems, Motion specification.	
Teaching-Learning Process	Chalk & board, MOOC, Active Learning
Module-4	
Introduction to Image processing: overview, Nature of IP, IP and its related fields, Digital Image representation, types of images.	
Digital Image Processing Operations: Basic relationships and distance metrics, Classification of Image processing Operations.	
Text book 2: Chapter 3 <i>(Below topics is for experiential learning only , No questions in SEE)</i> Computer vision and OpenCV: What is computer vision, Evolution of computer vision, Application of Computer vision, Feature of OpenCV, OpenCV library modules, OpenCV environment, Reading, writing and storing images using OpenCV. OpenCV drawing Functions. OpenCV Geometric Transformations.	
<u>(Note : Computer vision and OpenCV for experimental learning or Activity Based Learning using web sources, Preferred for assignments. No questions in SEE)</u> Web Source: https://www.tutorialspoint.com/opencv/	
Teaching-Learning Process	Chalk& board, Problem based learning Lab practice for OpenCV for basic geometric objects and basic image operation
Module-5	
Image Segmentation: Introduction, classification, detection of discontinuities, Edge detection (up to canny edge detection(included)). Text Book 2: Chapter 9: 9.1 to 9.4.4.4 <i>(Below topics is for experiential learning only , No questions in SEE)</i> Image processing with Open CV: Resizing , Rotation/ Flipping, Blending, Creating region of Interest (ROI), Image Thresholding, Image Blurring and smoothing, Edge Detection, Image contours and Face Detection on images using OpenCV.	

(Note :Image Processing withOpenCV for experimental learning or Activity Based Learning using web sources, Preferred for assignments. No questions in SEE)

Web source: <https://medium.com/analytics-vidhya/introduction-to-computer-vision-opencv-in-python-fb722e805e8b>

Teaching-Learning Process	Chalk & board, MOOC Lab practice on image processing. Virtual Lab:
----------------------------------	--

Course Outcomes:

At the end of the course the student will be able to:

- CO 1. Construct geometric objects using Computer Graphics principles and OpenGL APIs.
- CO 2. Use OpenGL APIs and related mathematics for 2D and 3D geometric Operations on the objects.
- CO 3. Design GUI with necessary techniques required to animate the created objects
- CO 4. Apply OpenCV for developing Image processing applications.
- CO 5. Apply Image segmentation techniques along with programming, using OpenCV, for developing simple applications.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(To have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

3. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
4. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module.

Suggested Learning Resources:

Textbooks

1. Donald D Hearn, M Pauline Baker and WarrenCarithers: Computer Graphics with OpenGL 4th Edition, Pearson, 2014
2. S. Sridhar, Digital Image Processing, second edition, Oxford University press 2016.

Reference Books

1. Edward Angel: Interactive Computer Graphics- A Top Down approach with OpenGL, 5th edition. Pearson Education, 2008
2. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: Pearson education

Web links and Video Lectures (e-Resources):**Web links and Video Lectures (e-Resources):**

1. <https://nptel.ac.in/courses/106/106/106106090/>
2. <https://nptel.ac.in/courses/106/102/106102063/>
3. <https://nptel.ac.in/courses/106/103/106103224/>
4. <https://nptel.ac.in/courses/106/102/106102065/>
5. <https://www.tutorialspoint.com/opencv/> (Tutorial, Types of Images, Drawing Functions)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

2. Mini project on computer graphics using Open GL/Python/Open CV.

VI Semester

AGILE TECHNOLOGIES			
Course Code	21CS641	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives: CLO 1. To understand basics of agile technologies CLO 2. To explain XP Lifecycle, XP Concepts and Adopting XP CLO 3. To Evaluate on Pair Programming, Root-Cause Analysis, Retrospectives, Planning, Incremental Requirements and Customer Tests CLO 4. To become Mastering in Agility CLO 5. To provide well Deliver Value			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. 1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes. 2. Show Video/animation films to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it. 6. Topics will be introduced in a multiple representation. 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Why Agile? : Understanding Success, Beyond Deadlines, The Importance of Organizational Success, Enter Agility, How to Be Agile?: Agile Methods, Don't Make Your Own Method, The Road to Mastery, Find a Mentor. The Genesis of Agile, Introduction and background, Agile Manifesto, and Principles, Simple Design, User Stories, Agile Testing, Agile Tools Textbook 1: Part I – Ch 1, Ch 2. Textbook 2: Ch 1			
Teaching-Learning Process	Chalk and board, Active Learning https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview		
Module-2			

<p>Understanding XP: The XP Lifecycle, The XP Team, XP Concepts, Adopting XP: Is XP Right for Us?, Go!, Assess Your Agility</p> <p>Overview of Extreme Programming, The Practices of Extreme Programming, Conclusion, Bibliography, Planning Initial Exploration, Release Planning, Iteration Planning, Defining "Done", Task Planning Iterating, Tracking.</p> <p>Textbook 1: Part I: Ch 3, Ch 4.</p> <p>Textbook 3: Section 1: Ch 1</p>	
Teaching-Learning Process	<p>Chalk and board, Active Learning</p> <p>https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview</p>
Module-3	
<p>Practicing XP: Thinking: Pair Programming, Energized Work, Informative Workspace, Root Cause Analysis, Retrospectives,</p> <p>Collaborating: Trust, Sit Together, Real Customer Involvement, Ubiquitous Language, Stand-Up Meetings, Coding Standards, Iteration Demo, Reporting,</p> <p>Releasing: "Done Done", No Bugs, Version Control, Ten-Minute Build, Continuous Integration, Collective Code Ownership, Documentation. Planning: Vision, Release Planning, The Planning Game, Risk Management, Iteration Planning, Slack, Stories, Estimating. Developing: Incremental requirements, Customer Tests, Test-Driven Development, Refactoring, Simple Design, Incremental Design and Architecture, Spike Solutions, Performance Optimization, Exploratory Testing</p> <p>Textbook 1: Part II: Ch 5, Ch 6, Ch 7, Ch 8, Ch 9.</p>	
Teaching-Learning Process	<p>Chalk and board, Demonstration</p> <p>https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview</p>
Module-4	
<p>Mastering Agility : Values and Principles: Commonalities, About Values, Principles, and Practices, Further Reading, Improve the Process: Understand Your Project, Tune and Adapt, Break the Rules, Rely on People :Build Effective Relationships, Let the Right People Do the Right Things, Build the Process for the People, Eliminate Waste :Work in Small, Reversible Steps, Fail Fast, Maximize Work Not Done, Pursue Throughput</p> <p>Textbook 1: Part III- Ch 10, Ch 11, Ch 12, Ch 13.</p>	
Teaching-Learning Process	<p>Chalk and board</p> <p>https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview</p>
Module-5	
<p>Deliver Value: Exploit Your Agility, Only Releasable Code Has Value, Deliver Business Results, Deliver Frequently, Seek Technical Excellence: Software Doesn't Exist, Design Is for Understanding, Design</p>	

Trade-offs, Quality with a Name, Great Design, Universal Design Principles, Principles in Practice, Pursue Mastery

Textbook 1: Part IV- Ch 14, Ch 15.

Teaching-Learning Process

Chalk and board
<https://www.nptelvideos.com/video.php?id=904>
<https://www.youtube.com/watch?v=x90kIAFGYKE>
<http://www.digimat.in/nptel/courses/video/110104073/L02.html>
https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Course outcome (Course Skill Set)

At the end of the course the student will be able to:

- CO 1. Understand the fundamentals of agile technologies
- CO 2. Explain XP Lifecycle, XP Concepts and Adopting XP
- CO 3. Apply different techniques on Practicing XP, Collaborating and Releasing
- CO 4. Analyze the Values and Principles of Mastering Agility
- CO 5. Demonstrate the agility to deliver good values

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

- 1. First test at the end of 5th week of the semester
- 2. Second test at the end of the 10th week of the semester
- 3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

- 4. First assignment at the end of 4th week of the semester
- 5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

- 6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

- 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks

2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. James shore, Chromatic, O'Reilly, The Art of Agile Development, 2007

Reference Books

1. Ken Schawber, Mike Beedle, "Agile Software Development with Scrum", Pearson, 2008
2. Agile-Principles-Patterns-and-Practices-in-C by Robert C Martin & Mic Martin.

Web links and Video Lectures (e-Resources):

Model wise mentioned

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of the project based on Agile technologies.

VI Semester

ADVANCED JAVA PROGRAMMING			
Course Code	21CS642	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Understanding the fundamental concepts of Enumerations and Annotations			
CLO 2. Apply the concepts of Generic classes in Java programs			
CLO 3. Demonstrate the fundamental concepts of String operations			
CLO 4. Design and develop web applications using Java servlets and JSP			
CLO 5. Apply database interaction through Java database Connectivity			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same program			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Enumerations, Autoboxing and Annotations:			
Enumerations, Enumeration fundamentals, the values() and valueOf() methods, Java enumerations are class types, enumerations inherits Enum, example, type wrappers, Autoboxing, Autoboxing methods, Autoboxing/Unboxing occurs in Expressions, Autoboxing/Unboxing, Boolean and character values, Autoboxing/Unboxing helps prevent errors, A word of warning			
Annotations, Annotation basics, specifying retention policy, obtaining annotations at run time by use of reflection, Annotated element interface, Using default values, Marker Annotations, Single member annotations, Built in annotations			
Textbook 1: Chapter12			
Teaching-Learning Process	Chalk and board, Online demonstration, Problem based learning		
Module-2			
Generics: What are Generics, A Simple Generics Example, A Generic Class with Two Type Parameters, The General Form of a Generic Class, Bounded Types, Using Wildcard Arguments, Bounded Wildcards, Creating a Generic Method, Generic Interfaces, Raw types and Legacy code, Generic Class Hierarchies, Erasure, Ambiguity errors, Some Generic Restrictions			
Textbook 1: Chapter 14			
Teaching-Learning Process	Chalk and board, Online Demonstration		
Module-3			

String Handling: The String Constructors, String Length, Special String Operations, Character Extraction, String Comparison, Searching Strings, Modifying a String, Data Conversion Using valueOf(), Changing the case of characters within a String, String Buffer, String Builder

Textbook 1: Chapter 15

Teaching-Learning Process	Chalk and board, Online Demonstration
----------------------------------	---------------------------------------

Module-4

Background; The life cycle of a servlet; A simple servlet; the servlet API; The javax.servlet package Reading servlet parameter; the javax.servlet.http package; Handling HTTP Requests and Responses; using Cookies; Session Tracking, Java Server Pages (JSP); JSP tags, Variables and Objects, Methods, Control statements, Loops, Request String, Parsing other information, User sessions, Cookies, Session Objects

Textbook 1: Chapter 31

Textbook 2: Chapter 11

Teaching-Learning Process	Chalk and board, Online Demonstration
----------------------------------	---------------------------------------

Module-5

The concept of JDBC; JDBC Driver Types; JDBC packages; A brief overview of the JDBC Process; Database Connection; Associating the JDBC/ODBC Bridge with the Database; Statement Objects; ResultSet; Transaction Processing; Metadata, Data Types; Exceptions.

Textbook 2: Chapter 6

Teaching-Learning Process	Chalk and board, Online Demonstration
----------------------------------	---------------------------------------

Course Outcomes

At the end of the course the student will be able to:

- CO 1. Understanding the fundamental concepts of Enumerations and Annotations
- CO 2. Apply the concepts of Generic classes in Java programs
- CO 3. Demonstrate the concepts of String operations in Java
- CO 4. Develop web based applications using Java servlets and JSP
- CO 5. Illustrate database interaction and transaction processing in Java

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:**Textbooks**

1. Herbert Schildt: JAVA the Complete Reference. 9th Edition, Tata McGraw-Hill
2. Jim Keogh, The Complete Reference J2EE, Tata McGraw-Hill

Reference Books:

1. Y. Daniel Liang: Introduction to JAVA Programming, 7th Edition, Pearson Education, 2007.

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/105/106105191/>
2. <https://nptel.ac.in/courses/106/105/106105225/>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Programming exercises

VI Semester

ADVANCED COMPUTER ARCHITECTURE			
Course Code	21CS643	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Describe computer architecture.			
CLO 2. Measure the performance of architectures in terms of right parameters.			
CLO 3. Summarize parallel architecture and the software used for them			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<div><div>1.</div><div>Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div></div> <div><div>2.</div><div>Use of Video/Animation to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div></div> <div><div>6.</div><div>Introduce Topics in manifold representations.</div></div> <div><div>7.</div><div>Show the different ways to solve the same program</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Theory of Parallelism: Parallel Computer Models, The State of Computing, Multiprocessors and Multicomputer, Multivector and SIMD Computers, PRAM and VLSI Models, Program and Network Properties, Conditions of Parallelism, Program Partitioning and Scheduling, Program Flow Mechanisms, System Interconnect Architectures, Principles of Scalable Performance, Performance Metrics and Measures, Parallel Processing Applications, Speedup Performance Laws. For all Algorithm or mechanism any one example is sufficient.			
Chapter 1 (1.1to 1.4), Chapter 2(2.1 to 2.4) Chapter 3 (3.1 to 3.3)			
Teaching-Learning Process	Chalk and board, Online demonstration, Problem based learning		
Module-2			
Hardware Technologies 1: Processors and Memory Hierarchy, Advanced Processor Technology, Superscalar and Vector Processors, Memory Hierarchy Technology, Virtual Memory Technology. For all Algorithms or mechanisms any one example is sufficient.			
Chapter 4 (4.1 to 4.4)			
Teaching-Learning Process	Chalk and board, Online Demonstration		
Module-3			
Hardware Technologies 2: Bus Systems, Cache Memory Organizations, Shared Memory Organizations, Sequential and Weak Consistency Models, Pipelining and Superscalar Techniques, Linear Pipeline Processors, Nonlinear Pipeline Processors. For all Algorithms or mechanisms any one example is sufficient.			

Chapter 5 (5.1 to 5.4) Chapter 6 (6.1 to 6.2)	
Teaching-Learning Process	Chalk and board, Online Demonstration
Module-4	
Parallel and Scalable Architectures: Multiprocessors and Multicomputers, Multiprocessor System Interconnects, Cache Coherence and Synchronization Mechanisms, Message-Passing Mechanisms, Multivector and SIMD Computers, Vector Processing Principles, Multivector Multiprocessors, Compound Vector Processing, Scalable, Multithreaded, and Dataflow Architectures, Latency-Hiding Techniques, Principles of Multithreading, Fine- Grain Multicomputers. For all Algorithms or mechanisms any one example is sufficient.	
Chapter 7 (7.1,7.2 and 7.4) Chapter 8(8.1 to 8.3) Chapter 9(9.1 to 9.3)	
Teaching-Learning Process	Chalk and board, Online Demonstration
Module-5	
Software for parallel programming: Parallel Models, Languages, and Compilers ,Parallel Programming Models, Parallel Languages and Compilers, Dependence Analysis of Data Arrays. Instruction and System Level Parallelism, Instruction Level Parallelism, Computer Architecture, Contents, Basic Design Issues, Problem Definition, Model of a Typical Processor, Compiler-detected Instruction Level Parallelism ,Operand Forwarding ,Reorder Buffer, Register Renaming ,Tomasulo's Algorithm. For all Algorithms or mechanisms any one example is sufficient.	
Chapter 10(10.1 to 10.3) Chapter 12(12.1 to 12.9)	
Teaching-Learning Process	Chalk and board, Online Demonstration
Course Outcomes At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Explain the concepts of parallel computing CO 2. Explain and identify the hardware technologies CO 3. Compare and contrast the parallel architectures CO 4. Illustrate parallel programming concepts 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ul style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ul style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) <ul style="list-style-type: none"> 6. At the end of the 13th week of the semester The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).	

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks marks scored will be proportionately reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Kai Hwang and Naresh Jotwani, Advanced Computer Architecture (SIE): Parallelism, Scalability, Programmability, McGraw Hill Education 3/e. 2015

Reference Books:

1. John L. Hennessy and David A. Patterson, Computer Architecture: A quantitative approach, 5th edition, Morgan Kaufmann Elseveir, 2013

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VI Semester

DATA SCIENCE AND VISUALIZATION			
Course Code	21CS644	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. To introduce data collection and pre-processing techniques for data science			
CLO 2. Explore analytical methods for solving real life problems through data exploration techniques			
CLO 3. Illustrate different types of data and its visualization			
CLO 4. Find different data visualization techniques and tools			
CLO 5. Design and map element of visualization well to perceive information			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction to Data Science			
Introduction: What is Data Science? Big Data and Data Science hype – and getting past the hype, Why now? – Datafication, Current landscape of perspectives, Skill sets. Needed Statistical Inference: Populations and samples, Statistical modelling, probability distributions, fitting a model.			
Textbook 1: Chapter 1			
Teaching-Learning Process	1. PPT – Recognizing different types of data, Data science process		
	2. Demonstration of different steps, learning definition and relation with data science		
Module-2			
Exploratory Data Analysis and the Data Science Process			
Basic tools (plots, graphs and summary statistics) of EDA, Philosophy of EDA, The Data Science Process, Case Study: Real Direct (online realestate firm). Three Basic Machine Learning Algorithms: Linear Regression, k-Nearest Neighbours (k- NN), k-means.			
Textbook 1: Chapter 2, Chapter 3			
Teaching-Learning Process	1. PPT –Plots, Graphs, Summary Statistics		
	2. Demonstration of Machine Learning Algorithms		

Module-3	
Feature Generation and Feature Selection Extracting Meaning from Data: Motivating application: user (customer) retention. Feature Generation (brainstorming, role of domain expertise, and place for imagination), Feature Selection algorithms. Filters; Wrappers; Decision Trees; Random Forests. Recommendation Systems: Building a User-Facing Data Product, Algorithmic ingredients of a Recommendation Engine, Dimensionality Reduction, Singular Value Decomposition, Principal Component Analysis, Exercise: build your own recommendation system.	
Textbook 1: Chapter 6	
Teaching-Learning Process	1. PPT – Feature generation, selection 2. Demonstration recommendation engine
Module-4	
Data Visualization and Data Exploration Introduction: Data Visualization, Importance of Data Visualization, Data Wrangling, Tools and Libraries for Visualization Comparison Plots: Line Chart, Bar Chart and Radar Chart; Relation Plots: Scatter Plot, Bubble Plot, Correlogram and Heatmap; Composition Plots: Pie Chart, Stacked Bar Chart, Stacked Area Chart, Venn Diagram; Distribution Plots: Histogram, Density Plot, Box Plot, Violin Plot; Geo Plots: Dot Map, Choropleth Map, Connection Map; What Makes a Good Visualization? Textbook 2: Chapter 1, Chapter 2	
Teaching-Learning Process	1. Demonstration of different data visualization tools.
Module-5	
A Deep Dive into Matplotlib Introduction, Overview of Plots in Matplotlib, Pyplot Basics: Creating Figures, Closing Figures, Format Strings, Plotting, Plotting Using pandas DataFrames, Displaying Figures, Saving Figures; Basic Text and Legend Functions: Labels, Titles, Text, Annotations, Legends; Basic Plots: Bar Chart, Pie Chart, Stacked Bar Chart, Stacked Area Chart, Histogram, Box Plot, Scatter Plot, Bubble Plot; Layouts: Subplots, Tight Layout, Radar Charts, GridSpec; Images: Basic Image Operations, Writing Mathematical Expressions Textbook 2: Chapter 3	
Teaching-Learning Process	1. PPT – Comparison of plots 2. Demonstration charts
Course Outcomes At the end of the course the student will be able to: CO 1. Understand the data in different forms CO 2. Apply different techniques to Explore Data Analysis and the Data Science Process CO 3. Analyze feature selection algorithms & design a recommender system. CO 4. Evaluate data visualization tools and libraries and plot graphs. CO 5. Develop different charts and include mathematical expressions.	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour)	

<ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester <p>Two assignments each of 10 Marks</p> <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester <p>Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)</p> <ol style="list-style-type: none"> 6. At the end of the 13th week of the semester <p>The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).</p> <p>CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.</p> <p>Semester End Examination: Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)</p> <ol style="list-style-type: none"> 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks 2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module. <p>The students have to answer 5 full questions, selecting one full question from each module</p>
<p>Suggested Learning Resources:</p> <p>Textbooks</p> <ol style="list-style-type: none"> 1. Doing Data Science, Cathy O'Neil and Rachel Schutt, O'Reilly Media, Inc O'Reilly Media, Inc, 2013 2. Data Visualization workshop, Tim Grobmann and Mario Dobler, Packt Publishing, ISBN 9781800568112 <p>Reference:</p> <ol style="list-style-type: none"> 1. Mining of Massive Datasets, Anand Rajaraman and Jeffrey D. Ullman, Cambridge University Press, 2010 2. Data Science from Scratch, Joel Grus, Shroff Publisher /O'Reilly Publisher Media 3. A handbook for data driven design by Andy krik
<p>Weblinks and Video Lectures (e-Resources):</p> <ol style="list-style-type: none"> 1. https://nptel.ac.in/courses/106/105/106105077/ 2. https://www.oreilly.com/library/view/doing-data-science/9781449363871/toc01.html 3. http://book.visualisingdata.com/ 4. https://matplotlib.org/ 5. https://docs.python.org/3/tutorial/ 6. https://www.tableau.com/
<p>Activity Based Learning (Suggested Activities in Class)/ Practical Based learning Demonstration using projects</p>

VI Semester

INTRODUCTION TO DATA STRUCTURES			
Course Code	21CS651	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Introduce elementary data structures.			
CLO 2. Analyze Linear Data Structures: Stack, Queues, Lists			
CLO 3. Analyze Non Linear Data Structures: Trees			
CLO 4. Assess appropriate data structure during program development/Problem Solving.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<ol style="list-style-type: none">1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.			
Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction:			
Introduction to arrays: one-dimensional arrays, two dimensional arrays, initializing two dimensional arrays, Multidimensional arrays.			
Introduction to Pointers: Pointer concepts, accessing variables through pointers, Dynamic memory allocation, pointers applications.			
Introduction to structures and unions: Declaring structures, Giving values to members, structure initialization, arrays of structures, nested structure, unions, size of structures.			
Textbook 1: Ch 8.3 to 8.15,Ch 12.3 to 12.19			
Textbook 2:Ch 2.1 to2.13,2.51 ,2.80 to 2.98			
Teaching-Learning Process	Chalk and board, Active Learning		
Module-2			
Linear Data Structures-Stacks and queues:			
Introduction, Stack representation in Memory, Stack Operations, Stack Implementation, Applications of Stack. Introduction, Queues-Basic concept, Logical representation of Queues, Queue Operations and its types, Queue Implementation, Applications of Queue.			
Textbook 2: Ch 6.1 to 6.14 ,Ch 8.1,8.2			
Teaching-Learning Process	Chalk and board, Active Learning, Problem Based Learning		
Module-3			
Linear Data Structures-Linked List:			
Introduction, Linked list Basic concept, Logical representation of Linked list, Self-Referential structure, Singly-linked List Operations and Implementation, Circular Linked List, applications of Linked list.			

Textbook 1: Ch 15.1,15.3,15.4,15.8	
Textbook 2: Ch 9.2.9.5	
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning
Module-4	
Non Linear Data Structures – Trees	
Introduction, Basic concept, Binary Tree and its types, Binary Tree Representation, Binary Tree Traversal, Binary Search tree, Expression Trees.	
Textbook1: Ch 16.1,16.2	
Textbook2:Ch 10.1,10.2,10.4,10.6.3	
Teaching-Learning Process	Chalk& board, Active Learning, Problem based learning
Module-5	
Sorting and Searching	
Sorting: Introduction, Bubble sort, Selection sort, Insertion sort	
Searching: Introduction, Linear search, Binary search.	
Textbook1: Ch 17.1,17.2.2, 17.2.4, 17.3.1,17.3.2	
Textbook2: Ch 11.1.,11.2,11.3,11.7,11.10.1,11.10.2	
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning
Course Outcomes	
At the end of the course the student will be able to:	
CO 1. Express the fundamentals of static and dynamic data structure.	
CO 2. Summarize the various types of data structure with their operations.	
CO 3. Interpret various searching and sorting techniques.	
CO 4. Choose appropriate data structure in problem solving.	
CO 5. Develop all data structures in a high level language for problem solving.	
Assessment Details (both CIE and SEE)	
The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	
Continuous Internal Evaluation:	
Three Unit Tests each of 20 Marks (duration 01 hour)	
1. First test at the end of 5 th week of the semester	
2. Second test at the end of the 10 th week of the semester	
3. Third test at the end of the 15 th week of the semester	
Two assignments each of 10 Marks	
4. First assignment at the end of 4 th week of the semester	
5. Second assignment at the end of 9 th week of the semester	
Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)	
6. At the end of the 13 th week of the semester	
The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks	
(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).	
CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.	
Semester End Examination:	

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. C Programming and data structures, E Balaguruswamy 4th Edition, 2007, McGraw Hill
2. Systematic approach to Data structures using C, A M Padma Reddy, 7th Edition 2007, Sri Nandi Publications.

References

1. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures in C, 2nd Ed, Universities Press, 2014.
2. Seymour Lipschutz, Data Structures Schaum's Outlines, Revised 1st Ed, McGraw Hill, 2014.

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=DFpWCl_49i0
2. <https://www.youtube.com/watch?v=x7t-ULoAZM>
3. <https://www.youtube.com/watch?v=I37kGX-nZEI>
4. <https://www.youtube.com/watch?v=XuCbpw6Bj1U>
5. <https://www.youtube.com/watch?v=R9PTBwOzceo>
6. <https://www.youtube.com/watch?v=qH6yxkw0u78>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration of projects developed using Linear/Non-linear data structures

VI Semester

INTRODUCTION TO DATABASE MANAGEMENT SYSTEMS			
Course Code	21CS652	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives CLO 1. Understand the basic concepts and the applications of database systems. CLO 2. Understand the relational database design principles. CLO 3. Master the basics of SQL and construct queries using SQL. CLO 4. Familiar with the basic issues of transaction processing and concurrency control.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer method (L) need not be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain the functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develops design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction to Databases: Introduction, Characteristics of database approach, Advantages of using the DBMS approach, History of database applications.			
Overview of Database Languages and Architectures: Data Models, Schemas, and Instances. Three schema architecture and data independence, database languages, and interfaces, The Database System environment.			
Conceptual Data Modelling using Entities and Relationships: Entity types, Entity sets, attributes, roles, and structural constraints, Weak entity types, ER diagrams, Examples			
Textbook 1: Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.7			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Relational Model: Relational Model Concepts, Relational Model Constraints and relational database schemas, Update operations, transactions, and dealing with constraint violations.			
Relational Algebra: Relational algebra: introduction, Selection and projection, set operations, renaming, Joins, Division, syntax, semantics. Operators, grouping and ungrouping, relational comparison. Examples of Queries in relational algebra.			
Mapping Conceptual Design into a Logical Design: Relational Database Design using ER-to-Relational mapping.			
Textbook 1; ch5.1 to 5.3, 8.1 to 8.5, 9.1;			

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-3	
SQL: SQL data definition and data types, specifying constraints in SQL, retrieval queries in SQL, INSERT, DELETE, and UPDATE statements in SQL, Additional features of SQL.	
Advances Queries: More complex SQL retrieval queries, Specifying constraints as assertions and action triggers, Views in SQL, Schema change statements in SQL.Database	
Textbook 1: Ch 6.1 to 6.5, 7.1 to 7.4; Textbook 2: 6.1 to 6.6;	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
Normalization: Database Design Theory – Introduction to Normalization using Functional and Multivalued Dependencies: Informal design guidelines for relation schema, Functional Dependencies, Normal Forms based on Primary Keys, Second and Third Normal Forms, Boyce-Codd Normal Form, Multivalued Dependency and Fourth Normal Form, Join Dependencies and Fifth Normal Form. Examples on normal forms.	
Textbook 1: Ch 14.1 to -14.7, 15.1 to 15.6	
Teaching-Learning Process	Chalk& board, Problem based learning
Module-5	
Transaction management and Concurrency –Control Transaction management: ACID properties, serializability and concurrency control, Lock based concurrency control (2PL, Deadlocks), Time stamping methods, optimistic methods, database recovery management.	
Textbook 1: Ch 20.1 to 20.6, 21.1 to 21.7;	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS CO 2. Use Structured Query Language (SQL) for database manipulation. CO 3. Design and build simple database systems CO 4. Develop application to interact with databases. 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) <ol style="list-style-type: none"> 6. At the end of the 13th week of the semester 	

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Fundamentals of Database Systems, RamezElmasri and Shamkant B. Navathe, 7th Edition, 2017, Pearson.
2. Database management systems, Ramakrishnan, and Gehrke, 3rd Edition, 2014, McGraw Hill

Weblinks and Video Lectures (e-Resources):

1. <https://www.youtube.com/watch?v=3EJlovevfcA>
2. <https://www.youtube.com/watch?v=9TwMRs3qTcU>
3. <https://www.youtube.com/watch?v=ZWl0Xow304I>
4. <https://www.youtube.com/watch?v=4YilEjkNPrQ>
5. <https://www.youtube.com/watch?v=CZTkgMoqVss>
6. <https://www.youtube.com/watch?v=Hl4NZB1XR9c>
7. https://www.youtube.com/watch?v=EGEwkad_IIA
8. <https://www.youtube.com/watch?v=t5hsV9lC1rU>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Developing and demonstration of models / projects based on DBMS application

VI Semester

INTRODUCTION TO CYBER SECURITY			
Course Code	21CS653	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. To familiarize cybercrime terminologies and ACTs			
CLO 2. Understanding cybercrime in mobiles and wireless devices along with the tools for Cybercrime and prevention			
CLO 3. Understand the motive and causes for cybercrime, cybercriminals, and investigators			
CLO 4. Understanding criminal case and evidence, detection standing criminal case and evidence.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction to Cybercrime:			
Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security, Who are Cybercriminals? Classifications of Cybercrimes,			
Cybercrime: The Legal Perspectives,			
Cybercrimes: An Indian Perspective, Cybercrime and the Indian ITA 2000.			
Textbook1:Ch1 (1.1 to 1.8).			
Teaching-Learning Process	Chalk and board, Active Learning		
Module-2			
Cyber offenses:			
How Criminals Plan Them: Introduction, How Criminals Plan the Attacks, Social Engineering, Cyber stalking, Cybercafe and Cybercrimes.			
Botnets: The Fuel for Cybercrime, Attack Vector			
Textbook1: Ch2 (2.1 to 2.7).			
Teaching-Learning Process	Chalk and board, Active Learning		
Module-3			
Tools and Methods Used in Cybercrime: Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking. Key loggers and Spywares. Virus and Worms. Trojan Horses and Backdoors.			

Steganography, DoS and DDoS Attacks, Attacks on Wireless Networks.

Textbook1: Ch4 (4.1 to 4.9, 4.12).

Teaching-Learning Process	Chalk and board, Case studies
----------------------------------	-------------------------------

Module-4

Understanding the people on the scene: Introduction, understanding cyber criminals, understanding cyber victims, understanding cyber investigators.

The Computer Investigation process: investigating computer crime.

Understanding Cybercrime Prevention: Understanding Network Security Concepts, Understanding Basic Cryptography Concepts, Making the Most of Hardware and Software Security

Textbook 2:Ch3,Ch 4, Ch 7.

Teaching-Learning Process	Chalk& board, Case studies
----------------------------------	----------------------------

Module-5

Cybercrime Detection Techniques: Security Auditing and Log Firewall Logs, Reports, Alarms, and Alerts, Commercial Intrusion Detection Systems, Understanding E-Mail Headers Tracing a Domain Name or IP Address.

Collecting and preserving digital Evidence: Introduction, understanding the role of evidence in a criminal case, collecting digital evidence, preserving digital evidence, recovering digital evidence, documenting evidence.

TextBook 2:Ch 9, Ch 10.

Teaching-Learning Process	Chalk and board, Case studies
----------------------------------	-------------------------------

Course Outcomes

At the end of the course the student will be able to:

- CO 1. Describe the cyber crime terminologies
- CO 2. Analyze cybercrime in mobiles and wireless devices along with the tools for Cybercrime and prevention
- CO 3. Analyze the motive and causes for cybercrime, cybercriminals, and investigators
- CO 4. Apply the methods for understanding criminal case and evidence, detection standing criminal case and evidence.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

- 1. First test at the end of 5th week of the semester
- 2. Second test at the end of the 10th week of the semester
- 3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

- 4. First assignment at the end of 4th week of the semester
- 5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

- 6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. SunitBelapure and Nina Godbole, "Cyber Security: Understanding Cyber Crimes, Computer Forensics And Legal Perspectives", Wiley India Pvt Ltd, ISBN: 978-81- 265-21791, 2013
2. Debra Little John Shinder and Michael Cross, "Scene of the cybercrime", 2nd edition, Syngress publishing Inc, Elsevier Inc, 2008

Reference Books:

1. Robert M Slade, "Software Forensics", Tata McGraw Hill, New Delhi, 2005.
2. Bernadette H Schell, Clemens Martin, "Cybercrime", ABC – CLIO Inc, California, 2004.
3. Nelson Phillips and EnfingerSteuart, "Computer Forensics and Investigations", Cengage Learning, New Delhi, 2009.
4. Kevin Mandia, Chris Proise, Matt Pepe, "Incident Response and Computer Forensics", Tata McGraw -Hill, New Delhi, 2006.

Weblinks and Video Lectures (e-Resources):

1. <https://www.youtube.com/watch?v=czDzUP1HclQ>
2. <https://www.youtube.com/watch?v=qS4Viqnjkc8>
3. https://www.trendmicro.com/en_nz/ciso/21/h/cybercrime-today-and-the-future.html

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects related to Cyber security.

VI Semester

PROGRAMMING IN JAVA			
Course Code	21CS654	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives CLO 1. Learn fundamental features of object oriented language and JAVA. CLO 2. To create, debug and run simple Java programs. CLO 3. Learn object oriented concepts using programming examples. CLO 4. Study the concepts of importing of packages and exception handling mechanism. CLO 5. Discuss the String Handling examples with Object Oriented concepts.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
An Overview of Java: Object-Oriented Programming, A First Simple Program, A Second Short Program, Two Control Statements, Using Blocks of Code, Lexical Issues, The Java Class Libraries. Data Types, Variables, and Arrays: Java Is a Strongly Typed Language, The Primitive Types, Integers, Floating-Point Types, Characters, Booleans, A Closer Look at Literals, Variables, Type Conversion and Casting, Automatic Type Promotion in Expressions, Arrays, A Few Words About Strings Textbook 1:Ch 2,Ch 3.			
Teaching-Learning Process		Chalk and board, Problem based learning.	
Module-2			
Operators: Arithmetic Operators, The Bitwise Operators, Relational Operators, Boolean Logical Operators, The Assignment Operator, The ? Operator, Operator Precedence, Using Parentheses, Control Statements: Java's Selection Statements, Iteration Statements, Jump Statements. Textbook 1:Ch 4,Ch 5.			
Teaching-Learning Process		Chalk and board, Active Learning, Demonstration	
Module-3			
Introducing Classes: Class Fundamentals, Declaring Objects, Assigning Object Reference Variables, Introducing Methods, Constructors, The this Keyword, Garbage Collection, The finalize() Method, A Stack Class.			

A Closer Look at Methods and Classes: Overloading Methods, Using Objects as Parameters, A Closer Look at Argument Passing, Returning Objects, Recursion, Introducing Access Control, Understanding static, Introducing final, Arrays Revisited. **Inheritance:** Inheritance, Using super, Creating a Multilevel Hierarchy, When Constructors Are Called, Method Overriding.

Textbook 1: Ch 6, Ch 7.1-7.9, Ch 8.1-8.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
----------------------------------	--

Module-4

Packages and Interfaces: Packages, Access Protection, Importing Packages, Interfaces.

Exception Handling: Exception-Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally, Java's Built-in Exceptions, Creating Your Own Exception Subclasses, Chained Exceptions, Using Exceptions

Textbook 1: Ch 9, Ch 10.

Teaching-Learning Process	Chalk& board, Problem based learning, Demonstration
----------------------------------	---

Module-5

Enumerations : Enumerations, Type Wrappers.

String Handling: The String Constructors, String Length, Special String Operations, Character Extraction, String Comparison, Searching Strings, Modifying a String, Data Conversion Using valueOf(), Changing the Case of Characters Within a String , Additional String Methods, StringBuffer, StringBuilder.

Textbook 1: Ch 12.1,12.2, Ch 15.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
----------------------------------	--

Course Outcomes

At the end of the course the student will be able to:

- CO 1. Develop JAVA programs using OOP principles and proper program structuring.
- CO 2. Develop JAVA program using packages, inheritance and interface.
- CO 3. Develop JAVA programs to implement error handling techniques using exception handling
- CO 4. Demonstrate string handling concepts using JAVA.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Herbert Schildt, Java The Complete Reference, 7th Edition, Tata McGraw Hill, 2007. (Chapters 2, 3, 4, 5, 6,7, 8, 9,10, 12,15)

Reference Books:

1. Mahesh Bhavde and Sunil Patekar, "Programming with Java", First Edition, Pearson Education,2008, ISBN:9788131720806.
2. Rajkumar Buyya,SThamarasiselvi, xingchen chu, Object oriented Programming with java, Tata McGraw Hill education private limited.
3. E Balagurusamy, Programming with Java A primer, Tata McGraw Hill companies.
4. Anita Seth and B L Juneja, JAVA One step Ahead, Oxford University Press, 2017.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects developed using JAVA

VI Semester

COMPUTER GRAPHICS AND IMAGE PROCESSING LABORATORY			
Course Code	21CSL66	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	1	Exam Hours	03
Course Objectives: CLO 1: Demonstrate the use of Open GL. CLO 2: Demonstrate the different geometric object drawing using openGL CLO 3: Demonstration of 2D/3D transformation on simple objects. CLO 4: Demonstration of lighting effects on the created objects. CLO 5: Demonstration of Image processing operations on image/s.			
Sl. No.	Practise Programs		
	<ul style="list-style-type: none"> • Installation of OpenGL /OpenCV/ Python and required headers • Simple programs using OpenGL (Drawing simple geometric object like line, circle, rectangle, square) • Simple programs using OpenCV (operation on an image/s) 		
	PART A <i>List of problems for which student should develop program and execute in the Laboratory using openGL/openCV/ Python</i>		
1.	Develop a program to draw a line using Bresenham's line drawing technique		
2.	Develop a program to demonstrate basic geometric operations on the 2D object		
3.	Develop a program to demonstrate basic geometric operations on the 3D object		
4.	Develop a program to demonstrate 2D transformation on basic objects		
5.	Develop a program to demonstrate 3D transformation on 3D objects		
6.	Develop a program to demonstrate Animation effects on simple objects.		
7.	Write a Program to read a digital image. Split and display image into 4 quadrants, up, down, right and left.		
8.	Write a program to show rotation, scaling, and translation on an image.		
9.	Read an image and extract and display low-level features such as edges, textures using filtering techniques.		
10.	Write a program to blur and smoothing an image.		
11.	Write a program to contour an image.		
12.	Write a program to detect a face/s in an image.		
	PART B Practical Based Learning		
	Student should develop a mini project and it should be demonstrate in the laboratory examination, Some of the projects are listed and it is not limited to: <ul style="list-style-type: none"> ➤ Recognition of License Plate through Image Processing ➤ Recognition of Face Emotion in Real-Time ➤ Detection of Drowsy Driver in Real-Time ➤ Recognition of Handwriting by Image Processing ➤ Detection of Kidney Stone ➤ Verification of Signature ➤ Compression of Color Image ➤ Classification of Image Category ➤ Detection of Skin Cancer ➤ Marking System of Attendance using Image Processing ➤ Detection of Liver Tumor ➤ IRIS Segmentation ➤ Detection of Skin Disease and / or Plant Disease ➤ Biometric Sensing System . ➤ Projects which helps to formers to understand the present developments in agriculture. 		

	<ul style="list-style-type: none"> ➤ Projects which helps high school/college students to understand the scientific problems. ➤ Simulation projects which helps to understand innovations in science and technology
<p>Course Outcome (Course Skill Set)</p> <p>At the end of the course the student will be able to:</p> <p>CO 1: Use openGL /OpenCV for the development of mini Projects.</p> <p>CO 2: Analyze the necessity mathematics and design required to demonstrate basic geometric transformation techniques.</p> <p>CO 3: Demonstrate the ability to design and develop input interactive techniques.</p> <p>CO 4: Apply the concepts to Develop user friendly applications using Graphics and IP concepts.</p>	
<p>Assessment Details (both CIE and SEE)</p> <p>The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).</p> <p>Continuous Internal Evaluation (CIE):</p> <p>CIE marks for the practical course is 50 Marks.</p> <p>The split-up of CIE marks for record/ journal and test are in the ratio 60:40.</p> <ul style="list-style-type: none"> • Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session. • Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks. • Total marks scored by the students are scaled down to 30 marks (60% of maximum marks). • Weightage to be given for neatness and submission of record/write-up on time. • Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester. • In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce. • The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book • The average of 02 tests is scaled down to 20 marks (40% of the maximum marks). The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student. 	
<p>Semester End Evaluation (SEE):</p> <ul style="list-style-type: none"> • SEE marks for the practical course is 50 Marks. • SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University • All laboratory experiments are to be included for practical examination. • (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. OR based on the course requirement evaluation rubrics shall be decided jointly by examiners. • Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly. 	

- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- Students can pick one experiment from the questions lot of PART A with equal choice to all the students in a batch.
- **PART B** : Student should develop a mini project and it should be demonstrated in the laboratory examination (with report and presentation).
- Weightage of marks for **PART A is 60%** and for **PART B is 40%**. General rubrics suggested to be followed for part A and part B.
- Change of experiment is allowed only once (in part A) and marks allotted to the procedure part to be made zero.
- The duration of SEE is 03 hours.

Suggested Learning Resources:

1. Donald Hearn & Pauline Baker: Computer Graphics with OpenGL Version,3rd/4th Edition, Pearson Education,2011
2. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: Pearson education

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/106/106106090/>
2. <https://nptel.ac.in/courses/106/102/106102063/>
3. <https://nptel.ac.in/courses/106/103/106103224/>
4. <https://nptel.ac.in/courses/106/102/106102065/>
5. <https://www.tutorialspoint.com/opencv/>
6. <https://medium.com/analytics-vidhya/introduction-to-computer-vision-opencv-in-python-fb722e805e8b>

VII Semester

BIG DATA ANALYTICS			
Course Code	21CS71	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives: CLO 1. Understand fundamentals and applications of Big Data analytics CLO 2. Explore the Hadoop framework and Hadoop Distributed File system and essential Hadoop Tools CLO 3. Illustrate the concepts of NoSQL using MongoDB and Cassandra for Big Data CLO 4. Employ MapReduce programming model to process the big data CLO 5. Understand various machine learning algorithms for Big Data Analytics, Web Mining and Social Network Analysis.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.2. Show Video/animation films to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.6. Topics will be introduced in a multiple representation.7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction to Big Data Analytics: Big Data, Scalability and Parallel Processing, Designing Data Architecture, Data Sources, Quality, Pre-Processing and Storing, Data Storage and Analysis, Big Data Analytics Applications and Case Studies.			
Textbook 1: Chapter 1: 1.2 -1.7			
Teaching-Learning Process	Chalk and board https://www.youtube.com/watch?v=n_Krer6YWY4 https://onlinecourses.nptel.ac.in/noc20_cs92/preview		
Module-2			
Introduction to Hadoop (T1): Introduction, Hadoop and its Ecosystem, Hadoop Distributed File System, MapReduce Framework and Programming Model, Hadoop Yarn, Hadoop Ecosystem Tools.			
Hadoop Distributed File System Basics (T2): HDFS Design Features, Components, HDFS User Commands.			
Essential Hadoop Tools (T2): Using Apache Pig, Hive, Sqoop, Flume, Oozie, HBase.			
Textbook 1: Chapter 2 :2.1-2.6 Textbook 2: Chapter 3			

Textbook 2: Chapter 7 (except walk throughs)	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. Chalk and Board 2. Laboratory Demonstration
Module-3	
NoSQL Big Data Management, MongoDB and Cassandra: Introduction, NoSQL Data Store, NoSQL Data Architecture Patterns, NoSQL to Manage Big Data, Shared-Nothing Architecture for Big Data Tasks, MongoDB, Databases, Cassandra Databases.	
Textbook 1: Chapter 3: 3.1-3.7	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. Chalk and Board 2. Laboratory Demonstration https://www.youtube.com/watch?v=pWbMrx5rVBE
Module-4	
Introduction, MapReduce Map Tasks, Reduce Tasks and MapReduce Execution, Composing MapReduce for Calculations and Algorithms, Hive, HiveQL, Pig.	
Textbook 1: Chapter 4: 4.1-4.6	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. Chalk and Board 2. Laboratory Demonstration
Module-5	
Machine Learning Algorithms for Big Data Analytics: Introduction, Estimating the relationships, Outliers, Variances, Probability Distributions, and Correlations, Regression analysis, Finding Similar Items, Similarity of Sets and Collaborative Filtering, Frequent Itemsets and Association Rule Mining.	
Text, Web Content, Link, and Social Network Analytics: Introduction, Text mining, Web Mining, Web Content and Web Usage Analytics, Page Rank, Structure of Web and analyzing a Web Graph, Social Network as Graphs and Social Network Analytics:	
Textbook 1: Chapter 6: 6.1 to 6.5 Textbook 1: Chapter 9: 9.1 to 9.5	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. Chalk and Board 2. Laboratory Demonstration
Course outcome (Course Skill Set) At the end of the course the student will be able to: <ol style="list-style-type: none"> CO 1. Understand fundamentals and applications of Big Data analytics. CO 2. Investigate Hadoop framework, Hadoop Distributed File system and essential Hadoop tools. CO 3. Illustrate the concepts of NoSQL using MongoDB and Cassandra for Big Data. CO 4. Demonstrate the MapReduce programming model to process the big data along with Hadoop tools. CO 5. Apply Machine Learning algorithms for real world big data, web contents and Social Networks to provide analytics with relevant visualization tools. 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject **(duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:**Textbooks**

1. Raj Kamal and Preeti Saxena, "Big Data Analytics Introduction to Hadoop, Spark, and Machine-Learning", McGraw Hill Education, 2018 ISBN: 9789353164966, 9353164966
2. Douglas Eadline, "Hadoop 2 Quick-Start Guide: Learn the Essentials of Big Data Computing in the Apache Hadoop 2 Ecosystem", 1st Edition, Pearson Education, 2016. ISBN13: 978-9332570351

Reference Books

1. Tom White, "Hadoop: The Definitive Guide", 4th Edition, O'Reilly Media, 2015. ISBN-13: 978-9352130672
2. Boris Lublinsky, Kevin T Smith, Alexey Yakubovich, "Professional Hadoop Solutions", 1st Edition, Wrox Press, 2014 ISBN-13: 978-8126551071
3. Eric Sammer, "Hadoop Operations: A Guide for Developers and Administrators", 1st Edition, O'Reilly Media, 2012. ISBN-13: 978-9350239261
4. Arshdeep Bahga, Vijay Madisetti, "Big Data Analytics: A Hands-On Approach", 1st Edition, VPT Publications, 2018. ISBN-13: 978-0996025577

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=n_Krer6YWY4
2. https://onlinecourses.nptel.ac.in/noc20_cs92/preview
3. <https://www.digimat.in/nptel/courses/video/106104189/L01.html>

4. https://web2.qatar.cmu.edu/~mhhammou/15440-f19/recitations/Project4_Handout.pdf

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Mini Project Topics for Practical Based Learning :Search Engine Optimization, Social Media Reputation Monitoring, Equity Research, Detection of Global Suicide rate, Find the Percentage of Pollution in India, Analyze crime rate in India, Health Status Prediction, Anomaly Detection in cloud server, Tourist Behaviour Analysis, BusBest Not limited to above topics

VII Semester

CLOUD COMPUTING			
Course Code	21CS72	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	2:0:0:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	02	Exam Hours	03
Course Learning Objectives:			
CLO 1. Introduce the rationale behind the cloud computing revolution and the business drivers			
CLO 2. Introduce various models of cloud computing			
CLO 3. Introduction on how to design cloud native applications, the necessary tools and the design tradeoffs.			
CLO 4. Realize the importance of Cloud Virtualization, Abstraction's and Enabling Technologies and cloud security			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<div>1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.</div> <div>2. Show Video/animation films to explain functioning of various concepts.</div> <div>3. Encourage collaborative (Group Learning) Learning in the class.</div> <div>4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div> <div>5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.</div> <div>6. Topics will be introduced in a multiple representation.</div> <div>7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.</div> <div>8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div>			
Module-1			
Introduction: Introduction ,Cloud Computing at a Glance, Historical Developments, Building Cloud Computing Environments, Amazon Web Services (AWS), Google AppEngine, Microsoft Azure, Hadoop, Force.com and Salesforce.com, Manjrasoft Aneka			
Textbook 1: Chapter 1: 1.1,1.2 and 1.3			
Teaching-Learning Process	Chalk and board, Active Learning		
Module-2			
Virtualization: Introduction, Characteristics of Virtualized, Environments Taxonomy of Virtualization Techniques, Execution Virtualization, Other Types of Virtualization, Virtualization and Cloud Computing, Pros and Cons of Virtualization, Technology Examples			
Textbook 1 : Chapter 3: 3.1 to 3.6			
Teaching-Learning Process	Chalk and board, Active Learning		
Module-3			
Cloud Computing Architecture: Introduction, Cloud Reference Model, Types of Clouds, Economics of the Cloud, Open Challenges			
Textbook 1: Chapter 4: 4.1 to 4.5			

Teaching-Learning Process	Chalk and board, Demonstration
Module-4	
Cloud Security: Risks, Top concern for cloud users, privacy impact assessment, trust, OS security, VM Security, Security Risks posed by shared images and management OS.	
Textbook 2: Chapter 9: 9.1 to 9.6, 9.8, 9.9	
Teaching-Learning Process	Chalk and board
Module-5	
Cloud Platforms in Industry Amazon web services: - Compute services, Storage services, Communication services, Additional services. Google AppEngine: - Architecture and core concepts, Application life cycle, Cost model, Observations.	
Textbook 1: Chapter 9: 9.1 to 9.2	
Cloud Applications: Scientific applications: - HealthCare: ECG analysis in the cloud, Biology: gene expression data analysis for cancer diagnosis, Geoscience: satellite image processing. Business and consumer applications: CRM and ERP, Social networking, media applications.	
Textbook 1: Chapter 10: 10.1 to 10.2	
Teaching-Learning Process	Chalk and board
Course outcome (Course Skill Set) At the end of the course the student will be able to: CO 1. Understand and analyze various cloud computing platforms and service provider. CO 2. Illustrate various virtualization concepts. CO 3. Identify the architecture, infrastructure and delivery models of cloud computing. CO 4. Understand the Security aspects of CLOUD. CO 5. Define platforms for development of cloud applications	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) 1. First test at the end of 5 th week of the semester 2. Second test at the end of the 10 th week of the semester 3. Third test at the end of the 15 th week of the semester Two assignments each of 10 Marks 4. First assignment at the end of 4 th week of the semester 5. Second assignment at the end of 9 th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)	

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 2 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Rajkumar Buyya, Christian Vecchiola, and Thamrai Selvi Mastering Cloud Computing McGraw Hill Education.
2. Dan C. Marinescu, Cloud Computing Theory and Practice, Morgan Kaufmann, Elsevier 2013

Reference Books

1. Toby Velte, Anthony Velte, Cloud Computing: A Practical Approach, McGraw-Hill Osborne Media.
2. George Reese, Cloud Application Architectures: Building Applications and Infrastructure in the Cloud, O'Reilly Publication.
3. John Rhoton, Cloud Computing Explained: Implementation Handbook for Enterprises, Recursive Press.

Weblinks and Video Lectures (e-Resources):

- <https://www.youtube.com/watch?v=1N3oqYhzHv4>
- <https://www.youtube.com/watch?v=RWgW-CgdIk0>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

OBJECT ORIENTED MODELING AND DESIGN			
Course Code	21CS731	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Describe the concepts involved in Object-Oriented modelling and their benefits.			
CLO 2. Demonstrate concept of use-case model, sequence model and state chart model for a given problem.			
CLO 3. Explain the facets of the unified process approach to design and build a Software system.			
CLO 4. Translate the requirements into implementation for Object Oriented design.			
CLO 5. Choose an appropriate design pattern to facilitate development procedure.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived Data; Packages. State Modeling: Events, States, Transitions and Conditions, State Diagrams, State diagram behaviour.			
Textbook-1: 4, 5			
Teaching-Learning Process	Chalk and board, Demonstration		
Module-2			
UseCase Modelling and Detailed Requirements: Overview; Detailed object-oriented Requirements definitions; System Processes-A use case/Scenario view; Identifying Input and outputs-The System sequence diagram; Identifying Object Behaviour-The state chart Diagram; Integrated Object-oriented Models.			
Textbook-2:Chapter- 6:Page 210 to 250			
Teaching-Learning Process	Chalk and board, Demonstration		
Module-3			
Process Overview, System Conception and Domain Analysis: Process Overview: Development stages; Development life Cycle; System Conception: Devising a system concept; elaborating a concept; preparing			

a problem statement. Domain Analysis: Overview of analysis; Domain Class model: Domain state model; Domain interaction model; Iterating the analysis.

Textbook-1:Chapter- 10,11,and 12

Teaching-Learning Process

Chalk and board, Demonstration

Module-4

Use case Realization :The Design Discipline within up iterations: Object Oriented Design-The Bridge between Requirements and Implementation; Design Classes and Design within Class Diagrams; Interaction Diagrams-Realizing Use Case and defining methods; Designing with Communication Diagrams; Updating the Design Class Diagram; Package Diagrams-Structuring the Major Components; Implementation Issues for Three-Layer Design.

Textbook-2: Chapter 8: page 292 to 346

Teaching-Learning Process

Chalk and board, Demonstration

Module-5

Design Patterns: Introduction; what is a design pattern?, Describing design patterns, the catalogue of design patterns, Organizing the catalogue, How design patterns solve design problems, how to select a design patterns, how to use a design pattern; Creational patterns: prototype and singleton (only); structural patterns adaptor and proxy (only).

Textbook-3: Ch-1: 1.1, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8,Ch-3,Ch-4.

Teaching-Learning Process

Chalk and board, Demonstration

Course Outcomes

At the end of the course the student will be able to:

- CO 1. Describe the concepts of object-oriented and basic class modelling.
- CO 2. Draw class diagrams, sequence diagrams and interaction diagrams to solve problems.
- CO 3. Choose and apply a befitting design pattern for the given problem.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML, 2nd Edition, Pearson Education, 2005
2. Satzinger, Jackson and Burd: Object-Oriented Analysis & Design with the Unified Process, Cengage Learning, 2005.
3. Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides: Design Patterns –Elements of Reusable Object-Oriented Software, Pearson Education, 2007.

Reference:

1. Grady Booch et. al.: Object-Oriented Analysis and Design with Applications, 3rd Edition, Pearson Education, 2007.
2. Frank Buschmann, Regine Meunier, Hans Rohnert, Peter Sommerlad, Michel Stal: Pattern – Oriented Software Architecture. A system of patterns , Volume 1, John Wiley and Sons. 2007.
3. Booch, Jacobson, Rumbaugh : Object-Oriented Analysis and Design with Applications, 3rd edition, Pearson, Reprint 2013

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

DIGITAL IMAGE PROCESSING			
Course Code	21CS732	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Understand the fundamentals of digital image processing			
CLO 2. Explain the image transform techniques used in digital image processing			
CLO 3. Apply different image enhancement techniques on digital images			
CLO 4. Evaluate image restoration techniques and methods used in digital imageprocessing			
CLO 5. Understand the Morphological Operations and Segmentation used in digital imageprocessing			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<ol style="list-style-type: none">1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Digital Image Fundamentals: What is Digital Image Processing? Origins of Digital Image Processing, Examples of fields that use DIP, Fundamental Steps in Digital Image Processing, Components of an Image Processing System, Elements of Visual Perception, Image Sensing and Acquisition, Image Sampling and Quantization, Some Basic Relationships Between Pixels, Linear and Nonlinear Operations.			
Textbook 1: Chapter 1 and Chapter 2: Sections 2.1 to 2.5, 2.6.2			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Spatial Domain: Some Basic Intensity Transformation Functions, Histogram Processing, Fundamentals of Spatial Filtering, Smoothing Spatial Filters, Sharpening Spatial Filters			
Frequency Domain: Preliminary Concepts, The Discrete Fourier Transform (DFT) of Two Variables, Properties of the 2-D DFT, Filtering in the Frequency Domain, Image Smoothing and Image Sharpening Using Frequency Domain Filters, Selective Filtering.			
Textbook 1: Chapter 3: Sections 3.2 to 3.6 and Chapter 4: Sections 4.2, 4.5 to 4.10			
Teaching-Learning Process	<ol style="list-style-type: none">1. Chalk and board, Active Learning, Demonstration2. Laboratory Demonstration		
Module-3			

Restoration: Noise models, Restoration in the Presence of Noise Only using Spatial Filtering and Frequency Domain Filtering, Linear, Position-Invariant Degradations, Estimating the Degradation Function, Inverse Filtering, Minimum Mean Square Error (Wiener) Filtering, Constrained Least Squares Filtering.	
Textbook 1: Chapter 5: Sections 5.2, to 5.9	
Teaching-Learning Process	1. Chalk and board
Module-4	
Color Image Processing: Color Fundamentals, Color Models, Pseudo color Image Processing. Wavelets: Background, Multiresolution Expansions.	
Morphological Image Processing: Preliminaries, Erosion and Dilation, Opening and Closing, The Hit-or-Miss Transforms, Some Basic Morphological Algorithms.	
Text: Chapter 6: Sections 6.1 to 6.3, Chapter 7: Sections 7.1 and 7.2, Chapter 9: Sections 9.1 to 9.5	
Teaching-Learning Process	1. Chalk & board 2. Demonstration of Case study / Application for wavelet transfer method
Module-5	
Segmentation: Introduction, classification of image segmentation algorithms, Detection of Discontinuities, Edge Detection, Hough Transforms and Shape Detection, Corner Detection, Principles of Thresholding.	
Representation and Description: Representation, Boundary descriptors.	
Text 2: Chapter 9: Sections 9.1, to 9.7 and Text 1: Chapter 11: Sections 11.1 and 11.2	
Teaching-Learning Process	1. Chalk and board, MOOC. 2. Poster making activity for various image segmentation algorithms
Course Outcomes At the end of the course the student will be able to: CO 1. Understand the fundamentals of Digital Image Processing. CO 2. Apply different Image transformation techniques CO 3. Analyze various image restoration techniques CO 4. Understand colour image and morphological processing CO 5. Design image analysis and segmentation techniques	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester 	

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Rafael C. Gonzalez and Richard E. Woods, Digital Image Processing, Third Ed., Prentice Hall, 2008.
2. S. Sridhar, Digital Image Processing, Oxford University Press, 2nd Edition, 2016

Reference:

1. Digital Image Processing- S.Jayaraman, S.Esakkirajan, T.Veerakumar, TataMcGraw Hill 2014.
2. Fundamentals of Digital Image Processing-A. K. Jain, Pearson 2004

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/105/106105032/>
2. <https://github.com/PrajwalPrabhuiisc/Image-processing-assignments>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration of finding the histogram from grayscale image, to check the low pass filter properties, filtering the images using Gaussian low pass filter, etc... using Python programming

Practical Based Assignment like following or any topic which is in-line with the course requirement. Students shall present and demonstrate their work at the end of semester.

- Program to show rotation, scaling, and translation of an image.
- Read an image and extract and display low-level features such as edges, textures using filtering techniques
- Demonstrate enhancing and segmenting low contrast 2D images.
- To Read an image, first apply erosion to the image and then subtract the result from the original.

VII Semester

CRYPTOGRAPHY AND NETWORK SECURITY			
Course Code	21CS733	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives:			
CLO 1. To understand Cryptography, Network Security and its principles			
CLO 2. To Analyze different Cryptography algorithms			
CLO 3. To Illustrate Public and Private key cryptography			
CLO 4. To Explain Key management, distribution and certification			
CLO 5. To understand necessary Approaches and Techniques to build protection mechanisms in order to secure computer networks.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies; which teacher can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different encryption techniques and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Classical Encryption Techniques: Symmetric Cipher Model, Cryptography, Cryptanalysis and Brute-Force Attack, Substitution Techniques, Caesar Cipher, Monoalphabetic Cipher, Playfair Cipher, Hill Cipher, Polyalphabetic Cipher, One Time Pad.			
Block Ciphers and the Data Encryption Standard: Traditional block Cipher structure, Stream Ciphers and Block Ciphers, Motivation for the Feistel Cipher structure, the Feistel Cipher, The data encryption standard, DES encryption, DES decryption, A DES example, results, the avalanche effect, the strength of DES, the use of 56-Bit Keys, the nature of the DES algorithm, timing attacks, Block cipher design principles, number of rounds, design of function F, key schedule algorithm			
Textbook 1: Chapter 2, 3			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Public-Key Cryptography and RSA: Principles of public-key cryptosystems. Public-key cryptosystems. Applications for public-key cryptosystems, requirements for public-key cryptosystems. public-key cryptanalysis. The RSA algorithm, description of the algorithm, computational aspects, the security of RSA.			
Other Public-Key Cryptosystems: Diffie-Hellman key exchange, The algorithm, key exchange protocols, man in the middle attack, Elgamal Cryptographic systems.			
Textbook 1: Chapter 9, 10			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			

Key Management and Distribution: Symmetric key distribution using Symmetric encryption, A key distribution scenario, Hierarchical key control, session key lifetime, a transparent key control scheme, Decentralized key control, controlling key usage, Symmetric key distribution using asymmetric encryption, simple secret key distribution, secret key distribution with confidentiality and authentication, A hybrid scheme, distribution of public keys, public announcement of public keys, publicly available directory, public key authority, public keys certificates.

Textbook 1: Chapter 14.1 – 14.3

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
----------------------------------	--

Module-4

X-509 certificates. Certificates, X-509 version 3

Public key infrastructure.

User Authentication: Remote user Authentication principles, Mutual Authentication, one-way authentication, remote user Authentication using Symmetric encryption, Mutual Authentication, one-way Authentication,

Kerberos, Motivation, Kerberos version 4, Kerberos version 5, Remote user Authentication using Asymmetric encryption, Mutual Authentication, one-way Authentication.

Textbook 1: Chapter 14.4 – 15.4

Teaching-Learning Process	Chalk& board, Problem based learning
----------------------------------	--------------------------------------

Module-5

Electronic Mail Security: Pretty good privacy, S/MIME,

IP Security: IP Security overview, IP Security policy, Encapsulating Security payload, Combining security associations, Internet key exchange.

Textbook 1: Chapter 19.1, 19.2, 20.1 – 20.5

Teaching-Learning Process	Chalk and board, Problem based learning
----------------------------------	---

Course Outcomes

At the end of the course the student will be able to:

- CO 1. Understand Cryptography, Network Security theories, algorithms and systems
- CO 2. Apply different Cryptography and Network Security operations on different applications
- CO 3. Analyze different methods for authentication and access control
- CO 4. Evaluate Public and Private key, Key management, distribution and certification
- CO 5. Design necessary techniques to build protection mechanisms to secure computer networks

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. William Stallings: Cryptography and Network Security, Pearson 6th edition.

Reference:

1. V. K Pachghare: Cryptography and Information Security, PHI 2nd Edition
2. Behrouz A. Forouzan, Cryptography and Network Security, Tata McGraw Hill 2007.

Weblinks and Video Lectures (e-Resources):

<https://nptel.ac.in/courses/106105031>
https://onlinecourses.nptel.ac.in/noc21_cs16
<https://www.digimat.in/nptel/courses/video/106105031>
<https://www.youtube.com/watch?v=DEqjC0G5KwU>
<https://www.youtube.com/watch?v=FqQ7TWvOaus>
https://www.youtube.com/watch?v=PHsa_Dd6x6w

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning:

Project based learning:

1. Implement classical, symmetric and asymmetric algorithms in any preferred language
2. Evaluate network security protocol using any simulator available
3. Conduct a comprehensive literature survey on the protocols and algorithms
4. Identify the security threats and models of security threats
5. Implement factorization algorithms and evaluate their complexity, identify a technologies to factorize a large prime number.

VII Semester

BLOCKCHAIN TECHNOLOGY			
Course Code	21CS734	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Explain the fundamentals of distributed computing and blockchain CLO 2. Discuss the concepts in bitcoin CLO 3. Demonstrate Ethereum platform			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<div><div></div><div>1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div><div>2. Use of Video/Animation to explain functioning of various concepts.</div><div>3. Encourage collaborative (Group Learning) Learning in the class.</div><div>4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div><div>5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div><div>6. Introduce Topics in manifold representations.</div><div>7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div><div>8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Blockchain 101: Distributed systems, History of blockchain, Introduction to blockchain, Types of blockchain, CAP theorem and blockchain, Benefits and limitations of blockchain.			
Decentralization and Cryptography: Decentralization using blockchain, Methods of decentralization, Routes to decentralization, Decentralized organizations.			
Textbook 1: Chapter 1, 2			
Teaching-Learning Process	Chalk and board, Active Learning – Oral presentations.		
Module-2			
Introduction to Cryptography & Cryptocurrencies: Cryptographic Hash Functions, Hash Pointers and Data Structures, Digital Signatures, Public Keys as Identities, A Simple Cryptocurrency,			
How Bitcoin Achieves Decentralization: Distributed consensus, Consensus without identity using a block chain, Incentives and proof of work, Putting it all together,			
Textbook 2: Chapter 1, 2			
Teaching-Learning Process	Chalk and board, Demonstration		
Module-3			
Mechanics of Bitcoin: Bitcoin transactions, Bitcoin Scripts, Applications of Bitcoin scripts, Bitcoin blocks, The Bitcoin network, Limitations and improvements			

How to Store and Use Bitcoins: Simple Local Storage, Hot and Cold Storage, Splitting and Sharing Keys, Online Wallets and Exchanges, Payment Services, Transaction Fees, Currency Exchange Markets	
Textbook2: Chapter 3,4	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration, MOOC
Module-4	
Bitcoin Mining: The task of Bitcoin miners, Mining Hardware, Energy consumption and ecology, Mining pools, Mining incentives and strategies,	
Bitcoin and Anonymity: Anonymity Basics, How to De-anonymize Bitcoin, Mixing, Decentralized Mixing, Zerocoin and Zerocash,	
Textbook2: Chapter 5,6	
Teaching-Learning Process	Chalk& board, Problem based learning, MOOC
Module-5	
Smart Contracts and Ethereum 101: Smart Contracts: Definition, Ricardian contracts.	
Ethereum 101: Introduction, Ethereum blockchain, Elements of the Ethereum blockchain, Precompiled contracts.	
Textbook 1: Chapter 10	
Teaching-Learning Process	Chalk and board, MOOC, Practical Demonstration
Course Outcomes At the end of the course the student will be able to: CO 1. Describe the concepts of Distributed computing and its role in Blockchain CO 2. Describe the concepts of Cryptography and its role in Blockchain CO 3. List the benefits, drawbacks and applications of Blockchain CO 4. Appreciate the technologies involved in Bitcoin CO 5. Appreciate and demonstrate the Ethereum platform to develop blockchain application.	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) 1. First test at the end of 5 th week of the semester 2. Second test at the end of the 10 th week of the semester 3. Third test at the end of the 15 th week of the semester Two assignments each of 10 Marks 4. First assignment at the end of 4 th week of the semester 5. Second assignment at the end of 9 th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) 6. At the end of the 13 th week of the semester The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).	

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Mastering Blockchain - Distributed ledgers, decentralization and smart contracts explained, Imran Bashir, Packt Publishing Ltd, Second Edition, ISBN 978-1-78712-544-5, 2017.
2. Arvind Narayanan, Joseph Bonneau, Edward W. Felten, Andrew Miller, Steven Goldfeder and Jeremy Clark., Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction. Princeton University Press, 2016.

Reference:

1. Mastering Bitcoins: Unlocking Digital Cryptocurrencies by Andreas Antonopoulos. O'Reilly Media, Inc, 2013.

Weblinks and Video Lectures (e-Resources):

1. http://bitcoinbook.cs.princeton.edu/?_ga=2.8302578.1344744326.1642688462-86383721.1642688462
2. <https://nptel.ac.in/courses/106/105/106105184/>
3. <https://ethereum.org/en/developers/>
4. <https://developer.ibm.com/components/hyperledger-fabric/tutorials/>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

INTERNET OF THINGS			
Course Code	21CS735	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Understand about the fundamentals of Internet of Things and its building blocks along with their characteristics.			
CLO 2. Understand the recent application domains of IoT in everyday life.			
CLO 3. Understand the protocols and standards designed for IoT and the current research on it.			
CLO 4. Understand the other associated technologies like cloud and fog computing in the domain of IoT.			
CLO 5. Improve their knowledge about the various cutting-edge technologies in the field IoT and machine learning applications.			
CLO 6. Gain insights about the current trends of machine learning and AI techniques used in IoT to orient towards the present industrial scenario.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Emergence of IoT: Introduction, Evolution of IoT, Enabling IoT and the Complex Interdependence of Technologies, IoT Networking Components, Addressing Strategies in IoT.			
Textbook 1: Chapter 4 – 4.1 to 4.5			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
IoT Sensing and Actuation: Introduction, Sensors, Sensor Characteristics, Sensorial Deviations, Sensing Types, Sensing Considerations, Actuators, Actuator Types, Actuator Characteristics.			
Textbook 1: Chapter 5 – 5.1 to 5.9			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			
IoT Processing Topologies and Types: Data Format, Importance of Processing in IoT, Processing Topologies, IoT Device Design and Selection Considerations, Processing Offloading.			

Textbook 1: Chapter 6 – 6.1 to 6.5	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
IoT Connectivity Technologies: Introduction, IEEE 802.15.4, Zigbee, Thread, ISA100.11A, WirelessHART, RFID, NFC, DASH7, Z-Wave, Weightless, Sigfox, LoRa, NB-IoT, Wi-Fi, Bluetooth	
Textbook 1: Chapter 7 – 7.1 to 7.16	
Teaching-Learning Process	Chalk & board, Problem based learning
Module-5	
IoT Communication Technologies: Introduction, Infrastructure Protocols, Discovery Protocols, Data Protocols, Identification Protocols, Device Management, Semantic Protocols	
IoT Interoperability: Introduction, Taxonomy of interoperability, Standards, Frameworks	
Textbook 1: Chapter 8 – 8.1, 6.2, 8.3, 8.4, 8.5, 8.6, .7	
Textbook 1: Chapter 9 – 9.1, 9.2, 9.3	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes	
At the end of the course the student will be able to:	
CO 1. Understand the evolution of IoT, IoT networking components, and addressing strategies in IoT.	
CO 2. Analyze various sensing devices and actuator types.	
CO 3. Demonstrate the processing in IoT.	
CO 4. Apply different connectivity technologies.	
CO 5. Understand the communication technologies , protocols and interoperability in IoT.	
Assessment Details (both CIE and SEE)	
The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	
Continuous Internal Evaluation:	
Three Unit Tests each of 20 Marks (duration 01 hour)	
1. First test at the end of 5 th week of the semester	
2. Second test at the end of the 10 th week of the semester	
3. Third test at the end of the 15 th week of the semester	
Two assignments each of 10 Marks	
4. First assignment at the end of 4 th week of the semester	
5. Second assignment at the end of 9 th week of the semester	
6. At the end of the 13 th week of the semester- Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)	
The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks	
(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).	
CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.	
Semester End Examination:	
Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)	

<ol style="list-style-type: none"> 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks 2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module. <p>The students have to answer 5 full questions, selecting one full question from each module</p>
Suggested Learning Resources:
<p>Textbooks</p> <ol style="list-style-type: none"> 1. Sudip Misra, Anandarup Mukherjee, Arijit Roy, "Introduction to IoT", Cambridge University Press 2021. <p>Reference:</p> <ol style="list-style-type: none"> 1. S. Misra, C. Roy, and A. Mukherjee, 2020. Introduction to Industrial Internet of Things and Industry 4.0. CRC Press. 2. Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)", 1st Edition, VPT, 2014. 3. Francis daCosta, "Rethinking the Internet of Things: A Scalable Approach to Connecting Everything", 1st Edition, Apress Publications, 2013.
<p>Weblinks and Video Lectures (e-Resources):</p> <ol style="list-style-type: none"> 1. https://nptel.ac.in/noc/courses/noc19/SEM1/noc19-cs31/
Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

SOFTWARE ARCHITECTURE AND DESIGN PATTERNS			
Course Code	21CS741	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Learn How to add functionality to designs while minimizing complexity. CLO 2. What code qualities are required to maintain to keep code flexible? CLO 3. To Understand the common design patterns. CLO 4. To explore the appropriate patterns for design problems			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<div><div>1.</div><div>Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div></div> <div><div>2.</div><div>Use of Video/Animation to explain functioning of various concepts.</div></div> <div><div>3.</div><div>Encourage collaborative (Group Learning) Learning in the class.</div></div> <div><div>4.</div><div>Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div></div> <div><div>5.</div><div>Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div></div> <div><div>6.</div><div>Introduce Topics in manifold representations.</div></div> <div><div>7.</div><div>Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div></div> <div><div>8.</div><div>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Introduction: what is a design pattern? describing design patterns, the catalog of design pattern, organizing the catalog, how design patterns solve design problems, how to select a design pattern, how to use a design pattern. A Notation for Describing Object-Oriented Systems			
Textbook 1: Chapter 1 and 2.7			
Analysis a System: overview of the analysis phase, stage 1: gathering the requirements functional requirements specification, defining conceptual classes and relationships, using the knowledge of the domain. Design and Implementation, discussions and further reading.			
Textbook 1: Chapter 6			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Design Pattern Catalog: Structural patterns, Adapter, bridge, composite, decorator, facade, flyweight, proxy.			
Textbook 2: chapter 4			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			
BehavioralPatterns: Chain of Responsibility, Command, Interpreter, Iterator, Mediator, Memento, Observer. State. Template Method			

Textbook 2: chapter 5	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
Interactive systems and the MVC architecture: Introduction, The MVC architectural pattern, analyzing a simple drawing program, designing the system, designing of the subsystems, getting into implementation, implementing undo operation, drawing incomplete items, adding a new feature, pattern-based solutions.	
Textbook 1: Chapter 11	
Teaching-Learning Process	Chalk & board, Problem based learning
Module-5	
Designing with Distributed Objects: Client server system, java remote method invocation, implementing an object-oriented system on the web (discussions and further reading) a note on input and output, selection statements, loops arrays.	
Textbook 1: Chapter 12	
Teaching-Learning Process	Chalk and board
Course Outcomes At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Design and implement codes with higher performance and lower complexity CO 2. Be aware of code qualities needed to keep code flexible CO 3. Experience core design principles and be able to assess the quality of a design with respect to these principles. CO 4. Capable of applying these principles in the design of object oriented systems. CO 5. Demonstrate an understanding of a range of design patterns. Be capable of comprehending a design presented using this vocabulary. CO 6. Be able to select and apply suitable patterns in specific contexts 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester 6. At the end of the 13th week of the semester- Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course). CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.	

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:**Textbooks**

1. Brahma Dathan, Sarnath Rammath, Object-oriented analysis, design and implementation, Universities Press, 2013
2. Erich Gamma, Richard Helan, Ralph Johman, John Vlissides, Design Patterns, Pearson Publication, 2013.

Reference:

1. Frank Bachmann, Regine Meunier, Hans Rohnert "Pattern Oriented Software Architecture" –Volume 1, 1996.
2. William J Brown et al., "Anti-Patterns: Refactoring Software, Architectures and Projects in Crisis", John Wiley, 1998.

Weblinks and Video Lectures (e-Resources):**Activity Based Learning (Suggested Activities in Class)/ Practical Based learning**

VII Semester

MULTIAGENT SYSTEMS			
Course Code	21CS742	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. To introduce the concept of a multi agent systems and Distributed Constraints			
CLO 2. Explore the main issues surrounding the computer and extended form games.			
CLO 3. Develop cooperative learning, stochastic games			
CLO 4. Exhibit the awareness about protocols about multi agent resource allocation and auctions			
CLO 5. Construct voting mechanism design.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1: Multiagent Problem Formulation			
Utility, Markov Decision Processes, Planning			
Distributed Constraints: Distributed Constraint Satisfaction, Distributed Constraint Optimization			
Textbook 1: Chapters 1 &2, Textbook 2: Chapter 1			
Teaching-Learning Process	1. PPT – Decision Processes, Planning		
	2. Demonstration of constraints and their optimization		
Module-2: Standard and Extended Form Games			
Games in Normal Form, Games in Extended Form, Self-interested agents, Characteristic Form Games, Coalition Formation			
Textbook 1: Chapters 3 & 4, Textbook 2: Chapter 3			
Teaching-Learning Process	1. PPT – Games in different forms		
	2. Demonstration of coalition formation		
Module-3: Learning in Multiagent Systems			
The Machine Learning Problem, Cooperative Learning, Repeated Games, Stochastic Games, General Theories for Learning Agents, Collective Intelligence			
Textbook 1: Chapters 5			

Teaching-Learning Process	<ol style="list-style-type: none"> 1. PPT – Cooperative learning, Collective intelligence 2. Demonstration of stochastic games
Module-4: Negotiation	
<p>The Bargaining Problem, Monotonic Concession Protocol, Negotiation as Distributed Search, Ad-hoc Negotiation Strategies, The Task Allocation Problem.</p> <p>Protocols for Multiagent Resource Allocation: Auctions: Simple Auctions, Combinatorial Auctions</p> <p>Textbook 1: Chapters 6&7, Textbook 2: Chapter 11</p>	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. PPT – Bargaining problems 2. Demonstration of different auctions for resource allocation
Module-5: Voting and Mechanism Design	
<p>The Voting Problem, Mechanism Design. Nature-Inspired Approaches: Ants and Termites, Immune System</p> <p>Textbook 1: Chapters 8&10, Textbook 2: Chapter 10</p>	
Teaching-Learning Process	<ol style="list-style-type: none"> 1. PPT – Voting Problem 2. Demonstration of nature inspired Approaches
<p>Course Outcomes</p> <p>At the end of the course the student will be able to:</p> <ul style="list-style-type: none"> CO 1. Demonstrate the decision process with different constraints CO 2. Analyze games in different forms CO 3. Apply the cooperative learning in developing games CO 4. Analyze different negotiation strategies of Multi-Agent System CO 5. Design and develop solutions for voting problems 	
<p>Assessment Details (both CIE and SEE)</p> <p>The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together</p> <p>Continuous Internal Evaluation:</p> <p>Three Unit Tests each of 20 Marks (duration 01 hour)</p> <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester <p>Two assignments each of 10 Marks</p> <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester <p>Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)</p> <ol style="list-style-type: none"> 6. At the end of the 13th week of the semester <p>The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks</p> <p>(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).</p> <p>CIE methods /question papers are designed to attain the different levels of Bloom’s taxonomy as per the outcome defined for the course.</p> <p>Semester End Examination:</p>	

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Fundamentals of Multiagent Systems by Jos'e M. Vidal, 2006, available online <http://jmvidal.cse.sc.edu/papers/mas.pdf>.
2. Multiagent Systems: Algorithmic, Game-Theoretic, and Logical Foundations, By YoavShoham, Kevin Leyton-Brown, Cambridge University Press, 2008, 2nded <http://www.masfoundations.org/mas.pdf>

Reference:

1. Multiagent Systems : A Modern Approach to Distributed Artificial Intelligence Gerhard Weiss The MIT Press 2000

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/105/106105077/>
2. <https://www.youtube.com/watch?v=O2su1u2AXG0>.
3. <https://www.coursera.org/lecture/modeling-simulation-natural-processes/multi-agent-systems-kAKyC>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

DEEP LEARNING			
Course Code	21CS743	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	3	Exam Hours	3
Course Learning Objectives			
CLO 1. Understand the fundamentals of deep learning. CLO 2. Know the theory behind Convolutional Neural Networks, Autoencoders, RNN. CLO 3. Illustrate the strength and weaknesses of many popular deep learning approaches. CLO 4. Introduce major deep learning algorithms, the problem settings, and their applications to solve real world problems. CLO 5. Learn the open issues in deep learning, and have a grasp of the current research directions.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction to Deep Learning: Introduction, Deep learning Model, Historical Trends in Deep Learning,			
Machine Learning Basics: Learning Algorithms, Supervised Learning Algorithms, Unsupervised Learning Algorithms.			
Textbook 1: Chapter1 – 1.1, 1.2, 5.1,5.7-5.8.			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Feedforward Networks: Introduction to feedforward neural networks, Gradient-Based Learning, Back-Propagation and Other Differentiation Algorithms. Regularization for Deep Learning,			
Textbook 1: Chapter 6, 7			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			
Optimization for Training Deep Models: Empirical Risk Minimization, Challenges in Neural Network Optimization, Basic Algorithms: Stochastic Gradient Descent, Parameter Initialization Strategies,			

Algorithms with Adaptive Learning Rates: The AdaGrad algorithm, The RMSProp algorithm, Choosing the Right Optimization Algorithm.

Textbook 1: Chapter: 8.1-8.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
----------------------------------	--

Module-4

Convolutional Networks: The Convolution Operation, Pooling, Convolution and Pooling as an Infinitely Strong Prior, Variants of the Basic Convolution Function, Structured Outputs, Data Types, Efficient Convolution Algorithms, Random or Unsupervised Features- LeNet, AlexNet.

Textbook 1: Chapter: 9.1-9.9.

Teaching-Learning Process	Chalk& board, Problem based learning
----------------------------------	--------------------------------------

Module-5

Recurrent and Recursive Neural Networks: Unfolding Computational Graphs, Recurrent Neural Network, Bidirectional RNNs, Deep Recurrent Networks, Recursive Neural Networks, The Long Short-Term Memory and Other Gated RNNs.

Applications: Large-Scale Deep Learning, Computer, Speech Recognition, Natural Language Processing and Other Applications.

Textbook 1: Chapter: 10.1-10.3, 10.5, 10.6, 10.10, 12.

Teaching-Learning Process	Chalk and board, MOOC
----------------------------------	-----------------------

Course Outcomes

CO1: Understand the fundamental issues and challenges of deep learning data, model selection, model complexity etc.,
 CO2: Describe various knowledge on deep learning and algorithms
 CO3: Apply CNN and RNN model for real time applications
 CO4: Identify various challenges involved in designing and implementing deep learning algorithms.
 CO5: Relate the deep learning algorithms for the given types of learning tasks in varied domain

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Ian Goodfellow, Yoshua Bengio, Aaron Courville, "Deep Learning", MIT Press, 2016.

Reference:

1. Bengio, Yoshua. "Learning deep architectures for AI." Foundations and trends in Machine Learning, 2009.
2. N.D.Lewis, "Deep Learning Made Easy with R: A Gentle Introduction for Data Science", January 2016.
3. Nikhil Buduma, "Fundamentals of Deep Learning: Designing Next-Generation Machine Intelligence Algorithms", O'Reilly publications.

Weblinks and Video Lectures (e-Resources):

- <https://faculty.iitmandi.ac.in/~aditya/cs671/index.html>
- <https://nptel.ac.in/courses/106/106/106106184/>
- <https://www.youtube.com/watch?v=7x2YZhEj9Dw>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

ROBOTIC PROCESS AUTOMATION DESIGN AND DEVELOPMENT			
Course Code	21CS744	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	3	Exam Hours	3
Course Learning Objectives			
CLO 1. To understand basic concepts of RPA CLO 2. To Describe RPA, where it can be applied and how its implemented CLO 3. To Describe the different types of variables, Control Flow and data manipulation techniques CLO 4. To Understand Image, Text and Data Tables Automation CLO 5. To Describe various types of Exceptions and strategies to handle			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<div>1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div> <div>2. Use of Video/Animation to explain functioning of various concepts.</div> <div>3. Encourage collaborative (Group Learning) Learning in the class.</div> <div>4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div> <div>5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div> <div>6. Introduce Topics in manifold representations.</div> <div>7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div> <div>8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div>			
Module-1			
RPA Foundations- What is RPA – Flavors of RPA- History of RPA- The Benefits of RPA- The downsides of RPA- RPA Compared to BPO, BPM and BPA – Consumer Willingness for Automation- The Workforce of the Future- RPA Skills-On-Premise Vs. the Cloud- Web Technology- Programming Languages and Low Code- OCR-Databases-APIs- AI-Cognitive Automation-Agile, Scrum, Kanban and Waterfall0 DevOps- Flowcharts.			
Textbook 1: Ch 1, Ch 2			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
RPA Platforms- Components of RPA- RPA Platforms-About Ui Path- About UiPath - The future of automation - Record and Play - Downloading and installing UiPath Studio -Learning Ui Path Studio- - Task recorder - Step-by-step examples using the recorder.			
Textbook 2: Ch 1, Ch 2			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			

Sequence, Flowchart, and Control Flow-Sequencing the workflow-Activities-Control flow, various types of loops, and decision making-Step-by-step example using Sequence and Flowchart-Step-by-step example using Sequence and Control flow-Data Manipulation-Variables and Scope-Collections-Arguments – Purpose and use-Data table usage with examples-Clipboard management-File operation with step-by-step example-CSV/Excel to data table and vice versa (with a step-by-step example).

Textbook 2: Ch 3, Ch 4

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
----------------------------------	--

Module-4

Taking Control of the Controls- Finding and attaching windows- Finding the control- Techniques for waiting for a control- Act on controls – mouse and keyboard activities- Working with UiExplorer- Handling events- Revisit recorder- Screen Scraping- When to use OCR- Types of OCR available- How to use OCR- Avoiding typical failure points.

Textbook 2: Ch 5

Teaching-Learning Process	Chalk& board, Problem based learning
----------------------------------	--------------------------------------

Module-5

Exception Handling, Debugging, and Logging- Exception handling- Common exceptions and ways to handle them- Logging and taking screenshots- Debugging techniques- Collecting crash dumps- Error reporting- Future of RPA

Textbook 2: Ch 8

Textbook 1: Ch 13

Teaching-Learning Process	Chalk and board, MOOC
----------------------------------	-----------------------

Course Outcomes

- CO 1. To Understand the basic concepts of RPA
- CO 2. To Describe various components and platforms of RPA
- CO 3. To Describe the different types of variables, control flow and data manipulation techniques
- CO 4. To Understand various control techniques and OCR in RPA
- CO 5. To Describe various types and strategies to handle exceptions

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Tom Taulli , The Robotic Process Automation Handbook : A Guide to Implementing RPA Systems, 2020, ISBN-13 (electronic): 978-1-4842-5729-6, Publisher : Apress
2. Alok Mani Tripathi, Learning Robotic Process Automation, Publisher: Packt Publishing Release Date: March 2018 ISBN: 9781788470940

Reference:

1. Frank Casale, Rebecca Dilla, Heidi Jaynes, Lauren Livingston, "Introduction to Robotic Process Automation: a Primer", Institute of Robotic Process Automation.
2. Richard Murdoch, Robotic Process Automation: Guide To Building Software Robots, Automate Repetitive Tasks & Become An RPA Consultant
3. Srikanth Merianda, Robotic Process Automation Tools, Process Automation and their benefits: Understanding RPA and Intelligent Automation

Weblinks and Video Lectures (e-Resources):

- <https://www.uipath.com/rpa/robotic-process-automation>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

NOSQL DATABASE			
Course Code:	21CS745	CIE Marks	50
Teaching Hours/Week (L:T:P:S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Objectives: CLO 1. Recognize and Describe the four types of NoSQL Databases, the Document-oriented, Key/Value CLO 2. Pairs, Column-oriented and Graph databases useful for diverse applications. CLO 3. Apply performance tuning on Column-oriented NoSQL databases and Document-oriented NoSQL Databases. CLO 4. Differentiate the detailed architecture of column oriented NoSQL database, Document database and Graph Database and relate usage of processor, memory, storage and file system commands. CLO 5. Evaluate several applications for location based service and recommendation services. Devise an application using the components of NoSQL.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer methods (L) need not to be only traditional lecture methods, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Why NoSQL? The Value of Relational Databases, Getting at Persistent Data, Concurrency, Integration, A (Mostly) Standard Model, Impedance Mismatch, Application and Integration Databases, Attack of the Clusters, The Emergence of NoSQL, Aggregate Data Models; Aggregates, Example of Relations and Aggregates, Consequences of Aggregate Orientation, Key-Value and Document Data Models, Column-Family Stores, Summarizing Aggregate-Oriented Databases. More Details on Data Models; Relationships, Graph Databases, Schemaless Databases, Materialized Views, Modeling for Data Access, Textbook1: Chapter 1,2,3			
Teaching-Learning Process		Active learning	
Module-2			
Distribution Models; Single Server, Sharding, Master-Slave Replication, Peer-to-Peer Replication, Combining Sharding and Replication.			

Consistency, Update Consistency, Read Consistency, Relaxing Consistency, The CAP Theorem, Relaxing Durability, Quorums.

Version Stamps, Business and System Transactions, Version Stamps on Multiple Nodes

Textbook1: Chapter 4,5,6

Teaching-Learning Process	Active Learning and Demonstrations
----------------------------------	------------------------------------

Module-3

Map-Reduce, Basic Map-Reduce, Partitioning and Combining, Composing Map-Reduce Calculations, A Two Stage Map-Reduce Example, Incremental Map-Reduce

Key-Value Databases, What Is a Key-Value Store, Key-Value Store Features, Consistency, Transactions, Query Features, Structure of Data, Scaling, Suitable Use Cases, Storing Session Information, User Profiles, Preference, Shopping Cart Data, When Not to Use, Relationships among Data, Multioperation Transactions, Query by Data, Operations by Sets

Textbook1: Chapter 7,8

Teaching-Learning Process	Active Learning, Problem solving based
----------------------------------	--

Module-4

Document Databases, What Is a Document Database?, Features, Consistency, Transactions, Availability, Query Features, Scaling, Suitable Use Cases, Event Logging, Content Management Systems, Blogging Platforms, Web Analytics or Real-Time Analytics, E- Commerce Applications, When Not to Use, Complex Transactions Spanning Different Operations, Queries against Varying Aggregate Structure

Textbook1: Chapter 9

Teaching-Learning Process	Active learning
----------------------------------	-----------------

Module-5

Graph Databases, What Is a Graph Database?, Features, Consistency, Transactions, Availability, Query Features, Scaling, Suitable Use Cases, Connected Data, Routing, Dispatch, and Location-Based Services, Recommendation Engines, When Not to Use.

Textbook1: Chapter 11

Teaching-Learning Process	Active learning
----------------------------------	-----------------

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO1. Demonstrate an understanding of the detailed architecture of Column Oriented NoSQL databases, Document databases, Graph databases.

CO2. Use the concepts pertaining to all the types of databases.

CO3. Analyze the structural Models of NoSQL.

CO4. Develop various applications using NoSQL databases.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Sadalage, P. & Fowler, NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence, Pearson Addison Wesley, 2012

Reference Books

1. Dan Sullivan, "NoSQL For Mere Mortals", 1st Edition, Pearson Education India, 2015. (ISBN-13: 978-9332557338)
2. Dan McCreary and Ann Kelly, "Making Sense of NoSQL: A guide for Managers and the Rest of us", 1st Edition, Manning Publication/Dreamtech Press, 2013. (ISBN-13: 978-9351192022)
3. Kristina Chodorow, "Mongodb: The Definitive Guide- Powerful and Scalable Data Storage", 2nd Edition, O'Reilly Publications, 2013. (ISBN-13: 978-9351102694)

Weblinks and Video Lectures (e-Resources):

1. <https://www.geeksforgeeks.org/introduction-to-nosql/> (and related links in the page)
2. <https://www.youtube.com/watch?v=0buKQHokLK8> (How do NoSQL databases work? Simply explained)
3. [https://www.techtarget.com/searchdatamanagement/definition/NoSQL-Not-Only-SQL_\(What_is_NoSQL_and_How_do_NoSQL_databases_work\)](https://www.techtarget.com/searchdatamanagement/definition/NoSQL-Not-Only-SQL_(What_is_NoSQL_and_How_do_NoSQL_databases_work))
4. <https://www.mongodb.com/nosql-explained> (What is NoSQL)
5. <https://onlinecourses.nptel.ac.in/noc20-cs92/preview> (preview of Bigdata course contains NoSQL)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.

VII Semester

PROGRAMMING IN PYTHON			
Course Code	21CS751	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. To understand why Python is a useful scripting language for developers			
CLO 2. To read and write simple Python programs			
CLO 3. To learn how to identify Python object types.			
CLO 4. To learn how to write functions and pass arguments in Python.			
CLO 5. To use Python data structures -- lists, tuples, dictionaries.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
INTRODUCTION DATA, EXPRESSIONS, STATEMENTS:08 Hours			
Introduction: Creativity and motivation, understanding programming, Terminology: Interpreter and compiler, Running Python, The First Program; Data types: Int, float, Boolean, string, and list, variables, expressions, statements, Operators and operands.			
Textbook 1: Chapter 1.1,1.2,1.3,1.6, Chapter 2.1-2.6			
Textbook 2: Chapter 1			
Teaching-Learning Process	Chalk and board, Active Learning		
Module-2			
CONTROL FLOW, LOOPS:			
Conditionals: Boolean values and operators, conditional (if), alternative (if-else), chained conditional (if-elif-else); Iteration: while, for, break, continue, pass statement.			
Textbook 1: Chapter 3.1-3.6, chapter 5			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			
FUNCTIONS AND STRINGS:			
Functions: Function calls, adding new functions, definition and uses, local and global scope, return values.			

Strings: strings, length of string, string slices, immutability, multiline comments, string functions and methods;	
Textbook 1: Chapter 6	
Textbook 2: Chapter 3	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-4	
LISTS, TUPLES, DICTIONARIES:08 Hours	
Lists: List operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, listparameters, list comprehension;	
Tuples: tuple assignment, tuple as return value, tuple comprehension;	
Dictionaries: operations and methods, comprehension;	
Textbook 2: Chapter 10,11,12	
Teaching-Learning Process	Chalk& board, Active Learning
Module-5	
REGULAR EXPRESSIONS,FILES AND EXCEPTION:	
Regular expressions: Character matching in regular expressions, extracting data using regular expressions, Escape character	
Files and exception: Text files, reading and writing files, command line arguments, errors andexceptions, handling exceptions, modules.	
Textbook 1: Chapter 11.1,11.2,11.4	
Textbook 2: Chapter 14	
Teaching-Learning Process	Chalk and board, MOOC
Suggested Course Outcomes	
At the end of the course the student will be able to:	
CO 1. Understand Python syntax and semantics and be fluent in the use of Python flow control and functions.	
CO 2. Demonstrate proficiency in handling Strings and File Systems.	
CO 3. Represent compound data using Python lists, tuples, Strings, dictionaries.	
CO 4. Read and write data from/to files in Python Programs	
Assessment Details (both CIE and SEE)	
The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	
Continuous Internal Evaluation:	
Three Unit Tests each of 20 Marks (duration 01 hour)	
1. First test at the end of 5 th week of the semester	
2. Second test at the end of the 10 th week of the semester	
3. Third test at the end of the 15 th week of the semester	
Two assignments each of 10 Marks	
4. First assignment at the end of 4 th week of the semester	
5. Second assignment at the end of 9 th week of the semester	
Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)	
6. At the end of the 13 th week of the semester	
The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks	

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Charles R. Severance, "Python for Everybody: Exploring Data Using Python 3", 1st Edition, CreateSpace Independent Publishing Platform, 2016.
http://do1.dr-chuck.com/pythonlearn/EN_us/pythonlearn.pdf
2. Allen B. Downey, "Think Python: How to Think Like a Computer Scientist", 2nd Edition, Green Tea Press, 2015. (Chapters 15, 16, 17)
<http://greenteapress.com/thinkpython2/thinkpython2.pdf>

REFERENCE BOOKS:

1. R. Nageswara Rao, "Core Python Programming", dreamtech
2. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
3. Python Programming, Reema theraja, OXFORD publication

Weblinks and Video Lectures (e-Resources):

1. <https://www.w3resource.com/python/python-tutorial.php>
2. <https://data-flair.training/blogs/python-tutorials-home/>
3. <https://www.youtube.com/watch?v=c235EsGFcZs>
4. <https://www.youtube.com/watch?v=v4e6oMRS2QA>
5. <https://www.youtube.com/watch?v=Uh2ebFW8OYM>
6. <https://www.youtube.com/watch?v=oSPMmeaiQ68>
7. <https://www.youtube.com/watch?v=uQrJ0TkZlc>
8. <https://www.youtube.com/watch?v=K8L6KVGG-7o>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects developed using python language

VII Semester

INTRODUCTION TO AI AND ML			
Course Code	21CS752	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO1. Understands the basics of AI, history of AI and its foundations, basic principles of AI for problem solving			
CLO2. Explore the basics of Machine Learning & Machine Learning process, understanding data			
CLO3. Understand the Working of Artificial Neural Networks			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<div><div></div><div>1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div><div>2. Use of Video/Animation to explain functioning of various concepts.</div><div>3. Encourage collaborative (Group Learning) Learning in the class.</div><div>4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div><div>5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div><div>6. Introduce Topics in manifold representations.</div><div>7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div><div>8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Introduction: What is AI, The foundation of Artificial Intelligence, The history of Artificial Intelligence, Intelligent Agents: Agents and Environments, Good Behaviour: The concept of rationality, the nature of Environments, the structure of Agents.			
Textbook 1: Chapter: 1 and 2			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Problem solving by searching: Problem solving agents, Example problems, Searching for solutions, Uniformed search strategies, Informed search strategies, Heuristic functions			
Textbook 1: Chapter: 3			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			
Introduction to machine learning: Need for Machine Learning, Machine Learning Explained, and Machine Learning in relation to other fields, Types of Machine Learning. Challenges of Machine Learning, Machine Learning process, Machine Learning applications.			
Understanding Data: What is data, types of data, Big data analytics and types of analytics, Big data analytics framework, Descriptive statistics, univariate data analysis and visualization			
Textbook 2: Chapter: 1 and 2.1 to 2.5			
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration		
Module-4			

Understanding Data

Bivariate and Multivariate data, Multivariate statistics, Essential mathematics for Multivariate data, Overview hypothesis, Feature engineering and dimensionality reduction techniques,

Basics of Learning Theory: Introduction to learning and its types, Introduction computation learning theory, Design of learning system, Introduction concept learning.

Similarity-based learning: Introduction to Similarity or instance based learning, Nearest-neighbour learning, weighted k- Nearest - Neighbour algorithm.

Textbook 2: Chapter: 2.6 to 2.10, 3.1 to 3.4, 4.1 to 4.3

Teaching-Learning Process

Chalk& board, Problem based learning

Module-5

Artificial Neural Network: Introduction, Biological neurons, Artificial neurons, Perceptron and learning theory, types of Artificial neural Network, learning in multilayer Perceptron, Radial basis function neural network, self-organizing feature map,

Textbook 2: Chapter: 10

Teaching-Learning Process

Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

- CO 1. Design intelligent agents for solving simple gaming problems.
- CO 2. Have a good understanding of machine learning in relation to other fields and fundamental issues and Challenges of machine learning
- CO 3. Understand data and applying machine learning algorithms to predict the outputs.
- CO 4. Model the neuron and Neural Network, and to analyze ANN learning and its applications.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Stuart Russel, Peter Norvig: "Artificial Intelligence A Modern Approach", 3rd Edition, Pearson Education, 2015.
2. S. Sridhar, M Vijayalakshmi "Machine Learning". Oxford ,2021

REFERENCE BOOKS:

1. Elaine Rich, Kevin Knight: "Artificial Intelligence", 3rd Edition, Tata McGraw Hill, 2009, ISBN-10: 0070087709
2. Nils J. Nilsson: "Principles of Artificial Intelligence", Elsevier, 1980, ISBN: 978-3-540-11340-9.

Weblinks and Video Lectures (e-Resources):

<http://stpk.cs.rtu.lv/sites/all/files/stpk/materiali/MI/Artificial%20Intelligence%20A%20Modern%20Approach.pdf>.

1. http://www.getfreebooks.com/16-sites-with-free-artificial-intelligence-e-books/https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_overview.htm
2. [Problem solving agent:https://www.youtube.com/watch?v=KTPmo-KsOis](https://www.youtube.com/watch?v=KTPmo-KsOis).
3. https://www.youtube.com/watch?v=X_Qt0U66aH0&list=PLwdnzlV3ogoXaceHrrFVZCjKbm_laSHcH
4. <https://www.javatpoint.com/history-of-artificial-intelligence>
5. <https://www.tutorialandexample.com/problem-solving-in-artificial-intelligence>
6. <https://techvidvan.com/tutorials/ai-heuristic-search/>
7. <https://www.analyticsvidhya.com/machine-learning/>
8. <https://www.hackerearth.com/practice/machine-learning/machine-learning-algorithms/ml-decision-tree/tutorial/>
9. <https://www.javatpoint.com/unsupervised-artificial-neural-networks>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects related to AI and ML.

VII Semester

INTRODUCTION TO BIG DATA			
Course Code	21CS753	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Understand Hadoop Distributed File system and examine MapReduce Programming CLO 2. Explore Hadoop tools and manage Hadoop with Sqoop CLO 3. Appraise the role of data mining and its applications across industries CLO 4. Identify various Text Mining techniques			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<div><div></div><div>1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.</div><div>2. Use of Video/Animation to explain functioning of various concepts.</div><div>3. Encourage collaborative (Group Learning) Learning in the class.</div><div>4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.</div><div>5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.</div><div>6. Introduce Topics in manifold representations.</div><div>7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.</div><div>8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</div></div>			
Module-1			
Hadoop Distributed file system: HDFS Design, Features, HDFS Components, HDFS user commands Hadoop MapReduce Framework: The MapReduce Model, Map-reduce Parallel Data Flow,Map Reduce Programming			
Textbook 1: Chapter 3,5,6,8hr			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Essential Hadoop Tools: Using apache Pig, Using Apache Hive, Using Apache Sqoop, Using Apache Apache Flume, Apache H Base			
Textbook 1: Chapter 7,8hr			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			
Data Warehousing: Introduction, Design Consideration, DW Development Approaches, DW Architectures			
Data Mining: Introduction, Gathering, and Selection, data cleaning and preparation, outputs ofData Mining, Data Mining Techniques			
Textbook 2: Chapter 4,5			
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration		
Module-4			

Decision Trees: Introduction, Decision Tree Problem, Decision Tree Constructions, Lessons from Construction Trees. Decision Tree Algorithm

Regressions: Introduction, Correlations and Relationships, Non-Linear Regression, Logistic Regression, Advantages and disadvantages.

Textbook 2: Chapter 6,7

Teaching-Learning Process	Chalk& board, Problem based learning
----------------------------------	--------------------------------------

Module-5

Text Mining: Introduction, Text Mining Applications, Text Mining Process, Term Document Matrix, Mining the TDM, Comparison, Best Practices

Web Mining: Introduction, Web Content Mining, Web Structured Mining, Web Usage Mining, Web Mining Algorithms.

Textbook 2: Chapter 11,14

Teaching-Learning Process	Chalk and board, MOOC
----------------------------------	-----------------------

Suggested Course Outcomes

At the end of the course the students will be able to:

- CO 1. Master the concepts of HDFS and MapReduce framework.
- CO 2. Investigate Hadoop related tools for Big Data Analytics and perform basic
- CO 3. Infer the importance of core data mining techniques for data analytics
- CO 4. Use Machine Learning algorithms for real world big data.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

- 1. First test at the end of 5th week of the semester
- 2. Second test at the end of the 10th week of the semester
- 3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

- 4. First assignment at the end of 4th week of the semester
- 5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

- 6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

- 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks

2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Douglas Eadline, "Hadoop 2 Quick-Start Guide: Learn the Essentials of Big Data Computing in the Apache Hadoop 2 Ecosystem", 1st Edition, Pearson Education, 2016.
2. Anil Maheshwari, "Data Analytics", 1st Edition, McGraw Hill Education, 2017

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/104/106104189/>
2. <https://www.youtube.com/watch?v=mNP44rZYIAU>
3. https://www.youtube.com/watch?v=qr_awo5vz0g
4. <https://www.youtube.com/watch?v=rr17cbPGWGA>
5. <https://www.youtube.com/watch?v=G4NYQox4n2g>
6. <https://www.youtube.com/watch?v=owl7zxGqNY0>
7. <https://www.youtube.com/watch?v=FuJVLsZYkuE>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of Big Data related projects

Exploring the applications which involves big data.

VII Semester

INTRODUCTION TO DATA SCIENCE			
Course Code	21CS754	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. To provide a foundation in data Science terminologies			
CLO 2. To familiarize data science process and steps			
CLO 3. To Demonstrate the data visualization tools			
CLO 4. To analyze the data science applicability in real time applications.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.			
2. Use of Video/Animation to explain functioning of various concepts.			
3. Encourage collaborative (Group Learning) Learning in the class.			
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.			
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.			
6. Introduce Topics in manifold representations.			
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.			
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
PREPARING AND GATHERING DATA AND KNOWLEDGE			
Philosophies of data science - Data science in a big data world - Benefits and uses of data science and big data - facts of data: Structured data, Unstructured data, Natural Language, Machine generated data, Audio, Image and video streaming data - The Big data Eco system: Distributed file system, Distributed Programming framework, Data Integration frame work, Machine learning Framework, NoSQL Databases, Scheduling tools, Benchmarking Tools, System Deployment, Service programming and Security.			
Textbook 1: Ch 1.1 to 1.4			
Teaching-Learning Process		Chalk and board, Active Learning, PPT Based presentation	
Module-2			
THE DATA SCIENCE PROCESS -Overview of the data science process- defining research goals and creating project charter, retrieving data, cleansing, integrating and transforming data, exploratory data analysis, Build the models, presenting findings and building application on top of them.			
Textbook 1;Ch 2			
Teaching-Learning Process		Chalk and board, Active Learning, PPT Based presentation	
Module-3			
MACHINE LEARNING: Application for machine learning in data science- Tools used in machine learning- Modeling Process – Training model – Validating model – Predicting new observations –Types of machine learning Algorithm : Supervised learning algorithms, Unsupervised learning algorithms.			
Textbook 1: Ch 3.1 to 3.3			

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation, Video
Module-4	
VISUALIZATION –Introduction to data visualization – Data visualization options – Filters – MapReduce – Dashboard development tools. Textbook 1: Ch 9	
Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation, MOOC
Module-5	
CASE STUDIES Distributing data storage and processing with frameworks - Case study: e.g, Assessing risk when lending money. Textbook 1: Ch 5.1, 5.2	
Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation, Video
Course Outcomes At the end of the course the student will be able to: <ul style="list-style-type: none"> CO 1. Describe the data science terminologies CO 2. Apply the Data Science process on real time scenario. CO 3. Analyze data visualization tools CO 4. Apply Data storage and processing with frameworks 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ul style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ul style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) <ul style="list-style-type: none"> 6. At the end of the 13th week of the semester The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course). CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course. Semester End Examination: Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours) <ul style="list-style-type: none"> 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks 	

2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.
The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Introducing Data Science, Davy Cielen, Arno D. B. Meysman and Mohamed Ali, Manning Publications, 2016.

Reference Books

1. Doing Data Science, Straight Talk from the Frontline, Cathy O'Neil, Rachel Schutt, O' Reilly, 1st edition, 2013.
2. Mining of Massive Datasets, Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman, Cambridge University Press, 2nd edition, 2014
3. An Introduction to Statistical Learning: with Applications in R, Gareth James, Daniela Witten, Trevor Hastie, Robert Tibshirani, Springer, 1st edition, 2013
4. Think Like a Data Scientist, Brian Godsey, Manning Publications, 2017.

Weblinks and Video Lectures (e-Resources):

1. <https://www.simplilearn.com/tutorials/data-science-tutorial/what-is-data-science>
2. <https://www.youtube.com/watch?v=N6BghzuFLlg>
3. <https://www.coursera.org/lecture/what-is-datascience/fundamentals-of-data-science-tPgFU>
4. <https://www.youtube.com/watch?v=ua-CiDNNj30>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving using Data science techniques and demonstration of data visualization methods with the help of suitable project.