Mathematical Foundation for Computer Applications

Course Code	**22MCA11**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- To introduce the concepts of mathematical logic.
- To introduce the concepts of sets, relations, and functions.
- To perform the operations associated with sets, functions, and relations.
- To relate practical examples to the appropriate set, function, or relation model, and interpret the associated operations and terminology in context.
- To use Graph Theory for solving problems.

Module-1

Basic Structures: Sets: Principle of Inclusion, Exclusion and Pigeonhole principle (6.2, 8.5, 8.6); Functions; and Matrices: Eigenvalues and Eigenvectors.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Mathematical Logic

Propositional Logic, Applications of Propositional Logic, Propositional Equivalences Predicates and Quantifiers, Nested Quantifiers, Rules of Inference Introduction to Proofs

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Relations

Relations and Their Properties, n-ary Relations and Their Application, Representing Relations, Closures of Relations, Equivalence Relations, Partial Orderings

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Random variable and probability distribution

Concept of random variable, discrete probability distributions, continuous probability distributions, Mean, variance and co-variance and co-variance of random variables. Binomial and normal distribution, Exponential and normal distribution with mean and variables and problems

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Graph Theory

Graphs and Graphs models, Graph Terminology and Special Types of Graphs, Representing Graphs and Graph Isomorphism, Connectivity, Euler and Hamilton Paths, Shortest-Path Problems, Planar Graphs, Graph Coloring

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module.

Suggested Learning Resources:

Text Books

1. Kenneth H Rosen, "Discrete Mathematics and its Applications", McGraw Hill publications, 7th edition.
2. Wolpole Myers Ye "Probability and Statistics for engineers and Scientist" Pearson Education, 8th edition.

References Books

1. Richard A Johnson and C.B Gupta "Probability and statistics for engineers" Pearson Education.
2. J.K Sharma "Discrete Mathematics", Mac Millian Publishers India, 3rd edition,2011.

Web links and Video Lectures (e-Resources):

- https://faculty.ksu.edu.sa/sites/default/files/rosen_discrete_mathematics_and_its_applications_7th_edition.pdf
- https://www.coursera.org/specializations/mathematics-machine-learning
- www.coursera.org/learn/datasciencemathskills
- http://home.iitk.ac.in/~psraj/mth101/lecture_notes/lecture31.pdf

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Apply the fundamentals of set theory and matrices for the given problem.	L3
CO2	Apply the types of distribution, evaluate the mean and variance for the given case study/ problem.	L3
CO3	Solve the given problem by applying the Mathematical logic concepts.	L2
CO4	Model the given problem by applying the concepts of graph theory.	L2
CO5	Design strategy using gaming theory concepts for the given problem.	L2
CO6	Identify and list the different applications of discrete mathematical concepts in computer science.	L1

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	X											
CO2	X											
CO3	X											
CO4	X											
CO5			X									
CO6		X										

Operating System Concepts			
Course Code	**22MCA12**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:2:0	SEE Marks	50
Total Hours of Pedagogy	40 hours Theory + 10 hours Lab	Total Marks	100
Credits	04	Exam Hours	03

Course objectives:

- It has been expanded to include multicore CPUs, clustered computers, and open-source operating systems.
- It provides significantly updated coverage of virtual machines, as well as multicore CPUs, the GRUB boot loader, and operating-system debugging.
- It provides new coverage of pipes as a form of interprocess communication.
- It adds new coverage of programming for multicore systems.
- It adds a discussion of mutual exclusion locks, priority inversion, and transactional memory.
- It updates the Solaris example to include Solaris 10 memory managernent.

MODULE-1	
OVERVIEW: Introduction, System Structures	
Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation
MODULE-2	
PROCESS MANAGEMENT: Process Concept, Multithreaded Programming	
Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation
MODULE-3	
PROCESS COORDINATION: Synchronization, Deadlocks	
Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation
MODULE-4	
MEMORY MANAGEMENT: Memory-Management Strategies, Virtual-Memory Management	
Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation
MODULE 5	
STORAGE MANAGEMENT: File System	
Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

PRACTICAL COMPONENT OF IPCC *(May cover all / major modules)*

Sl. NO	Experiments
1	Write a C program to simulate the following non-preemptive CPU scheduling algorithms to find turnaround time and waiting time. a) FCFS b) SJF c) Round Robin (pre-emptive) d) Priority
2	Write a C program to simulate the MVT and MFT memory management techniques.
3	Write a C program to simulate paging technique of memory management.

4	Write a C program to simulate Bankers algorithm for the purpose of deadlock avoidance.
5	Write a C program to simulate producer-consumer problem using semaphores.
6	Write a C program to simulate the concept of Dining-Philosophers problem.
7	Write a C program to simulate the following file organization techniques a) Single level directory b) Two level directory c) Hierarchical

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

CIE for the theory component of IPCC

1. Two Tests each of **20 Marks**
2. Two assignments each of **10 Marks/One Skill Development Activity of 20 marks**
3. Total Marks of two tests and two assignments/one Skill Development Activity added will be CIE for 60 marks, marks scored will be proportionally scaled down to **30 marks**.

CIE for the practical component of IPCC

- On completion of every experiment/program in the laboratory, the students shall be evaluated and marks shall be awarded on the same day. The **15 marks** are for conducting the experiment and preparation of the laboratory record, the other **05 marks shall be for the test** conducted at the end of the semester.
- The CIE marks awarded in the case of the Practical component shall be based on the continuous evaluation of the laboratory report. Each experiment report can be evaluated for 10 marks. Marks of all experiments" write-ups are added and scaled down to 15 marks.
- The laboratory test at the end /after completion of all the experiments shall be conducted for 50 marks and scaled down to 05 marks**.**

Scaled-down marks of write-up evaluations and tests added will be CIE marks for the laboratory component of IPCC for **20 marks**.

SEE for IPCC

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

1. The question paper will be set for 100 marks and marks scored will be scaled down proportionately to 50 marks.
2. The question paper will have ten questions. Each question is set for 20 marks.
3. 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.
4. The students have to answer 5 full questions, selecting one full question from each module.

The theory portion of the IPCC shall be for both CIE and SEE, whereas the practical portion will have a CIE component only. Questions mentioned in the SEE paper shall include questions from the practical component).

- The minimum marks to be secured in CIE to appear for SEE shall be the 15 (50% of maximum marks-30) in the theory component and 10 (50% of maximum marks -20) in the practical component. The laboratory

component of the IPCC shall be for CIE only. However, in SEE, the questions from the laboratory component shall be included**.** The maximum of 04/05 questions to be set from the practical component of IPCC, the total marks of all questions should not be more than the 20 marks.

- SEE will be conducted for 100 marks and students shall secure 40% of the maximum marks to qualify in the SEE. Marks secured will be scaled down to 50. (Student has to secure an aggregate of 50% of maximum marks of the course(CIE+SEE)

Suggested Learning Resources:

Text Books

1. Abraham Silberschatz, Peter Baer Galvin, Greg Gagne: Operating Systems Principles, 8th Edition, Wiley – India.

Reference Books

1. D M Dhamdhere: Operating Systems – A Concept Based Approach, 2nd Edition, Tata McGraw – Hill, 2002.
2. P C P Bhatt: Operating Systems, 2nd dition, PHI, 2006.
3. Harvey M Deital: Operating Systems, 3rd dition, Addison Wesley, 1990.

Web links and Video Lectures (e-Resources):

- https://www.mbit.edu.in/wp- content/uploads/2020/05/Operating_System_Concepts_8th_EditionA4.pdf
- https://www.coursera.org/courses?query=operating%20system
- https://onlinecourses.nptel.ac.in/noc20_cs04/preview
- https://www.udemy.com/course/operating-system-j/?utm_source=adwords&utm_medium=udemyads&utm_campaign=LongTail_la.EN_cc.INDIA&utm_content=deal4584&utm_term=_._ag_77882236223_._ad_533093955804_._kw_._de_c_._dm_._pl_._ti_dsa-1007766171032_._li_1007771_._pd_._&matchtype=&gclid=EAIaIQobChMIjOKkqKem-gIVFw4rCh3v_Q-aEAMYASAAEgJPu_D_BwE

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

- The students with the help of the course teacher can take up activities which will enhance their activity based learning like Quizzes, Assignments and Seminars.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyse the basic Operating System Structure and concept of Process Management	L2
CO2	Analyse the given Synchronization/ Deadlock problem to solve and arrive at valid conclusions	L2
CO3	Analyse OS management techniques and identify the possible modifications for the given problem context	L2
CO4	Ability to design and solve synchronization problems.	L3
CO5	Ability to simulate and implement operating system concepts such as scheduling, Deadlock management, file management, and memory management.	L3

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x				x							
CO2				x			x					
CO3	x		x									
CO4			x		x							
CO5		x		x								

Data Structures WITH ALGORITHMS

Course Code	22MCA13	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Analyze step by step and develop algorithms to solve real world problems.
- Evaluate the Expressions like postfix, prefix conversions.
- Implementing various data structures viz. Stacks, Queues, Linked Lists, Trees and Graphs.
- Understanding various searching & sorting techniques.
- Be able to compare functions using asymptotic analysis and describe the relative merits of worst-, average-, and best-case analysis.

Module-1

Classification of Data Structures: Primitive and Non- Primitive, Linear and Nonlinear; Data structure Operations, Stack: Definition, Representation, Operations and Applications: Polish and reverse polish expressions, Infix to postfix conversion, evaluation of postfix expression, infix to prefix, postfix to infix conversion.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Recursion - Factorial, GCD, Fibonacci Sequence, Tower of Hanoi. Queue: Definition, Representation, Queue Variants: Circular Queue, Priority Queue, Double Ended Queue; Applications of Queues. Programming Examples.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Linked List: Limitations of array implementation, Memory Management: Static (Stack) and Dynamic (Heap) Memory Allocation, Memory management functions. Definition, Representation, Operations: getnode() and Freenode() operations, Types: Singly Linked List. Linked list as a data Structure, Inserting and removing nodes from a list, Linked implementations of stacks, Header nodes, Array implementation of lists.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Trees:Terminology, Binary Trees, Properties of Binary trees, Array and linked Representation of Binary Trees, Binary Tree Traversals - Inorder, postorder, preorder; Additional Binary tree operations. Threaded binary trees, Binary Search Trees – Definition, Insertion, Deletion, Traversal, Searching, Application of Trees-Evaluation of Expression, Programming Examples.

Teaching-Learning Process	

Module-5

Graphs:Definitions, Terminologies, Matrix and Adjacency List Representation Of Graphs, Elementary Graph operations, Traversal methods: Breadth First Search and Depth First Search. Insertion Sort, Radix sort, Address Calculation Sort. Hash Table organizations, Hashing Functions, Static and Dynamic Hashing.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.

Suggested Learning Resources:

Text Books:

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.

Reference books:

1. Gilberg & Forouzan, Data Structures: A Pseudo-code approach with C, 2nd Ed, Cengage Learning,2014.

2. Reema Thareja, Data Structures using C, 3rd Ed, Oxford press, 2012.

3. Jean-Paul Tremblay & Paul G. Sorenson, An Introduction to Data Structures with Applications, 2 nd Ed, McGraw Hill, 2013

4. A M Tenenbaum, Data Structures using C, PHI, 1989

5. Robert Kruse, Data Structures and Program Design in C, 2nd Ed, PHI, 1996.

6. Introduction to the Design and Analysis of Algorithms, Anany Levitin: 2nd Edition, 2009. Pearson.

7. Computer Algorithms/C++, Ellis Horowitz, SatrajSahni and Rajasekaran, 2nd Edition, 2014, Universities Press.

8. Algorithms, Kenneth A Berman and Jerome L Paul, Cengage Learning India Pvt Ltd, 2002 edition.

Web links and Video Lectures (e-Resources):

- https://www.youtube.com/watch?v=BBpAmxU_NQo
- https://www.youtube.com/watch?v=8hly31xKli0
- https://archive.nptel.ac.in/courses/106/106/106106127/

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Explore different data structures, its operations..	L2
CO2	Demonstrate the concept of recursion and Queue.	L2
CO3	Apply the concept of Linked list, Trees and Graphs in problem solving	L3
CO4	Implement all data structures in a high-level language for problem solving	L3

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	X											X
CO2					X							
CO3		X										X
CO4					X							

Computer Networks

Course Code	**22MCA14**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Recognize computer networks.
- List computer network topologies.
- List required hardware to constitute computer network.
- Explain each computer network topology physically or logically.

Module-1

Introduction: Data Communications, Networks, The Internet, Protocols & Standards, Layered Tasks, The OSI model, Layers in OSI model, TCP/IP Protocol suite, Addressing

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Physical Layer-1: Analog & Digital Signals, Transmission Impairment, Data Rate limits, Performance, Digital-digital conversion (Only Line coding: Polar, Bipolar and Manchester coding), Analog-to-digital conversion (only PCM), Transmission Modes, Digital-to-analog conversion

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Physical Layer-2 and Switching: Multiplexing, Spread Spectrum, Introduction to switching, Circuit Switched Networks, Datagram Networks, Virtual Circuit Networks

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Data Link Layer-1: Error Detection & Correction: Introduction, Block coding, Linear block codes, Cyclic codes, Checksum.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Data Link Layer-2: Framing, Flow and Error Control, Protocols, Noiseless Channels, Noisy channels, HDLC, PPP (Framing, Transition phases only)

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1. Behrouz A. Forouzan,: Data Communication and Networking, 4th Edition Tata McGraw-Hill, 2006.

Reference books:

1. Alberto Leon-Garcia and Indra Widjaja: Communication Networks - Fundamental Concepts and Key architectures, 2nd Edition Tata McGraw-Hill, 2004.

2. William Stallings: Data and Computer Communication, 8th Edition, Pearson Education, 2007.

3. Larry L. Peterson and Bruce S. Davie: Computer Networks – A Systems Approach, 4th Edition, Elsevier, 2007.

4. Nader F. Mir: Computer and Communication Networks, Pearson Education, 2007.

Web links and Video Lectures (e-Resources):

- https://www.binghamton.edu/watson/continuing-education/data-science/intro-to-computer-networks.html
- https://elearn.daffodilvarsity.edu.bd/course/view.php?id=5457
- https://onlinecourses.nptel.ac.in/noc21_cs18/preview

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Apply the basic concepts of networks like protocol, internet and OSI layers	L3
CO2	Analyze the working of Physical Layer.	L3
CO3	Demonstrate the various Switching networks	L3
CO4	Analyze the Data Link Layer	L3

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x				x							
CO2		x										
CO3	x				x							
CO4		x										

Design and Analysis of Algorithms

Course Code	**22MCA15**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	4:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	04	Exam Hours	03

Course Learning objectives:

- Explain various computational problem solving techniques.
- Apply appropriate method to solve a given problem.
- Describe various methods of algorithm analysis.

Module-1

Introduction: What is an Algorithm? (T2:1.1), Algorithm Specification (T2:1.2), Analysis Framework (T1:2.1), Performance Analysis: Space complexity, Time complexity (T2:1.3). and notation (o), Mathematical analysis of Non-Recursive and recursive Algorithms≠), Asymptotic Notations: Big-Oh notation (O), Omega notation (Ω), Theta notation (Littleoh with Examples (T1:2.2, 2.3, 2.4). Important Problem Types: Sorting, Searching, String processing, Graph Problems, Combinatorial Problems. Fundamental Data Structures: Stacks, Queues, Graphs, Trees, Sets and Dictionaries. (T1:1.3,1.4). RBT: L1, L2, L3

Teaching-Learning Process	1. Problem based Learning. 2. Chalk & board, Active Learning. 3. Laboratory Demonstration.

Module-2

Divide and Conquer: General method, Binary search, Recurrence equation for divide and conquer, Finding the maximum and minimum (T2:3.1, 3.3, 3.4), Merge sort, Quick sort (T1:4.1, 4.2), Strassen‟s matrix multiplication (T2:3.8), Advantages and Disadvantages of divide and conquer. Decrease and Conquer Approach: Topological Sort. (T1:5.3). Transform and Conquer Approach: Heaps and Heap Sort (T1:6.4). RBT: L1, L2, L3

Teaching-Learning Process	1. Chalk & board, Active Learning, MOOC, Problem based Learning. 2. Laboratory Demonstration.

Module-3

Greedy Method: General method, Coin Change Problem, Knapsack Problem, Job sequencing with deadlines (T2:4.1, 4.3, 4.5). Minimum cost spanning trees: Prim‟s Algorithm, Kruskal‟s Algorithm (T1:9.1, 9.2). Single source shortest paths: Dijkstra's Algorithm (T1:9.3). Optimal Tree problem: Huffman Trees and Codes (T1:9.4). RBT: L1, L2, L3

Teaching-Learning Process	1. Chalk & board, Active Learning, MOOC, Problem based Learning. 2. Laboratory Demonstration.

Module-4

Dynamic Programming: General method with Examples, Multistage Graphs (T2:5.1, 5.2). Transitive Closure: Warshall‟s Algorithm, All Pairs Shortest Paths: Floyd's Algorithm, Optimal Binary Search Trees, Knapsack problem ((T1:8.2, 8.3, 8.4), Bellman-Ford Algorithm (T2:5.4), Travelling Sales Person problem (T2:5.9), Reliability design (T2:5.8). RBT: L1, L2, L3

Teaching-Learning Process	1. Chalk & board, Active Learning, MOOC, Problem based Learning. 2. Laboratory Demonstration.

Module-5

Backtracking: General method (T2:7.1), N-Queens problem (T1:12.1), Sum of subsets problem (T1:12.1), Graph coloring (T2:7.4), Hamiltonian cycles (T2:7.5). Programme and Bound: Assignment Problem, Travelling Sales Person problem (T1:12.2), 0/1 Knapsack problem (T2:8.2, T1:12.2): LC Programme and Bound solution (T2:8.2), FIFO Programme and Bound solution (T2:8.2). Probabilistic and Randomized Algorithms: Probabilistic Algorithms Randomizing deterministic Algorithms: Randomizing Probelinsrch quicksort, MonteCarlo Algorithm, Biased Monte Carlo Algorithms: A Montecarlo algorithm for testing polynomial quality, Introduction to Las vegas Algorithms (T3:24.1, 24.2,24.3) NP-Complete and NP-Hard problems: Basic concepts, non deterministic algorithms, P,NP, NP-Complete, and NP-Hard classes (T2:11.1). RBT: L1, L2, L3

Teaching-Learning Process	1. Chalk & board, Active Learning, MOOC, Problem based learning. 2. Laboratory Demonstration.

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

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.
3. Algorithms, Kenneth A Berman and Jerome L Paul, Cengage Learning India Pvt Ltd, 2002 edition.

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)

Web links and Video Lectures (e-Resources):

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

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Describe the basic algorithm design strategies and use them for devising new solutions to various problems	L2
CO2	Analyse algorithms for time/space complexity	L2
CO3	Differentiate between deterministic and probabilistic algorithms and use the probabilistic algorithms in appropriate scenarios	L1

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x		x									
CO2		x		x								
CO3	x				x							

Data Structures with Algorithms Laboratory

Course Code	**22MCAL16**	CIE Marks	50
Teaching Hours/Week (L:P: SDA)	0:3:0	SEE Marks	50
Credits	2	Exam Hours	03

Course objectives:

- Evaluate the Expressions like postfix, prefix conversions.
- Implementing various data structures viz. Stacks, Queues, Linked Lists, Trees and Graphs.

Sl.NO	Experiments
1	Implement a Program in C for converting an Infix Expression to Postfix Expression.
2	Design, develop, and execute a program in C to evaluate a valid postfix expression using stack. Assume that the postfix expression is read as a single line consisting of non-negative single digit operands and binary arithmetic operators. The arithmetic operators are + (add), - (subtract), * (multiply) and / (divide).
3	Design, develop, and execute a program in C to simulate the working of a queue of integers using an array. Provide the following operations: a. Insert b. Delete c. Display
4	Write a C program to simulate the working of a singly linked list providing the following operations: a. Display & Insert b. Delete from the beginning/end c. Delete a given element
5	Write a C program to Implement the following searching techniques a. Linear Search b. Binary Search.
6	Write a C program to implement the following sorting algorithms using user defined functions: a. Bubble sort (Ascending order) b. Selection sort (Descending order).
7	Find Minimum Cost Spanning Tree of a given undirected graph using Kruskal's algorithm (C programming)
8	From a given vertex in a weighted connected graph, find shortest paths to other vertices Using Dijkstra's algorithm (C programming)
	Demonstration Experiments (For CIE) if any
9	Using circular representation for a polynomial, design, develop, and execute a program in C to accept two polynomials, add them, and then print the resulting polynomial.
10	Design, develop, and execute a program in C to evaluate a valid postfix expression using stack. Assume that the postfix expression is read as a single line consisting of non-negative single digit operands and binary arithmetic operators. The arithmetic operators are + (add), - (subtract), * (multiply) and / (divide).

Course outcomes (Course Skill Set):

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

- Implement the techniques for evaluating the given expression.
- Implement sorting / searching techniques, and validate input/output for the given problem.
- Implement data structures (namely Stacks, Queues, Circular Queues, Linked Lists, and Trees), its operations and algorithms.
- Implement the algorithm to find whether the given graph is connected or not and conclude on the performance of the technique implemented.

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 50% of the maximum 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 40%of maximum marks in the semester-end examination(SEE). In total of CIE and SEE student has to secure 50% maximum marks of 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 downed 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.
- 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)

Change of experiment is allowed only once and 10% Marks allotted to the procedure part to be made zero.

The duration of SEE is 03 hours

Computer Networks Laboratory			
Course Code	**22MCAL17**	CIE Marks	50
Teaching Hours/Week (L:P: SDA)	0:3:0	SEE Marks	50
Credits	2	Exam Hours	03

Course objectives:

- To understand the working principle of various communication protocols.
- To understand the network simulator environment and visualize a network topology and observe its performance.
- To analyze the traffic flow and the contents of protocol frames.

Sl. NO	Experiments
1	Implement three nodes point – to – point network with duplex links between them. Set the queue size, vary the bandwidth and find the number of packets dropped.
2	Implement the data link layer framing methods such as character, character-stuffing and bit stuffing.
3	Write a program to compute CRC code for the polynomials CRC-12, CRC-16 and CRC CCIP
4	Develop a simple data link layer that performs the flow control using the sliding window protocol, and loss recovery using the Go-Back-N mechanism.
5	Implement Dijsktra"s algorithm to compute the shortest path through a network
6	Implement data encryption and data decryption
7	Simulate the network with five nodes n0, n1, n2, n3, n4, forming a star topology. The node n4 is at the centre. Node n0 is a TCP source, which transmits packets to node n3 (a TCP sink) through the node n4. Node n1 is another traffic source, and sends UDP packets to node n2 through n4. The duration of the simulation time is 10 seconds.
8	Simulate to study transmission of packets over Ethernet LAN and determine the number of packets drop destination.
	Demonstration Experiments (For CIE) if any
9	Simulate the different types of internet traffic such as FTP and TELNET over a wired network and analyze the packet drop and packet delivery ratio in the network.

Course outcomes (Course Skill Set):

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

- Implement data link layer farming methods.
- Analyze error detection and error correction codes.
- Implement and analyze routing and congestion issues in network design.
- Implement Encoding and Decoding techniques used in presentation layer.
- To be able to work with different network 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 50% of the maximum 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 40%of maximum marks in the semester-end examination(SEE). In total of CIE and SEE student has to secure 50% maximum marks of 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 downed 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.
- 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)

Change of experiment is allowed only once and 10% Marks allotted to the procedure part to be made zero.

The duration of SEE is 03 hours

Research Methodology and IPR

Course Code	**22RMI18**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0	SEE Marks	50
Total Hours of Pedagogy	20	Total Marks	100
Credits	02	Exam Hours	03

Course Learning objectives:

- To give an overview of the research methodology and explain the technique of defining a research problem
- To explain the functions of the literature review in research.
- To explain carrying out a literature search, its review, developing theoretical and conceptual frameworks and writing a review.
- To explain various research designs and their characteristics.
- To explain the details of sampling designs, measurement and scaling techniques and also different methods of data collections.
- To explain several parametric tests of hypotheses and Chi-square test.
- To explain the art of interpretation and the art of writing research reports.
- To explain various forms of the intellectual property, its relevance and business impact in the changing global business environment.
- To discuss leading International Instruments concerning Intellectual Property Rights.

Module-1

Research Methodology: Introduction, Meaning of Research, Objectives of Research, Motivation in Research, Types of Research, Research Approaches, Significance of Research, Research Methods versus Methodology, Research and Scientific Method, Importance of Knowing How Research is Done, Research Process, Criteria of Good Research, and Problems Encountered by Researchers in India.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Defining the Research Problem: Research Problem, Selecting the Problem, Necessity of Defining the Problem, Technique Involved in Defining a Problem, An Illustration. Reviewing the literature: Place of the literature review in research, Bringing clarity and focus to your research problem, Improving research methodology, Broadening knowledge base in research area, Enabling contextual findings, How to review the literature, searching the existing literature, reviewing the selected literature, Developing a theoretical framework, Developing a conceptual framework, Writing about the literature reviewed.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Research Design: Meaning of Research Design, Need for Research Design, Features of a Good Design, Important Concepts Relating to Research Design, Different Research Designs, Basic Principles of Experimental Designs, Important Experimental Designs. Design of Sample Surveys: Introduction, Sample Design, Sampling and Non-sampling Errors, Sample Survey versus Census Survey, Types of Sampling Designs.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Data Collection: Experimental and Surveys, Collection of Primary Data, Collection of 02.03.2021 updated 17/ 104 Secondary Data, Selection of Appropriate Method for Data Collection, Case Study Method. Interpretation and Report Writing: Meaning of Interpretation, Technique of Interpretation, Precaution in Interpretation, Significance of Report Writing, Different Steps in Writing Report, Layout. Types of Reports, Oral Presentation, Mechanics of Writing a Research Report, Precautions for Writing Research Reports.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Intellectual Property (IP) Acts: Introduction to IP: Introduction to Intellectual Property (IP), different types of IPs and its importance in the present scenario, Patent Acts: Indian patent acts 1970.Design Act: Industrial Design act 2000. Copy right acts: Copyright Act 1957. Trade Mark Act, 1999.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module.

Suggested Learning Resources:

Text Books

1. Research Methodology: Methods and Techniques, C.R. Kothari, Gaurav Garg New Age International 4th Edition, 2018.
2. Research Methodology a step-by- step guide for beginners. (For the topic Reviewing the literature under module 2) Ranjit Kumar SAGE Publications Ltd 3rd Edition, 2011 Study Material.
3. Intelectual property, Debirag E. Bouchoux, Cengage learning, 2013.

References Books

1. Research Methods: the concise knowledge base Trochim, Atomic Dog Publishing, 2005.
2. Conducting Research Literature Reviews: From the Internet to Paper Fink A Sage Publications, 2009.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Identify the suitable research methods and articulate the research steps in a proper sequence for the given problem.	L2
CO2	Explain the functions of the literature review in research, carrying out a literature search, developing theoretical and conceptual frameworks and writing a review.	L2
CO3	Explain various research designs, sampling designs, measurement and scaling techniques.	L2
CO4	Perform the data collection from various sources segregate the primary and secondary data.	L3
CO5	Apply some concepts/section of Copy Right Act /Patent Act /Cyber Law/ Trademark to the given case and develop –conclusions	L3

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x	x										
CO2	x		x									
CO3		x		x								
CO4		x			x							
CO5	x		x									

Basics of Programming & CO

Course Code	22MCA110	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	20	Total Marks	100
Credits	-	Exam Hours	03

Course Learning objectives:

- To understand the structure, function and characteristics of computer systems.
- To understand the design of the various functional units and components of computers.
- To identify the elements of modern instructions sets and their impact on processor design.
- To explain the function of each element of a memory hierarchy

Module-1

C Programming: decision making, control structures and arrays C Structure, Data Types, Input-Output Statements, Decision making with if statement, simple if statement, the if..else statement, nesting of if..else statements, the else.if ladder, the switch statement, the ?: operator, the goto statement, the break statement, programming examples. The while statement, the do...while statement, the for statement, nested loops, jumps in loops, the continue statement, programming examples. One dimensional and two dimensional arrays, declaration and initialization of arrays, reading, writing and manipulation of above types of arrays.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Structures Defining a structure, declaring structure variables, accessing structure members, structure initialization, copying and comparing structure variables, operations on individual members, array of structures, structures within structures, structures and functions, Unions, size of structures.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Pointers Pointers in C, Declaring and accessing pointers in C, Pointer arithmetic, Functions , Call by value, Call by reference, Pointer as function arguments, recursion, Passing arrays to functions, passing strings to functions, Functions returning pointers, Pointers to functions, Programming Examples.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Binary Systems and Combinational Logic 02.03.2021 updated 24/ 104 Digital Computers and Digital Systems, Binary Numbers, Number Base Conversion, Octal and Hexadecimal Numbers, subtraction using r's and r-1 complements, Binary Code, Binary Storage and Registers, Binary Logic, Integrated Circuits, Digital Logic Gates.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Basic Structure of Computer Hardware and Software Computer Types, Functional Units, Basic Operational Concepts, Bus structure, Software, Performance, Multiprocessing and Multi computers, Machine Instruction: Memory Locations and Addresses, Memory Operations, Instructions and Instruction Sequencing, Addressing Modes, Interrupts.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous

Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

Suggested Learning Resources:

Text Books

1. Programming in ANSI C,Balaguruswamy, 7th Edition, McGraw Hill Education
2. C : The Complete Reference, Herbert Schild,4th Edition, McGraw Hill Education
3. Let us C, YashwantKanetkar, BPB Publications
4. M.Morris Mano, "Digital Logic and Computer Design", Pearson, 2012.
5.Carl Hamacher, ZvonkoVranesicSafwatZaky, "Computer Organization", 5th edition, Tata McGraw-Hill, 2011

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Demonstrate the key concepts introduced in C programming by writing and executing the programs.	L3
CO2	Demonstrate the concepts of structures and pointers for the given application/problem.	L3
CO3	Implement the single/multi-dimensional array for the given problem.	L3
CO4	Demonstrate the application of logic gates in solving some societal/industrial problems.	L3
CO5	Analyse how memory organization, operations, instruction sequencing and interrupts are useful in executing the given program.	L3

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x				x							
CO2												x
CO3			x		x							
CO4	x											x
CO5					x							

Database Management System

Course Code	**22MCA21**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Provide a strong foundation in database concepts, technology, and practice.
- Practice SQL programming through a variety of database problems.
- Demonstrate the use of concurrency and transactions in database.
- Design and build database applications for real world problems.

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, Problem based learning

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, Active Learning, Problem based learning

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 and board, Active Learning, 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, Active Learning, Problem based learning

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

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 EditionTata Mcgraw Hill Education Private Limited

Web links and Video Lectures (e-Resources):

- https://www.youtube.com/watch?v=3EJlovevfcA
- https://www.youtube.com/watch?v=9TwMRs3qTcU
- https://www.youtube.com/watch?v=ZWl0Xow304I
- https://www.youtube.com/watch?v=4YilEjkNPrQ
- https://www.youtube.com/watch?v=CZTkgMoqVss
- https://www.youtube.com/watch?v=Hl4NZB1XR9c
- https://www.youtube.com/watch?v=EGEwkad_llA
- https://www.youtube.com/watch?v=t5hsV9lC1rU

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS	L2
CO2	Use Structured Query Language (SQL) for database manipulation and also demonstrate the basic of query evaluation.	L2
CO3	Design and build simple database systems and relate the concept of transaction, concurrency control and recovery in database	L3
CO4	Develop application to interact with databases, relational algebra expression.	L3
CO5	Develop applications using tuple and domain relation expression from queries.	L3

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x		x									
CO2		x			x							
CO3	x		x									
CO4	x			x								
CO5		x	x									

Object Oriented Programming Using Java

Course Code	**22MCA22**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Understand the basic object oriented programming concepts and apply them in problem solving.
- Use object oriented programming concepts to solve real world problems.
- Explain the concept of class and objects with access control to represent real world entities.
- Demonstrate the behavior of programs involving the basic programming constructs like control structures, constructors, string handling and garbage collection.
- Use overloading methodology on methods and constructors to develop application programs.
- Demonstrate the implementation of inheritance (multilevel, hierarchical and multiple) by using extend and implement keywords.
- Describe the concept of interface and abstract classes to define generic classes.
- Use dynamic and static polymorphism to process objects depending on their class Understand the basics of java console and GUI based programming.

Module-1

OOPS CONCEPTS AND JAVA PROGRAMMING: OOP concepts: Classes and objects, data abstraction, encapsulation, inheritance, benefits of inheritance, polymorphism, procedural and object oriented programming paradigm. Java programming: History of java, comments data types, variables, constants, scope and life time of variables, operators, operator hierarchy, expressions, type conversion and casting, enumerated types, control flow statements, jump statements, simple java stand alone programs, arrays, console input and output, formatting output, constructors ,methods, parameter passing, static fields and methods, access control, this reference, overloading methods and constructors, recursion, garbage collection, exploring string class.

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

Module-2

MULTIPLE INHERITANCE: Inheritance: Inheritance hierarchies, super and subclasses, member access rules, super keyword, preventing inheritance: final classes and methods, the object class and its methods; Polymorphism: dynamic binding, method overriding, abstract classes and methods;

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

Module-3

INTERFACES AND PACKAGES: Interface: Interfaces VS Abstract classes, defining an interface, implement interfaces, accessing implementations through interface references, extending interface; Packages: Defining, creating and accessing a package, understanding CLASSPATH, importing packages.

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

Module-4

EXCEPTION HANDLING: Exception Handling: Benefits of exception handling, the classification of exceptions , exception hierarchy, checked exceptions and unchecked exceptions, usage of try, catch, throw, throws and finally, rethrowing exceptions, exception specification, built in exceptions, creating own exception sub classes.

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

Module-5

GUI PROGRAMMING AND APPLETS: GUI Programming with Java: The AWT class hierarchy, introduction to swing, swings Vs AWT, hierarchy for swing components.Containers: JFrame, JApplet, JDialog, Jpanel, overview of some swing components: JButton, JLabel, JTextField, JTextArea, simple applications.Layout management: Layout manager types,

border, grid and flow. Applets: Inheritance hierarchy for applets, differences between applets and applications, life cycle of an applet, passing parameters to applets.

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

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1. Herbert Schildt and Dale Skrien, "Java Fundamentals – A comprehensive Introduction", McGraw Hill, 1st Edition, 2013.

2. Herbert Schildt, "Java the complete reference", McGraw Hill, Osborne, 7th Edition, 2011.

3. T.Budd, "Understanding Object- Oriented Programming with Java", Pearson Education, Updated Edition (New Java 2 Coverage), 1999.

Reference books:

1. P.J.Dietel and H.M.Dietel , "Java How to program", Prentice Hall, 6th Edition, 2005.

2. P.Radha Krishna , "Object Oriented programming through Java", CRC Press, 1 st Edition, 2007.

3. S.Malhotra and S. Choudhary, "Programming in Java", Oxford University Press, 2nd Edition, 2014 .

Web links and Video Lectures (e-Resources):

http://java.sun.com
http://www.oracle.com/technetwork/java/index.html)
http://java.sun.com/javase
http://www.oracle.com/technetwork/java/javase/overview/index.html
http://download.oracle.com/javase/7/docs/api/index.html

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Use object oriented programming concepts to solve real world problems.	L1
CO2	Explain the concept of class and objects with access control to represent real world entities	L1
CO3	Describe the concept of interface and abstract classes to define generic classes.	L2
CO4	Demonstrate the implementation of inheritance (multilevel, hierarchical and multiple) by using extend and implement keywords.	L2
CO5	Demonstrate the user defined exceptions by exception handling keywords (try, catch, throw, throws and finally)	L2
CO6	Understand the process of graphical user interface design and implementation using AWT or swings.	L2
CO7	Use different layouts (Flow Layout, Boarder Layout, Grid Layout, Card Layout) to position the controls for developing graphical user interface.	L2

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x		x									
CO2		x			x							
CO3			x		x							
CO4		x		x								
CO5	x						x					
CO6		x			x							
CO7	x		x									

Software Engineering

Course Code	**22MCA23**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	4:0:0	SEE Marks	50
Total Hours of Pedagogy	50	Total Marks	100
Credits	04	Exam Hours	03

Course Learning objectives:

- 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.
- Explain the fundamentals of object oriented concepts.
- Describe the process of requirements gathering, requirements classification, requirements specification and requirements validation.
- Differentiate system models, use UML diagrams and apply design patterns.
- Discuss the distinctions between validation testing and defect testing.

Module-1

Introduction: Professional Software Development Attributes of good software, software engineering diversity, IEEE/ACM code of software engineering ethics, case studies. Software Process and Agile Software Development Software Process models: waterfall, incremental development, reuses oriented, Process activities; coping with change, The Rational Unified Process.

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

Module-2

Agile Methods, Plan-Driven and Agile Development, Extreme Programming, Agile Project Management, scaling agile methods. Requirement Engineering: Functional and non-functional requirements, The Software requirements document, Requirements specification, Requirements engineering processes, Requirement elicitation and analysis, Requirement validation, Requirement management

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

Module-3

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. Object and class concepts; Link and associations concepts; Generalization and inheritance; A sample class model; Navigation of class models; Practical tips. Advanced objects and class concepts; Associations ends; N-array association; Aggregation, Abstract class; Multiple inheritance; Metadata; Reification; Constraints; Derived data; packages; practical tips

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

Module-4

System Models: Context models, Interaction models. Structural models. Behavioural models. Model-driven engineering Design and Implementation: Introduction to RUP, Design Principles. Object-oriented design using the UML. Design patterns. Implementation issues. Open source development.

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

Module-5

Software Testing: Development testing, Test-driven development, Release testing ,User testing . Test Automation. Software Evolution: Evolution processes. Program evolution dynamics. Software maintenance. Legacy system management .

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

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1. Ian Sommerville: Software Engineering, 9th Edition, Pearson Education, 2012.

2. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML,2nd Edition, Pearson Education,2005.

Reference books:

1. Roger S. Pressman: Software Engineering-A Practitioners approach, 7th Edition, Tata McGraw Hill.
2. Pankaj Jalote: An Integrated Approach to Software Engineering, Wiley India.
3. Stephan R. Schach, "Object oriented software engineering", Tata McGrawHill,2008
4. Craig Larman, Applying UML and Patterns, 3rd ed, Pearson Education,2005.

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Design a software system, component or process to meet desired needs within realistic constraints	L2
CO2	Assess professional and ethical responsibility	L1
CO3	Function on multi-disciplinary teams	L1
CO4	Use the techniques, skills, and modern engineering tools necessary for engineering practice	L2
CO5	Analyze, design, implement, verify, validate, implement, apply, and maintain software systems or parts of software systems	L4

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1			X									
CO2								X				
CO3			X							X		
CO4					X							
CO5	X											

Web Technologies

Course Code	**22MCA24**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:2:0	SEE Marks	50
Total Hours of Pedagogy	40 hours Theory + 10 hours Lab	Total Marks	100
Credits	04	Exam Hours	03

Course objectives:

- Creating the small web page using xhtml5.
- Use different tags of html to create web page.
- Use of CSS and JavaScript.
- Developing the dynamic document using JavaScript.

MODULE-1

Web browsers, web servers, MIME, URL, HTTP Introduction to XHTML5 tags, Basic syntax and structure, text markups, images, lists, tables,progress, Media tags-audio and video ,forms, frames.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

MODULE-2

Introduction to CSS, Levels of CSS, Selectors, Font, color and Text Properties, BOX Model, Span and Div tags. Introduction to Javascript, controls statements, Arrays and functions, pattern matching, Element Access, Event Handling.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

MODULE-3

Introduction to Bootstrap, First example, containers, Bootstrap elements: colors, tables, images, buttons, button groups, progress bars, Forms, utilities, Classes, alerts, custom forms, Grid System.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

MODULE-4

Introduction to JQuery, Syntax, selectors, events, JQuery HTML, JQuery Effects, JQuery CSS.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

MODULE 5

Introduction to Angular JS, Directives, Expressions, Directives, Controllers, Filters, Services, Events, Forms, Validations, Examples.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

PRACTICAL COMPONENT OF IPCC *(May cover all / major modules)*

Sl. NO	Experiments
1	Create an XHTML page that provides information about your department. Your XHTML page must use the following tags: a) Text Formatting tags b) Horizontal rule c) Meta element d) Links e) Images f) Tables (Use of additional tags encouraged).
2	Develop and demonstrate the usage of inline, external and internal style sheet using CSS. Use XHTML page that contains at least three paragraphs of text, listed elements and a table with four rows and four

	columns.
3	Develop and demonstrate a XHTML file that includes Javascript script for the following problems: a) Input : A number n obtained using prompt Output : The first n Fibonacci numbers b) Input : A number n obtained using prompt Output : A table of numbers from 1 to n and their squares using alert
4	Develop, test and validate an XHTML document that has checkboxes for apple (59 cents each), orange (49 cents each), and banana (39 cents each) along with submit button. Each check boxes should have its own onclick event handler. These handlers must add the cost of their fruit to a total cost. An event handler for the submit button must produce an alert window with the message „your total cost is $xxx", where xxx is the total cost of the chose fruit, including 5 percent sales tax. This handler must return „false" (to avoid actual submission of the form data). Modify the document to accept quantity for each item using textboxes.
5	Develop and demonstrate a HTML file which includes JavaScript that uses functions for the following problems: a. Parameter: A string Output: The position in the string of the left-most vowel. b. Parameter: A number Output: The number with its digits in the reverse order.
6	Develop and demonstrate, using JavaScript script, a XHTML document that contains three short paragraphs of text, stacked on top of each other, with only enough of each showing so that the mouse cursor can be placed over some part of them. When the cursor is placed over the exposed part of any paragraph, it should rise to the top to become completely visible. Modify the above document so that when a text is moved from the top stacking position, it returns to its original position rather than to the bottom

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

CIE for the theory component of IPCC

1. Two Tests each of **20 Marks**
2. Two assignments each of **10 Marks/One Skill Development Activity of 20 marks**
3. Total Marks of two tests and two assignments/one Skill Development Activity added will be CIE for 60 marks, marks scored will be proportionally scaled down to **30 marks**.

CIE for the practical component of IPCC

- On completion of every experiment/program in the laboratory, the students shall be evaluated and marks shall be awarded on the same day. The **15 marks** are for conducting the experiment and preparation of the laboratory record, the other **05 marks shall be for the test** conducted at the end of the semester.
- The CIE marks awarded in the case of the Practical component shall be based on the continuous evaluation of the laboratory report. Each experiment report can be evaluated for 10 marks. Marks of all experiments" write-ups are added and scaled down to 15 marks.
- The laboratory test at the end /after completion of all the experiments shall be conducted for 50 marks and scaled down to 05 marks**.**

Scaled-down marks of write-up evaluations and tests added will be CIE marks for the laboratory component of IPCC for **20 marks**.

SEE for IPCC

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

1. The question paper will be set for 100 marks and marks scored will be scaled down proportionately to 50 marks.

2. The question paper will have ten questions. Each question is set for 20 marks.

3. 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.
4. The students have to answer 5 full questions, selecting one full question from each module.

The theory portion of the IPCC shall be for both CIE and SEE, whereas the practical portion will have a CIE component only. Questions mentioned in the SEE paper shall include questions from the practical component).

- The minimum marks to be secured in CIE to appear for SEE shall be the 15 (50% of maximum marks-30) in the theory component and 10 (50% of maximum marks -20) in the practical component. The laboratory component of the IPCC shall be for CIE only. However, in SEE, the questions from the laboratory component shall be included**.** The maximum of 04/05 questions to be set from the practical component of IPCC, the total marks of all questions should not be more than the 20 marks.
- SEE will be conducted for 100 marks and students shall secure 40% of the maximum marks to qualify in the SEE. Marks secured will be scaled down to 50. (Student has to secure an aggregate of 50% of maximum marks of the course(CIE+SEE)

Suggested Learning Resources:

Text Books

1. Web Programming By Chris Bates , Wiley Publications
2. HTML5 Black Book by Dreamtech
3. Angular JS By Krishna Rungta
4. Bootstrap essentials by Snig by Packt-open source

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

- The students with the help of the course teacher can take up activities which will enhance their activity based learning like Quizzes, Assignments and Seminars.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Apply the features JQuery for the given web based problem	L2
CO2	Demonstrate the development of XHTML documents using JavaScript and CSS.	L2
CO3	Illustrate the use of CGI and Perl programs for different types of server side applications.	L3
CO4	Design and implement user interactive dynamic web based applications.	L3
CO5	Demonstrate applications of Angular JS and JQuery for the given problem.	L2
CO6	Apply the concept and usages web based programming techniques.	L2
CO7	Learning and Developing XHTML documents using JavaScript and CSS.	L3

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x			x								
CO2		x				x						
CO3	x		x									
CO4		x			x							
CO5	x		x									
CO6	x		x									
CO7		x				x						

Computer Graphics with Open GL

Course Code	**22MCA251**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Explain hardware, software and OpenGL Graphics Primitives.
- Illustrate interactive computer graphic using the OpenGL.
- Design and implementation of algorithms for 2D graphics Primitives and attributes.
- Demonstrate Geometric transformations, viewing on both 2D and 3D objects.
- Infer the representation of curves, surfaces, Color and Illumination models.

Module-1

Overview: Computer Graphics and OpenGL:

Computer Graphics:Basics of computer graphics, Application of Computer Graphics, Video Display Devices: Random Scan and Raster Scan displays, color CRT monitors, Flat panel displays. Raster-scan systems: video controller, raster scan Display processor, graphics workstations and viewing systems, Input devices, graphics networks, graphics on the internet, graphics software. 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), circle generation algorithms(Bresenham‟s). Text-1:Chapter -1: 1-1 to 1-9,2-1 to 2-9 (Excluding 2-5),3-1 to 3-5,3-9,3-20

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Fill area Primitives, 2D Geometric Transformations and 2D viewing:

Fill area Primitives: Polygon fill-areas, OpenGL polygon fill area functions, fill area attributes, general scan line polygon fill algorithm, OpenGL fill-area attribute functions. 2DGeometric Transformations: Basic 2D Geometric Transformations, matrix representations and homogeneous coordinates. Inverse transformations, 2DComposite transformations, other 2D transformations, raster methods for geometric transformations, OpenGL raster transformations, OpenGL geometric transformations function, 2D viewing: 2D viewing pipeline, OpenGL 2D viewing functions. Text-1:Chapter 3-14 to 3-16,4-9,4-10,4-14,5-1 to 5-7,5-17,6-1,6-4

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Clipping,3D Geometric Transformations, Color and Illumination Models:

Clipping: clipping window, normalization and viewport transformations, clipping algorithms,2D point clipping, 2D line clipping algorithms: cohen-sutherland line clipping only -polygon fill area clipping: Sutherland-Hodgeman polygon clipping algorithm only.3DGeometric Transformations: 3D translation, rotation, scaling, composite 3D transformations, other 3D transformations, affine transformations, OpenGL geometric transformations functions. Color Models: Properties of light, color models, RGB and CMY color models. Illumination Models: Light sources, basic illumination models-Ambient light, diffuse reflection, specular and phong model, Corresponding openGL functions.

Text-1:Chapter :6-2 to 6-08 (Excluding 6-4),5-9 to 5-17(Excluding 5-15),12- 1,12-2,12-4,12-6,10-1,10-3

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

3D Viewing and Visible Surface Detection:

3DViewing:3D viewing concepts, 3D viewing pipeline, 3D viewing coordinate parameters , Transformation fromworld to viewing coordinates, Projection transformation, orthogonal projections, perspective projections, The viewport transformation and 3D screen coordinates. OpenGL 3D viewing functions. Visible Surface Detection Methods: Classification of visible surface Detection algorithms, back face detection, depth buffer method and OpenGL visibility detection functions.

Text-1:Chapter: 7-1 to 7-10(Excluding 7-7), 9-1 to 9-3, 9-14

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Input& interaction, Curves and Computer Animation:

Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modelling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic-Surface Functions, Bezier Spline Curves, Bezier surfaces, OpenGL curve functions. Corresponding openGL functions.

Text-1:Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8-10,8-11,3-8,8-18,13-11,3- 2,13-3,13-4,13-10

Text-2:Chapter 3: 3-1 to 3.11: Input& interaction

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:
Text Books:

1. Donald Hearn & Pauline Baker: Computer Graphics with OpenGL Version,3rd/ 4thEdition, Pearson Education,2011

2. Edward Angel: Interactive Computer Graphics- A Top Down approach with OpenGL, 5th edition. Pearson Education, 2008

Reference books:

1. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: pearson education

2. Xiang, Plastock : Computer Graphics , sham‟s outline series, 2nd edition, TMG.

3. Kelvin Sung, Peter Shirley, steven Baer : Interactive Computer Graphics, concepts and applications, Cengage Learning

4. M MRaiker, Computer Graphics using OpenGL, Filip learning/Elsevier

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Design and implement algorithms for 2D graphics primitives and attributes.	L3
CO2	Illustrate Geometric transformations on both 2D and 3D objects.	L2
CO3	Understand the concepts of clipping and visible surface detection in 2D and 3D viewing, and Illumination Models.	L1
CO4	Discuss about suitable hardware and software for developing graphics packages using OpenGL.	L2

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1		x			x							
CO2			x			x						
CO3		x		x								
CO4		x				x						

Data Mining and Business Intelligence

Course Code	**22MCA252**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- To introduce the concept of data Mining as an important tool for enterprise data management and as a cutting edge technology for building competitive advantage.
- To enable students to effectively identify sources of data and process it for data mining.
- To impart skills that can enable students to approach business problems analytically by identifying opportunities to derive business value from data.
- Learning how to gather and analyse large sets of data to gain useful business understanding.

Module-1

Overview and concepts Data Warehousing and Business Intelligence: Why reporting and Analysing data, Raw data to valuable information-Lifecycle of Data - What is Business Intelligence - BI and DW in today"s perspective - What is data warehousing - The building Blocks: Defining Features - Data warehouses and data 1marts - Overview of the components - Metadata in the data warehouse - Need for data warehousing - Basic elements of data warehousing - trends in data warehousing. The Architecture of BI and DW BI and DW architectures and its types - Relation between BI and DW - OLAP (Online analytical processing) definitions - Difference between OLAP and OLTP - Dimensional analysis - What are cubes? Drill-down and roll-up - slice and dice or rotation - OLAP models - ROLAP versus MOLAP - defining schemas: Stars, snowflakes and fact constellations.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Introduction to data mining (DM): Motivation for Data Mining - Data Mining-Definition and Functionalities – Classification of DM Systems - DM task primitives - Integration of a Data Mining system with a Database or a Data Warehouse - Issues in DM – KDD Process Data Pre-processing:Why to pre-process data? - Data cleaning: Missing Values, Noisy Data - Data Integration and transformation - Data Reduction: Data cube aggregation, Dimensionality reduction - Data Compression - Numerosity Reduction - Data Mining Primitives - Languages and System Architectures: Task relevant data - Kind of Knowledge to be mined - Discretization and Concept Hierarchy.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Concept Description and Association Rule Mining What is concept description? - Data Generalization and summarization-based characterization - Attribute relevance - class comparisons Association Rule Mining: Market basket analysis - basic concepts - Finding frequent item sets: Apriori algorithm - generating rules – Improved Apriori algorithm – Incremental ARM – Associative Classification – Rule Mining.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Classification and prediction: What is classification and prediction? – Issues regarding Classification and prediction: Classification methods: Decision tree, Bayesian Classification, Rule based, CART, Neural Network Prediction methods: Linear and nonlinear regression, Logistic Regression. Introduction of tools such as DB Miner /WEKA/DTREG DM Tools.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Data Mining for Business Intelligence Applications: Data mining for business Applications like Balanced Scorecard, Fraud Detection, Click stream Mining, Market Segmentation, retail industry, telecommunications industry, banking &

finance and CRM etc., Data Analytics Life Cycle: Introduction to Big data Business Analytics - State of the practice in analytics role of data scientists Key roles for successful analytic project - Main phases of life cycle - Developing core deliverables for stakeholders.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1. J. Han, M. Kamber, "Data Mining Concepts and Techniques", Morgan Kaufmann

2. M. Kantardzic, "Data mining: Concepts, models, methods and algorithms, John Wiley &Sons Inc.

3. PaulrajPonnian, "Data Warehousing Fundamentals", John Willey.

4. M. Dunham, "Data Mining: Introductory and Advanced Topics", Pearson Education.

5. G. Shmueli, N.R. Patel, P.C. Bruce, "Data Mining for Business Intelligence: Concepts, Techniques, and Applications in Microsoft Office Excel with XLMiner", Wiley India

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyse the concept of data warehouse, Business Intelligence and OLAP.	L2
CO2	Demonstrate data pre-processing techniques and application of association rule mining Algorithms.	L2
CO3	Apply various classification algorithms and evaluation of classifiers for the given Problem.	L2
CO4	Analyse data mining for various business intelligence applications for the given problem.	L2
CO5	Apply classification and regression techniques for the given problem.	L2

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1		x			x							
CO2			x	x								
CO3	x		x									
CO4	x	x										
CO5		x			x							

Enterprise Resource Planning

Course Code	**22MCA253**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- To provide a contemporary and forward-looking on the theory and practice of Enterprise Resource Planning Technology.
- To focus on a strong emphasis upon practice of theory in Applications and Practicaloriented approach.
- To train the students to develop the basic understanding of how ERP enriches the business organizations in achieving a multidimensional growth.
- To aim at preparing the students technological competitive and make them ready to self-upgrade with the higher technical skills.

Module-1

Introduction to Supply Chain Management: Supply chain – objectives – importance – decision phases – process view – competitive and supply chain strategies – achieving strategic fit – supply chain drivers – obstacles – framework – facilities – inventory – transportation – information – sourcing – pricing.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

ERP Implementation: Implementation of Life Cycle, Implementation Methodology, Hidden Costs, Organizing Implementation, Vendors, Consultants and Users, Contracts, Project Management and Monitoring.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Business Modules: Business Modules in an ERP Package, Finance, Manufacturing, Human Resource, Plant Maintenance, Materials Management, Quality Management, Sales and Distribution.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

ERP Market: ERP Market Place, SAP AG, People Soft, Baan Company, JD Edwards World Solutions Company, Oracle Corporation, QAD, System Software Associates.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

ERP–Present And Future: Turbo Charge the ERP System, EIA, ERP and E–Commerce, ERP and Internet, Future Directions in ERP.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1. Sunil Chopra and Peter Meindl, Supply Chain Management – Strategy, Planning and Operation, Pearson/PHI, 3rd Edition, 2007

2. Alexis Leon, "ERP Demystified", Tata McGraw Hill, 1999.

3. Joseph A. Brady, Ellen F. Monk, Bret J. Wangner, "Concepts in Enterprise Resource Planning", Thomson Learning, 2001.

Reference books:

1. Vinod Kumar Garg and N.K .Venkata Krishnan, "Enterprise Resource Planning concepts and Planning", Prentice Hall, 1998.

2. Jose Antonio Fernandz, "The SAP R /3 Hand book", Tata McGraw Hill

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyse the essentials of supply chain management in ERP.	L2
CO2	Analyse the implementation of ERP in the context of business of the different organization	L2
CO3	Analyse and apply ERP for different business modules for the given problem.	L2
CO4	Analyse the given case study of ERP marketing.	L2
CO5	Analyse the design of ERP with future E-commerce and internet.	L2

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x		x									
CO2	x			x								
CO3		x	x									
CO4	x				x							
CO5		x		x								

User Interface Design

Course Code	**22MCA254**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Identify and define key terms related to user interfaces and user interface design and implementation.
- Identify and describe various types of computer users and computer use contexts.
- Describe and explain the user interface design process.

Module-1

Introduction: Usability of Interactive Systems: Introduction, Usability Goals and Measures, Usability Motivation, Universal Usability, Goals for our profession. Guideline, principles, and theories: Introduction, Guidelines, principles, Theories.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Development Processes: Managing Design Processes: Introduction, Organizational Design to support Usability, The Four Pillars of Design, Development methodologies: Ethnographic Observation, Participatory Design, Scenario Development, Social Impact statement for Early Design Review, Legal Issues.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Evaluating Interface: Design Introduction, Expert Reviews, Usability Testing and Laboratories, Survey Instruments, Acceptance tests, Evaluation during Active Use, Controlled Psychologically Oriented Experiments

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Direct Manipulation and Virtual Environments: Introduction, Examples of Direct Manipulation, Discussion of direct manipulation, 3D Interfaces, Tele-operation, Virtual and Augmented Reality Menu Selection, Form Filling and Dialog Boxes: Introduction, Task-Related Menu Organization, Single Menus, Combination of Multiple Menus, Content Organization, Fast Movement Through Menus, Data Entry With Menus, Form Filling, Dialog Boxes and Alternatives, Audio Menus and Menus for Small Displays

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Command and Natural Languages Introduction, Command-organization functionality strategies and structure, Naming and Abbreviations, Natural Language in computing. Interaction Devices: Introduction, Keyboards and Keypads, Pointing Devices, Speech and Auditory interfaces, Displays-Small and Large

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1.BenShneiderman, Plaisant, Cohen, Jacobs: Designing the User Interface, 5th Edition, Pearson ,Education, 2010.

Reference books:

1 Alan Dix, Janet Finalay, Gregory D AbiwdmRusselBealel: Human-Computer Interaction, III Edition, Pearson , Education, 2008.

2 Eberts: User Interface Design, Prentice Hall, 1994

3 Wilber O Galitz: The Essential Guide to User Interface Design- An Introduction to GUI Design, Principles and Techniques, Wiley-Dreamtech India Pvt Ltd, 2011

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyse the new technologies that provide interactive devices and interfaces.	L2
CO2	Apply the guidelines to develop the UID and evaluate for the given problem.	L2
CO3	Apply the development methodologies with an analysis of the social impact and legal issues Understand Direct Manipulation and Virtual Environment	L2
CO4	Discuss the command, natural languages and issues in design for maintaining QoS	L1
CO5	Demonstrate techniques for information search and visualization for the given problem.	L2

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1		x		x								
CO2	x						x					
CO3		x			x							
CO4	x					x						
CO5			x	x								

Optimization Techniques

Course Code	**22MCA255**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- To Create an Engineering design methodology using a mathematical formulation of a design problem to support selection of the optimal design among alternatives.
- Operation research models using optimization techniques based upon the fundamentals of engineering mathematics (minimization and Maximization of objective function).
- The problem formulation by using linear, dynamic programming, game theory and queuing models.
- The stochastic models for discrete and continuous variables to control inventory and simulation of manufacturing models for the production decision making.

Module-1

DEVELOPMENT OF O.R AND ALLOCATION: Development, definition, characteristics and phases, types of operation research models, applications; Allocation: linear programming, problem formulation, graphical solution, simplex method, artificial variables techniques, two–phase method, big-M method.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

TRANSPORTATION AND ASSIGNMENT PROBLEM: Transportation problem: Formulation, optimal solution, unbalanced transportation problem, Degeneracy; Assignment problem, formulation, optimal solution, variants of assignment problem, traveling salesman problem.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

SEQUENCING AND REPLACEMENT: Sequencing: Introduction, flow, shop sequencing, n jobs through two machines, n jobs through three machines, job shop sequencing, and two jobs through "m" machines. Replacement: Introduction: Replacement of items that deteriorate with time, when money value is not counted and counted, replacement of items that fail completely, group replacement.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

THEORY OF GAMES AND INVENTORY: Theory Of Games: Introduction – Terminology, Solution of games with saddle points and without saddle points, 2×2 games, dominance principle, m X 2 & 2 X n games, Graphical method. Inventory: Introduction, Single item, Deterministic models, Purchase inventory models with one price break and multiple price breaks, Stochastic models, demand may be discrete variable or continuous variable, Single period model and no setup cost.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

WAITING LINES, DYNAMIC PROGRAMMIMG AND SIMULATION: Waiting Lines: Introduction, Terminology, Single Channel, Poisson arrivals and exponential service times with infinite population and finite population models, Multichannel, Poisson arrivals and exponential service times with infinite population. Dynamic Programming: Introduction, Terminology, Bellman‟s Principle of optimality, Applications of dynamic programming, shortest path problem, linear programming problem. Simulation: Introduction, Definition, types of simulation models, steps involved in the simulation process - Advantages and Disadvantages, Application of Simulation to queuing and inventory.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1. J. K. Sharma, "Operations Research", Macmillan, 5th Edition, 2012.

2. R. Pannerselvan, "Operations Research", 2nd Edition, PHI Publications, 2006

Reference books:

1. A. M. Natarajan, P. Balasubramani, A. Tamilarasi, "Operations Research", Pearson Education, 2013.

2. Maurice Saseini, Arhur Yaspan, Lawrence Friedman, "Operations Research: Methods & Problems", 1 st Edition, 1959.

Web links and Video Lectures (e-Resources):

https://www.aicte-india.org/flipbook/p&ap/Vol.%20II%20UG/UG_2. html#p=8
https://www.britannica.com/topic/operations-research

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Recall the theoretical foundations of various issues related to linear programming modeling to formulate real-world problems as a L P model	L1
CO2	Explain the theoretical workings of the graphical, simplex and analytical methods for making effective decision on variables so as to optimize the objective function.	L1
CO3	Identify appropriate optimization method to solve complex problems involved in various industries.	L1
CO4	Demonstrate the optimized material distribution schedule using transportation model to minimize total distribution cost.	L2
CO5	Explain the theoretical workings of sequencing techniques for effective scheduling of jobs on machines.	L1

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x		x									
CO2		x			x							
CO3			x				x					
CO4	x		x									

Cryptography and Network Security

Course Code	**22MCA261**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- To make the student learn different encryption techniques along with hash functions, MAC, digital signatures and their use in various protocols for network security and system security.

Module-1

INTRODUCTION : Computer Security Concepts, The OSI Security Architecture, Security Attacks, Security Services, Security Mechanisms, A Model for Network Security.
CLASSICAL ENCRYPTION TECHNIQUES: Symmetric Cipher Model, Substitution Techniques, Transposition Techniques, Steganography.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

BLOCK CIPHERS AND THE DATA ENCRYPTION STANDARD: Block Cipher Principles, The Data Encryption Standard (DES), A DES Example, The Strength of DES, Differential and Linear Cryptanalysis, Block Cipher Design Principles. BLOCK CIPHER OPERATION: Multiple Encryption and Triple DES, Electronic Codebook Mode, Cipher Block Chaining Mode, Cipher Feedback Mode, Output Feedback Mode, Counter Mode. STREAM CIPHERS : Stream Ciphers, RC4.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

NUMBER THEORY-: Divisibility and the Division Algorithm, The Euclidean Algorithm, Modular Arithmetic, Prime Numbers, Fermat‟s and Euler‟s Theorems, Testing for Primality, The Chinese Remainder Theorem, Discrete Logarithms. PUBLIC-KEY CRYPTOGRAPHY, RSA AND OTHER PUBLIC-KEY CRYPTOSYSTEMS: Principles of Public-Key Cryptosystems, The RSA Algorithm, DiffieHellman Key Exchange, ElGamal Cryptosystem.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

CRYPTOGRAPHIC HASH FUNCTIONS: Applications of Cryptographic Hash Function, Two Simple Hash Functions, 195 G V P College of Engineering (Autonomous) 2013 Requirements and Security, Hash Functions Based on Cipher Block Chaining, Secure Hash Algorithm (SHA). MESSAGE AUTHENTICATION CODES : Message Authentication Requirements, Message Authentication Functions, Message Authentication Codes, Security of MACs, MACs Based on Hash Functions (HMAC).

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

DIGITAL SIGNATURES- Digital Signatures, ElGamal Digital Signature Scheme, Schnorr Digital Signature Scheme, Digital Signature Standard (DSS).
KEY MANAGEMENT AND DISTRIBUTION: Symmetric Key Distribution Using Symmetric Encryption, Symmetric Key Distribution Using Asymmetric Encryption, Distribution of Public Keys, X.509 Certificates, Public Key Infrastructure.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1.William Stallings: Cryptography And Network Security- Principles And Practice, 5th Edition, Pearson/PHI, 2011.

Reference books:

1. William Stallings, "Network Security Essentials (Applications and Standards)", 4th Edition, Pearson Education. ,2012

2. Charlie Kaufman, Radia Perlman and Mike Speciner: "Network Security – Private Communication in a Public World", 2nd Edition, Pearson/PHI, 2002.

3. Eric Maiwald: "Fundamentals of Network Security", 1st Edition, Dreamtech Press, 2003.

4. Whitman: "Principles of Information Security", 3rd Edition, Thomson, 2009.

5. Robert Bragg, Mark Rhodes: "Network Security: The complete reference", 1st Edition, TMH, 2004.

6. Buchmann: "Introduction to Cryptography", 2nd Edition, Springer, 2004.

Web links and Video Lectures (e-Resources):

- http://www.nptel.iitm.ac.in/courses/106105031/

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyze and design classical encryption techniques and block ciphers	L2
CO2	Understand and analyze data encryption standard.	L2
CO3	Understand and analyze public-key cryptography, RSA and other public-key cryptosystems	L2
CO4	Understand key management and distribution schemes and design User Authentication, such as Diffie-Hellman Key Exchange, ElGamal Cryptosystem, etc	L2
CO5	Analyze and design hash and MAC algorithms, and digital signatures	L2

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x			x								
CO2		x			x							
CO3	x			x								
CO4		x	x									
CO5	x		x									

Artificial Intelligence

Course Code	**22MCA262**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

-

Module-1

INTRODUCTION TO Al AND PRODUCTION SYSTEMS: Introduction to AI-Problem formulation, Problem Definition -Production systems, Control strategies, Search strategies. Problem characteristics, Production system characteristics - Specialized productions system- Problem solving methods – Problem graphs, Matching, Indexing and Heuristic functions -Hill Climbing-Depth first and Breath first, Constraints satisfaction – Related algorithms, Measure of performance and analysis of search algorithms.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

REPRESENTATION OF KNOWLEDGE: Game playing – Knowledge representation, Knowledge representation using Predicate logic, Introduction to predicate calculus, Resolution, Use of predicate calculus, Knowledge representation using other logic-Structured representation of knowledge.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

KNOWLEDGE INFERENCE: Knowledge representation -Production based system, Frame based system. Inference – Backward chaining, Forward chaining, Rule value approach, Fuzzy reasoning – Certainty factors, Bayesian Theory-Bayesian Network-Dempster – Shafer theory.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

PLANNING AND MACHINE LEARNING: Basic plan generation systems – Strips -Advanced plan generation systems – K strips - 02.03.2021 updated 44/ 104 Strategic explanations -Why, Why not and how explanations. Learning-Machine learning, adaptive Learning.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

EXPERT SYSTEMS Expert systems – Architecture of expert systems, Roles of expert systems – Knowledge Acquisition – Meta knowledge, Heuristics. Typical expert systems – MYCIN, DART, XOON, Expert systems shells.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1. Kevin Night and Elaine Rich, Nair B., "Artificial Intelligence (SIE)", Mc Graw Hill- 2008. (Modules-I,II,VI & V)

2. Dan W. Patterson, "Introduction to AI and ES", Pearson Education, 2007. (Module-III).

Reference books:

1. Peter Jackson, "Introduction to Expert Systems", 3rd Edition, Pearson Education, 2007.

2. Stuart Russel and Peter Norvig "AI – A Modern Approach", 2nd Edition, Pearson Education 2007.

3. Deepak Khemani "Artificial Intelligence", Tata Mc Graw Hill Education 2013.

Web links and Video Lectures (e-Resources):

- http://nptel.ac.in

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Identify problems that are amenable to solution by AI methods.	L2
CO2	Identify appropriate AI methods to solve a given problem.	L2
CO3	Formalize a given problem in the language/framework of different AI methods	L2
CO4	Implement basic AI algorithms for the given problem.	L3
CO5	Design and carry out an empirical evaluation of different algorithms on a problem formalisation, and state the conclusions that the evaluation supports.	L3

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1		x		x								
CO2	x		x									
CO3		x	x									
CO4	x		x									
CO5	x	x										

Mobile Application Development

Course Code	**22MCA263**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Programming technologies, design and development related to mobile applications.
- Topics include accessing device capabilities, industry standards, operating systems, and programming for mobile applications using an OS Software Development Kit (SDK).
- Upon completion, students should be able to create basic applications for mobile devices.

Module-1

Introduction to mobile communication and computing: Introduction to mobile computing, Novel applications, limitations and GSM architecture, Mobile services, System architecture, Radio interface, protocols, Handover and security. Smart phone operating systems and smart phones applications.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Fundamentals of Android Development: Introduction to Android., The Android 4.1 Jelly Bean SDK, Understanding the Android Software Stack, Installing the Android SDK, Creating Android Virtual Devices, Creating the First Android Project, Using the Text View Control, Using the Android Emulator.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

The Intent of Android Development, Four kinds of Android Components: Activity, Service, Broadcast Receiver and Content Provider. Building Blocks for Android Application Design, Laying Out Controls in Containers. Graphics and Animation: Drawing graphics in Android, Creating Animation with Android‟s Graphics API.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Creating the Activity, working with views: Exploring common views, using a list view, creating custom views, understanding layout. Using Selection Widgets and Debugging Displaying and Fetching Information Using Dialogs and Fragments. Multimedia: Playing Audio, Playing Video and Capturing Media. Advanced Android Programming: Internet, Entertainment, and Services.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Displaying web pages and maps, communicating with SMS and emails. Creating and using content providers: Creating and consuming services, publishing android applications.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1 Mobile Computing: (technologies and Applications N. N. Jani S chand

2 Android programming B.M.Hirwani Pearson publications 2013

3 Android in Action W. Frank Ableson, RobiSen and C. E. Ortiz DreamTech Publisher Third Edition-2012

Reference books:

1. Android Application development James C. Sheusi Cengage learning 2017

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Describe the requirements for mobile applications	L1
CO2	Explain the challenges in mobile application design and development	L1
CO3	Develop design for mobile applications for specific requirements	L3
CO4	Implement the design using Android SDK, Objective C and iOS	L3
CO5	Deploy mobile applications in Android and iPone marketplace for distribution	L2

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x		x									
CO2		x			x							
CO3				x		x						
CO4	x		x									
CO5		x					x					

Distributed Operating System

Course Code	**22MCA264**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- To provide hardware and software issues in modern distributed systems.
- To get knowledge in distributed architecture, naming, synchronization, consistency and replication, fault tolerance, security, and distributed file systems.
- To analyze the current popular distributed systems such as peer-to-peer (P2P) systems will also be analyzed.

Module-1

Fundamentals: What is Distributed Computing Systems? Evolution of Distributed Computing System; Distributed Computing System Models; What is Distributed Operating System? Issues in Designing a Distributed Operating System; Introduction to Distributed 02.03.2021 updated 47/ 104 ComputingEnvironment(DCE).Message Passing: Introduction, Desirable features of a Good Message Passing System, Issues in PC by Message Passing, Synchronization, Buffering, Multi-datagram Messages, Encoding and Decoding of Message Data, Process Addressing, Failure Handling, Group Communication, Case Study: 4.3 BSD UNIX IPC Mechanism.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

Remote Procedure Calls: Introduction, The RPC Model, Transparency of RPC, Implementing RPC Mechanism, Stub Generation, RPC Messages, Marshaling Arguments and Results, Server Management, Parameter-Passing Semantics, Call Semantics, Communication Protocols for RPCs, Complicated RPCs, Client-Server Binding, Exception Handling, Security, Some Special Types of RPCs, RPC in Heterogeneous Environments, Lightweight RPC, Optimization for Better Performance, Case Studies: Sun RPC.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Distributed Shared Memory: Introduction, General Architecture of DSM systems, Design and Implementation Issues of DSM, Granularity, Structure of Shared Memory Space, Consistency Models, Replacement Strategy, Thrashing, Other approaches to DSM, Heterogeneous DSM, Advantages of DSM. Synchronization: Introduction, Clock Synchronization, Event Ordering, Mutual Exclusion, Dead Lock, Election Algorithms.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Resource Management: Introduction, Desirable Features of a Good Global Scheduling Algorithm, Task Assignment Approach, Load – Balancing Approach, Load – Sharing Approach Process Management: Introduction, Process Migration, Threads.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Distributed File Systems: Introduction, Desirable Features of a Good Distributed File System, File models, File– Accessing Models, File – Sharing Semantics, File – Caching Schemes, File Replication, Fault Tolerance, Atomic Transactions and Design Principles.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1. Pradeep. K. Sinha: Distributed Operating Systems: Concepts and Design, PHI, 2007.

Reference books:

1. Andrew S. Tanenbaum: Distributed Operating Systems, Pearson Education, 2013.

2. Ajay D. Kshemkalyani and MukeshSinghal, Distributed Computing: Principles, Algorithms and Systems, Cambridge University Press, 2008

3. SunitaMahajan, Seema Shan, " Distributed Computing", Oxford University 02.03.2021 updated 48/ 104 Press,2015

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyse design issues and different message passing techniques in DOS, distributed systems	L2
CO2	Analyse RPC implementation and its performance in DOS	L2
CO3	Analyse the major security issues associated with distributed systems and evaluate techniques available for increasing system security	L2
CO4	Apply the concepts of distributed shared memory and resource management for the given problem/ case study.	L2
CO5	Analyse distributed file systems and evaluate the performance in terms of fault tolerance, file replication as major factors	L2
CO6	Apply modification to the existing algorithms to improve the performance of DOS.	L2

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x			x								
CO2		x		x								
CO3	x		x									
CO4		x			x							
CO5	x					x						
CO6			x	x								

Natural Language Processing

Course Code	**22MCA265**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- It introduces the fundamental concepts and techniques of natural language processing (NLP).
- Students will gain an in-depth understanding of the computational properties of natural languages and the commonly used algorithms for processing linguistic information.

Module-1

Introduction, Morphology: Knowledge in Speech & Lang Processing, Ambiguity, Models & Algorithms, Language, Thought & Understanding, Some Brief History, The State of the Art & Near-Term Future, Summary Morphology and Finite State Transducers: Survey of English Morphology, Finite state Morphological Parsing, Lexicon-Free FST: The Porter Stemmer, Human Morphological Parsing, Summary, Combining FST Lexicon and Rules.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-2

N-Grams: Counting Words in Corpora, Simple N-Grams, Smoothing, Back off, Deleted Interpolation, N-Grams for Spelling and Pronunciation, Entropy, Summary. Word Classes and Part-of- Speech Tagging: English Word Classes, Tag sets for English, Part-of-Speech Tagging.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-3

Context-Free Grammars and Predicate Calculus for English: Constituency, Context-Free Rules and Trees, Sentence Level Constructions, Coordination, Agreement, The Verb Phrase Sub Categorization, Auxiliaries, Spoken Language Syntax, Grammar Equivalence and Normal Form, Finite –State and Context- Free Grammars, Grammars and Human Processing, The Early Algorithm, Finite-State Parsing Method, Summary Representing Meaning

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-4

Semantic Analysis: Syntax-Driven Semantic Analysis, Attachments for a Fragment of English, Integrating Semantic Analysis into the Earley Parser, Idioms and Compositionality, 02.03.2021 updated 49/ 104 Robust Semantic Analysis, Summary. Lexical Semantics: Relations Among Lexemes and Their Senses, WordNet: A Database of Lexical Relations, The Internal Structure of Words, Creativity and the Lexicon, Summary Word Sense Disambiguation and Information.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

Module-5

Retrieval: Selection Restriction Based Disambiguation, Robust Word Sense Disambiguation, Information Retrieval, Other Retrieval Tasks, and Summary. Case Study of Simple Text Recognition or Content Based Text Extraction System. Evolving Explanatory Novel Patterns for Semantically-Based Text Mining: Related Work, A Semantically Guided Model for Effective Text Mining.

Teaching-Learning Process	Chalk and talk method / PowerPoint Presentation

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

1. Three Unit Tests each of **20 Marks**
2. Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

1. The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
2. The question paper will have ten full questions carrying equal marks.
3. Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
4. Each full question will have a sub-question covering all the topics under a module.
5. The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

1.DanielJurafsky and James H Martin, "Speech and Language Processing: An introduction to Natural Language Processing, Computational Linguistics and Speech Recognition", 2nd Edition, Prentice Hall, 2009.

Reference books:

1. Christopher D.Manning and HinrichSchutze, "Foundations of Statistical Natural LanguageProcessing", MIT Press, 1999.

2.TanveerSiddiqui, U.S. Tiwary, "Natural Language Processing and Information Retrieval", Oxford University Press, 2008.

3.Anne Kao and Stephen R. Poteet (Eds), "Natural Language Processing and Text Mining", Springer Verlag London Limited 2007.

Skill Development Activities Suggested

- The students with the help of the course teacher can take up technical –activities which will enhance their skill or the students should interact with industry (small, medium and large), understand their problems or foresee what can be undertaken for study in the form of research/testing/projects, and for creative and innovative methods to solve the identified problem. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Apply parsing technique to the given problem and verify the output and give valid conclusions.	L2
CO2	Illustrate the approaches to syntax and semantics in NLP.	L2
CO3	Formulate solutions for a range of natural language components using existing algorithms, techniques and frameworks, including part-of-speech tagging, language modelling, parsing and semantic role labelling.	L2
CO4	Evaluate NLP solutions of the given problem and arrive at valid conclusions.	L3
CO5	Illustrate information retrieval techniques.	L2

Program Outcome of this course

Sl. No.	Description	POs
1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and computer science and business systems to the solution of complex engineering and societal problems.	PO1
2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering and business problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.	PO2
3	Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.	PO3
4	Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.	PO4
5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	PO5
6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering and business practices.	PO6
7	Environment and sustainability: Understand the impact of the professional engineering solutions in business societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.	PO7
8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering and business practices.	PO8
9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.	PO9
10	Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.	PO10
11	Project management and finance: Demonstrate knowledge and understanding of the engineering, business and management principles and apply these to one‟s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.	PO11
12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.	PO12

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x				x							
CO2		x		x								
CO3		x			x							
CO4	x			x								
CO5		x	x									

DBMS Laboratory

Course Code	**22MCAL27**	CIE Marks	50
Teaching Hours/Week (L:P: SDA)	0:3:0	SEE Marks	50
Credits	2	Exam Hours	03

Course objectives:

- Create SQL queries for the small projects.
- Create database objects that include tables, constraints, indexes, and sequences.

Sl.NO	Experiments
1	Create the following tables with properly specifying Primary keys, Foreign keys and solve the following queries. BRANCH (Branchid, Branchname, HOD) STUDENT (USN, Name, Address, Branchid, sem) BOOK (Bookid, Bookname, Authorid, Publisher, Branchid) AUTHOR (Authorid, Authorname, Country, age) BORROW (USN, Bookid, Borrowed_Date) Execute the following Queries: i.List the details of Students who are all studying in 2nd sem MCA. ii.List the students who are not borrowed any books. iii. Display the USN, Student name, Branch_name, Book_name, Author_name, Books_Borrowed_Date of 2nd sem MCA Students who borrowed books. iv. Display the number of books written by each Author. v.Display the student details who borrowed more than two books. vi.Display the student details who borrowed books of more than one Author. vii.Display the Book names in descending order of their names. viii.List the details of students who borrowed the books which are all published by the same publisher.
2	Consider the following schema: STUDENT (USN, name, date_of_birth, branch, mark1, mark2, mark3, total, GPA) Execute the following queries: i. Update the column total by adding the columns mark1, mark2, mark3. ii. Find the GPA score of all the students. iii. Find the students who born on a particular year of birth from the date_of_birth column. iv. List the students who are studying in a particular branch of study. v. Find the maximum GPA score of the student branch-wise. vi. Find the students whose name starts with the alphabet "S". vii. Find the students whose name ends with the alphabets "AR". viii. Delete the student details whose USN is given as 1001
3	Design an ER-diagram for the following scenario, Convert the same into a relational model and then solve the following queries. Consider a Cricket Tournament "ABC CUP" organized by an organization. In the tournament there are many teams are contesting each having a Teamid,Team_Name, City, a coach. Each team is uniquely identified by using Teamid. A team can have many Players and a captain. Each player is uniquely identified by Playerid, having a Name, and multiple phone numbers,age. A player represents only one team. There are many Stadiums to conduct matches. Each stadium is identified using Stadiumid, having a stadium_name,Address (involves city,area_name,pincode). A team can play many matches. Each match played between the two teams in the scheduled date and time in the predefined Stadium. Each match is identified uniquely by using Matchid. Each match won by any of the one team that also wants to record in the database. For each match man_of_the match award given to a player. Execute the following Queries: i. Display the youngest player (in terms of age) Name, Team name, age in which he belongs of the tournament. ii. List the details of the stadium where the maximum number of matches were played. iii. List the details of the player who is not a captain but got the man_of _match award at least in two matches. iv. Display the Team details who won the maximum matches. v. Display the team name where all its won matches played in the same stadium.

4	A country wants to conduct an election for the parliament. A country having many constituencies. Each constituency is identified uniquely by Constituency_id, having the Name, belongs to a state,Number_of_voters. A constituency can have many voters. Each voter is uniquely identified by using Voter_id, having the Name, age, address (involves Houseno,city,state,pincode). Each voter belongs to only one constituency. There are many candidates contesting in the election. Each candidates are uniquely identified by using candidate_id, having Name, phone_no, age, state. A candidate belongs to only one party.Thereare many parties. Each party is uniquely identified by using Party_id, having Party_Name,Party_symbol. A candidate can contest from many constituencies under a same party. A party can have many candidates contesting from different constituencies. No constituency having the candidates from the same party. A constituency can have many contesting candidates belongs to different parties. Each voter votes only one candidate of his/her constituencty. Queries: i. List the details of the candidates who are contesting from more than one constituencies which are belongs to different states. ii. Display the state name having maximum number of constituencies. iii. Create a stored procedure to insert the tuple into the voter table by checking the voter age. If voter‟s age is at least 18 years old, then insert the tuple into the voter else display the “Not an eligible voter msg”. iv. Create a stored procedure to display the number_of_voters in the specified constituency. Where the constituency name is passed as an argument to the stored procedure. v. Create a TRIGGER to UPDATE the count of “ Number_of_voters” of the respective constituency in “CONSTITUENCY” table , AFTER inserting a tuple into the “VOTERS” table.
5	Design an ER-diagram for the following scenario, Convert the same into a relational model, normalize Relations into a suitable Normal form and then solve the following queries. A country can have many Tourist places . Each Tourist place is identified by using tourist_place_id, having a name, belongs to a state, Number of kilometers away from the 02.03.2021 updated 52/ 104 capital city of that state,history. There are many Tourists visits tourist places every year. Each tourist is identified uniquely by using Tourist_id, having a Name, age, Country and multiple emailids. A tourist visits many Tourist places, it is also required to record the visted_date in the database. A tourist can visit a Tourist place many times at different dates. A Tourist place can be visited by many tourists either in the same date or at different dates. Queries: i. List the state name which is having maximum number of tourist places. ii. List details of Tourist place where maximum number of tourists visited. iii. List the details of tourists visited all tourist places of the state “KARNATAKA”. iv. Display the details of the tourists visited at least one tourist place of the state, but visited all states tourist places. v. Display the details of the tourist place visited by the tourists of all country.
	Demonstration Experiments (For CIE) if any
6	Consider the following database of student enrollment in courses and books adopted for each course. STUDENT (regno#: string, name: string, major: string, bdate: date) COURSE (course#: int, cname: string, dept: String) TEXT (book_ISBN#: int, book_title: string, publisher: string, author: string) ENROLL (regno#: string, course#: int, sem: int, marks: int) BOOK_ADOPTION (course#: int, sem: int, book_ISBN: int) ✓ Create the above tables by properly specifying the primary keys and the foreign keys ✓ Enter at least 7 to 10 records to each table. Execute SQL queries for the following requirements: 1) List out the student details, and their course details. The records should be ordered in a semester wise manner. 2) List out the student details under a particular department whose name is ordered in a semester wise 3) List out all the book details under a particular course 4) Find out the Courses in which number of students studying will be more than 2. 5) Find out the Publisher who has published more than 2 books.

	6) Find out the authors who have written book for I semester, computer science course. 7) List out the student details whose total number of months starting from their date of birth is more than 225 8) Find out the course name to which maximum number of students have joined

Course outcomes (Course Skill Set):

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

- Create database objects.
- Design entity-relationship diagrams to solve given database applications.
- Implement a database schema for a given problem.
- Formulate SQL queries in Oracle for the given problem.
- Apply normalization techniques to improve the database design for the given problem.
- Build database and verify for its appropriate normalization for any 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 50% of the maximum 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 40%of maximum marks in the semester-end examination(SEE). In total of CIE and SEE student has to secure 50% maximum marks of 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 downed 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.
- 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)

Change of experiment is allowed only once and 10% Marks allotted to the procedure part to be made zero.

The duration of SEE is 03 hours

Java Programming Laboratory

Course Code	**22MCAL28**	CIE Marks	50
Teaching Hours/Week (L:P: SDA)	0:3:0	SEE Marks	50
Credits	2	Exam Hours	03

Course objectives:

- Using java programming to develop programs for solving real-world problems.
- Reinforce the understanding of basic object-oriented programming concepts.

Sl.NO	Experiments
1	Write a Java program to print the following triangle of numbers 1 1 2 1 2 3 1 2 3 4 1 2 3 4 5
2	Write a Java program to list the factorial of the numbers 1 to 10. To calculate the factorial value, use while loop. (Hint Fact of 4 = 4*3*2*1)
3	Write a Java program • To find the area and circumference of the circle by accepting the radius from the user. • To accept a number and find whether the number is Prime or not
4	Write a Java program to demonstrate a division by zero exception
5	Write a Java program to implement Inner class and demonstrate its Access protection.
6	Write a Java program to demonstrate Constructor Overloading and Method Overloading.
7	Write a JAVA program to demonstrate Inheritance. Simple Program on Java for the implementation of Multiple inheritance using interfaces to calculate the area of a rectangle and triangle.
8	Write a Java applet program, which handles keyboard event.
	Demonstration Experiments (For CIE) if any
9	Write a Java Program to create a window when we press ✓ M or m the window displays Good Morning ✓ A or a the window displays Good After Noon ✓ E or e the window displays Good Evening ✓ N or n the window displays Good Night
10	Write a Java program to implement a Queue using user defined Exception Handling (also make use of throw, throws). a. Complete the following: b. Create a package named shape. c. Create some classes in the package representing some common shapes like Square, Triangle, and Circle. d. Import and compile these classes in other program.

Course outcomes (Course Skill Set):

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

- Demonstrate the fundamental data types and constructs of Java Programming by writing executable/interpretable programs.
- Illustrate the object oriented principles with the help of java programs.
- Develop reusable and efficient applications using inheritance concepts of java.
- Learn the object oriented concepts and its implementation 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 50% of the maximum 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 40%of maximum marks in the semester-end examination(SEE). In total of CIE and SEE student has to secure 50% maximum marks of 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 downed 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.
- 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)

Change of experiment is allowed only once and 10% Marks allotted to the procedure part to be made zero.

The duration of SEE is 03 hours

Semester- III

Data Analytics using Python			
Course Code	**22MCA31**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Explain the basic of Python programming
- Design real time application using Python collection Objects and classes
- Familiarize the concept of Data Visualization with NumPy, Seaborn
- Define the Web Scraping and Numerical Analysis

Module-1

Python Basic Concepts and Programming

Interpreter, Parts of Python Programming Language, Identifiers, Keywords, Statements and Expressions, Variables, Operators, Precedence and Associativity, Data Types, Indentation, Comments, Program Execution, Reading Input, Print Output, Type Conversions, The type( ) Function and Is Operator, Control Flow Statements, The if Decision Control Flow Statement, The if…else Decision Control Flow Statement, The if…elif…else Decision Control Statement, Nested if Statement, The while Loop, The for Loop, The continue and break Statements, Sequences – Strings, Built-In Functions, Commonly Used Modules, Function Definition and Calling the Function, The return Statement and void Function, Scope and Lifetime of Variables, Default Parameters, Keyword Arguments, *args and **kwargs, Command Line Arguments.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2

Python Collection Objects, Classes

Strings- Creating and Storing Strings, Basic String Operations, Accessing Characters in String by Index Number, String Slicing and Joining, String Methods, Formatting Strings, Lists-Creating Lists, Basic List Operations, Indexing and Slicing in Lists, Built-In Functions Used on Lists, List Methods. Sets, Tuples and Dictionaries. Files: reading and writing files. Class Definition – Constructors – Inheritance – Overloading

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3

Data Pre-processing and Data Wrangling

Acquiring Data with Python: Loading from CSV files, Accessing SQL databases. Cleansing Data with Python: Stripping out extraneous information, Normalizing data AND Formatting data. Combining and Merging Data Sets – Reshaping and Pivoting – Data Transformation – String Manipulation, Regular Expressions.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4

Web Scraping And Numerical Analysis

Data Acquisition by Scraping web applications –Submitting a form - Fetching web pages – Downloading web pages through form submission – CSS Selectors. NumPy Essentials: TheNumPy

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5

Data Visualization with NumPy Arrays, Matplotlib, and Seaborn

Data Visualization: Matplotlib package – Plotting Graphs – Controlling Graph – Adding Text – More Graph Types – Getting and setting values – Patches. Advanced data visualization with Seaborn.- Time series analysis with Pandas.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- Allen B. Downey, "Think Python: How to Think Like a Computer Scientist‘', 2nd edition,Updated for Python 3, Shroff/O‘Reilly Publishers, 2016 (http://greenteapress.com/wp/thinkpython/)
- Guido van Rossum and Fred L. Drake Jr, —An Introduction to Python – Revised and updated for Python 3.2, Network Theory Ltd., 2011.
- Jake Vander plas, "Python Data Science Handbook: Essential tools for working with data", O‘Reilly Publishers, I Edition.

Reference Books

- Mark Lutz, "Programming Python", O'Reilly Media, 4th edition, 2010.
- Tim Hall and J-P Stacey, "Python 3 for Absolute Beginners", Apress, 1st edition, 2009.
- Magnus Lie Hetland, "Beginning Python: From Novice to Professional", Apress, Second Edition, 2005.
- 4. Shai Vaingast, "Beginning Python Visualization Crafting Visual Transformation Scripts", Apress, 2nd edition, 2014. 6. Wes Mc Kinney, "Python for Data Analysis", O'Reilly Media, 2012.

Web links and Video Lectures (e-Resources):

- https://youtu.be/4SJ7bEILPJk

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Understand and comprehend the basics of Python programming.	L2
CO2	Apply knowledge in real time applications	L3
CO3	Apply the Data Pre-processing & Data Wrapping	L3
CO4	Demonstrate the Web Scraping And Numerical Analysis	L3

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2	X		X									X
CO3					X					X		
CO4		X										

Semester- III

Internet of Things			
Course Code	**22MCA32**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Define the IoT architecture and design along with functional/compute stack and data management.
- Explain IOT architecture for a given problem
- Analyse the application protocol, transport layer methods for the given business case.
- Analyse the application of data analytics for IOT for a given
- Analyse the architecture and develop programming using modern tools for the given use case

Module-1	
What is IoT, Genesis of IoT, IoT and Digitization, IoT Impact, Convergence of IT and IoT, IoT Challenges, IoT Network Architecture and Design, Drivers Behind New Network Architectures, Comparing IoT Architectures, A Simplified IoT Architecture, The Core IoT Functional Stack, IoT Data Management and Compute Stack	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2	
Smart Objects: The "Things" in IoT, Sensors, Actuators, and Smart Objects, Sensor Networks, Connecting Smart Objects, Communications Criteria, IoT Access Technologies	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3	
IP as the IoT Network Layer, The Business Case for IP, The need for Optimization, Optimizing IP for IoT, Profiles and Compliances, Application Protocols for IoT, The Transport Layer, IoT Application Transport Methods.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4	
Data and Analytics for IoT, An Introduction to Data Analytics for IoT, Machine Learning, Big Data Analytics Tools and Technology, Edge Streaming Analytics, Network Analytics, Securing IoT, A Brief History of OT Security, Common Challenges in OT Security, How IT and OT Security Practices and Systems Vary, Formal Risk Analysis Structures: OCTAVE and FAIR, The Phased Application of Security in an Operational Environment	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5	
IoT Physical Devices and Endpoints - Arduino UNO: Introduction to Arduino, Arduino UNO, Installing the Software, Fundamentals of Arduino Programming. IoT Physical Devices and Endpoints – RaspberryPi: Introduction to RaspberryPi, About the RaspberryPi Board: Hardware Layout, Operating Systems on RaspberryPi, Configuring RaspberryPi, Programming RaspberryPi with Python, Wireless Temperature Monitoring System Using Pi, DS18B20 Temperature Sensor, Connecting Raspberry Pi via SSH, Accessing Temperature from DS18B20 sensors, Remote access to RaspberryPi, Smart and Connected Cities, An IoT Strategy for Smarter Cities, Smart City IoT Architecture, Smart City Security Architecture, Smart City Use-Case Examples.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Robert Barton, Jerome Henry, "IoT Fundamentals: Networking Technologies, Protocols, and Use Cases for the"Internet of Things", 1stEdition, Pearso Education (Cisco Press Indian Reprint). (ISBN: 9789386873743)
- Srinivasa K G, "Internet of Things", CENGAGE Leaning India, 2017

Reference Books

- Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)", 1st Edition, VPT, 2014. (ISBN: 978-8173719547)
- Raj Kamal, "Internet of Things: Architecture and Design Principles", 1st Edition, McGraw Hill Education, 2017. (ISBN: 978-9352605224)

Web links and Video Lectures (e-Resources):

- https://youtu.be/WUYAjxnwjU4

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyse the IoT architecture and design along with functional/compute stack and data management.	L3
CO2	Apply IOT architecture for a given problem.	L3
CO3	Analyse the application protocol, transport layer methods for the given business case.	L3
CO4	Analyse the application of data analytics for IOT for a given.	L23
CO5	Analyse the architecture and develop programming using modern tools for the given use case	L2

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2	X									X		
CO3		X						X				
CO4												
CO5	X		X					X		X		

Semester- III

Block chain Technology			
Course Code	**22MCA331**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Demonstrate the basics of Block chain concepts using modern tools/technologies.
- Illustrate the role of block chain applications in different domains including cyber security.
- Evaluate the usage of Block chain implementation/features for the given problem.
- Exemplify the usage of bitcoins and its impact on the economy.
- Analyze the application of specific block chain architecture for a given problem

Module-1	
Introduction to Block chain, How Block chain works, Block chain vs Bitcoin, Practical applications, public and private key basics, pros and cons of Block chain, Myths about Bitcoin.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2	
Block chain: Architecture, versions, variants, use cases, Life use cases of block chain, Block chain vs shared Database, Introduction to crypto currencies, Types, Applications.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3	
Concept of Double Spending, Hashing, Mining, Proof of work. Introduction to Merkel tree, Privacy , payment verification , Resolving Conflicts , Creation of Blocks	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4	
Introduction to Bitcoin, key concepts of Bitcoin, Merits and De Merits Fork and Segwits, Sending and Receiving bitcoins, choosing bitcoin wallet, Converting Bitcoins to Fiat Currency.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5	
Introduction to Ethereum, Advantages and Disadvantages, Ethereum vs Bitcoin, Introduction to Smart contracts, usage, application, working principle, Law and Regulations. Case Study.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- Beginning Block chain: A Beginner's Guide to Building Blockchain Solutions by ArshdeepBikramaditya Signal, Gautam Dhameja (Priyansu Sekhar Panda., A Press.) 2018
- Block chain Applications: A Hands-On Approach by Bahga, Vijay Madisetti ,2017
- Block chain by Melanie Swan, OReilly 2015

Reference Books

- Bitcoin and Cryptocurrency Technologies by Aravind Narayan. Joseph Bonneau, princton
- Bitcoin and Blockchain Basics: A non-technical introduction for beginners by Arthu.T Books.

Web links and Video Lectures (e-Resources):

- https://youtu.be/mzPoUjQC4WU

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Demonstrate the basics of Block chain concepts using modern tools/technologies.	L2
CO2	Analyze the role of block chain applications in different domains including cyber security.	L3
CO3	Evaluate the usage of Block chain implementation/features for the given problem.	L2
CO4	Exemplify the usage of bitcoins and its impact on the economy	L2
CO5	Analyze the application of specific block chain architecture for a given problem	L2

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2	X									X		
CO3			X					X				
CO4	X								X			
CO5			X									

Semester- III

Cloud Computing			
Course Code	**22MCA332**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Explain the fundamentals of cloud computing
- Illustrate the cloud application programming and aneka platform
- Contrast different cloud platforms used in industry

Module-1

Introduction ,Cloud Computing at a Glance, The Vision of Cloud Computing, Defining a Cloud, A Closer Look, Cloud Computing Reference Model, Characteristics and Benefits, Challenges Ahead, Historical Developments, Distributed Systems, Virtualization, Web 2.0, Service-Oriented Computing, Utility-Oriented Computing, Building Cloud Computing Environments, Application Development, Infrastructure and System Development, Computing Platforms and Technologies, Amazon Web Services (AWS), Google AppEngine, Microsoft Azure, Hadoop, Force.com and Salesforce.com, Manjrasoft Aneka 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 Xen: Paravirtualization, VMware: Full Virtualization, Microsoft Hyper-V

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2

Cloud Computing Architecture, Introduction, Cloud Reference Model, Architecture, Infrastructure / Hardware as a Service, Platform as a Service, Software as a Service, Types of Clouds, Public Clouds, Private Clouds, Hybrid Clouds, Community Clouds, Economics of the Cloud, Open Challenges, Cloud Definition, Cloud Interoperability and Standards Scalability and Fault Tolerance Security, Trust, and Privacy Organizational Aspects Aneka: Cloud Application Platform, Framework Overview, Anatomy of the Aneka Container, From the Ground Up: Platform Abstraction Layer, Fabric Services, foundation Services, Application Services, Building Aneka Clouds, Infrastructure Organization, Logical Organization, Private Cloud Deployment Mode, Public Cloud Deployment Mode, Hybrid Cloud Deployment Mode, Cloud Programming and Management, Aneka SDK, Management Tools.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3

Concurrent Computing: Thread Programming, Introducing Parallelism for Single Machine Computation, Programming Applications with Threads, What is a Thread?, Thread APIs, Techniques for Parallel Computation with Threads, Multithreading with Aneka, Introducing the Thread Programming Model, Aneka Thread vs. Common Threads, Programming Applications with Aneka Threads, Aneka Threads Application Model, Domain Decomposition: Matrix Multiplication, Functional Decomposition: Sine, Cosine, and Tangent. High-Throughput Computing: Task Programming, Task Computing, Characterizing a Task, 08 Computing Categories, Frameworks for Task Computing, Task-based Application Models, Embarrassingly Parallel Applications, Parameter Sweep Applications, MPI Applications, Workflow Applications with Task Dependencies, Aneka Task-Based Programming, Task Programming Model, Developing Applications with the Task Model, Developing Parameter Sweep Application, Managing Workflows

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4

Data Intensive Computing: Map-Reduce Programming, What is Data-Intensive Computing?, Characterizing Data-Intensive Computations, Challenges Ahead, Historical Perspective, Technologies for Data-Intensive Computing, Storage Systems, Programming Platforms, Aneka MapReduce Programming, Introducing the MapReduce Programming Model, Example Application	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content
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, Microsoft Azure, Azure Core Concepts, SQL Azure, Windows Azure Platform Appliance. Cloud Applications Scientific Applications, Healthcare: ECG Analysis in the Cloud, Biology: Protein Structure Prediction, Biology: Gene Expression Data Analysis for Cancer Diagnosis, Geoscience: Satellite Image Processing, Business and Consumer Applications, CRM and ERP, Productivity, Social Networking, Media Applications, Multiplayer Online Gaming.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- Rajkumar Buyya, Christian Vecchiola, and Thamarai Selvi Mastering Cloud. Computing McGraw Hill Education , 31 May 2013

Reference Books

- Dan C. Marinescu, Cloud Computing Theory and Practice, Morgan Kaufmann, Elsevier 2013.

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Explain cloud computing, virtualization and classify services of cloud computing	L2
CO2	Illustrate architecture and programming in cloud	L3
CO3	Describe the platforms for development of cloud applications and List the application of cloud	L2

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2	**X**				**X**					**X**		
CO3		**X**										

Semester- III

Digital Marketing			
Course Code	**22MCA333**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Demonstrate the key concepts related to e-marketing for the given case.
- Demonstrate the use of different electronic media for designing marketing activities.
- Illustrate the role of search engine in improving digital marketing
- Analyze role of social media marketing for the given problem
- Analyze technical solutions to overcome social media threats

Module-1

Introduction to Digital Marketing Evolution of Digital Marketing from traditional to modern era, Role of Internet; Current trends, Info-graphics, implications for business & society; Emergence of digital marketing as a tool; Drivers of the new marketing environment; Digital marketing strategy; P.O.E.M. framework, Digital landscape, Digital marketing plan, Digital marketing models.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2

Internet Marketing and Digital Marketing Mix – Internet Marketing, opportunities and challenges; Digital marketing framework; Digital Marketing mix, Impact of digital channels on IMC; Search Engine Advertising: - Pay for Search Advertisements, Ad Placement, Ad Ranks, Creating Ad Campaigns, Campaign Report Generation Display marketing: - Types of Display Ads - Buying Models - Programmable Digital Marketing - Analytical Tools - YouTube marketing.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3

Social Media Marketing – Role of Influencer Marketing, Tools & Plan– Introduction to social media platforms, penetration & characteristics; Building a successful social media marketing strategy Facebook Marketing: - Business through Facebook Marketing, Creating Advertising Campaigns, Adverts, Facebook Marketing Tools Linkedin Marketing: - Introduction and Importance of Linkedin Marketing, Framing Linkedin Strategy, Lead Generation through Linkedin, Content Strategy, Analytics and Targeting Twitter Marketing: - Introduction to Twitter Marketing, how twitter Marketing is different than other forms of digital marketing, framing content strategy, Twitter Advertising Campaigns Instagram and Snapchat: - Digital Marketing Strategies through Instagram and Snapchat Mobile Marketing: - Mobile Advertising, Forms of Mobile Marketing, Features, Mobile Campaign Development, Mobile Advertising Analytics Introduction to social media metrics

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4

Introduction to SEO, SEM, Web Analytics, Mobile Marketing, Trends in Digital Advertising– - Introduction and need for SEO, How to use internet & search engines; search engine and its working pattern, On-page and off-page optimization, SEO Tactics - Introduction to SEM Web Analytics: - Google Analytics & Google AdWords; data collection for web analytics, multichannel attribution, Universal analytics, Tracking code Trends in digital advertising

Teaching-Learning	Chalk and Talk/PPT/Web Content

Process	

Module-5

Social Media Channels: Introduction, Key terms and concepts, Traditional media vs Social media. Social media channels: Social networking. Content creation, Bookmarking & aggregating and Location & social media. Tracking social media campaigns. Social media marketing: Rules of engagement. Advantages and challenges. Social Media Strategy: Introduction, Key terms and concepts. Using social media to solve business challenges. Step-by-step guide to creating a social media strategy. Documents and processes. Dealing with opportunities and threats. Step-by-step guide for recovering from an online brand attack. Social media risks and challenges

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- Rajkumar Buyya, Christian Vecchiola, and Thamarai Selvi Mastering Cloud. Computing McGraw Hill Education

Reference Books

- Dan C. Marinescu, Cloud Computing Theory and Practice, Morgan Kaufmann, Elsevier 2013.

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyze the use of different electronic media for designing marketing activities	L3
CO2	Analyze the role of search engine in improving digital marketing	L3
CO3	Analyze role of social media marketing for the given problem	L3
CO4	Overcome social media threats with the analysis of technical solutions	L2

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										X		
CO2	X		X									
CO3												
CO4		X							X			

Semester- III

Object Oriented Modeling and Design			
Course Code	**22MCA334**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Describe the concepts involved in Object-Oriented modeling and their benefits.
- Demonstrate concept of use-case model, sequence model and state chart model for a given problem.
- Explain the facets of the unified process approach to design and build a Software system.
- Translate the requirements into implementation for Object Oriented design.
- Choose an appropriate design pattern to facilitate development procedure.

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.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4	
Use case Realization :The Design Discipline within up iterations: Object Oriented DesignThe 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	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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).	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

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

Reference Books

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

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Explain the concepts of object-oriented and basic class modelling.	L2
CO2	Create class diagrams, sequence diagrams and interaction diagrams to solve problems.	L3
CO3	Choose and apply a befitting design pattern for the given problem.	L2

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										X		
CO2	X		X									
CO3												X

Semester- III

NOSQL			
Course Code	**22MCA335**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Demonstrate the concepts of unstructured data
- Analyse and Manage the Data using CRUD operations
- Develop the applications using NoSQL
- Realize the concept of Map Reduce its applicability in the real world application development
- Analyze the framework of NOSQL

Module-1	
Introduction to NoSQL ,Definition of NoSQL, History of NoSQL and Different NoSQL products. Exploring NoSQL Exploring Mongo DB Java/Ruby/Python, Interfacing and Interacting with NoSQL.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2	
NoSQL Basics: NoSQL Storage Architecture, CRUD operations with Mongo DB, Querying, Modifying and Managing. Data Storage in NoSQL: NoSQL Data Stores, Indexing and ordering datasets (Mongo DB/Couch DB/Cassandra)	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3	
Advanced NoSQL, NoSQL in Cloud, Parallel Processing with Map Reduce, Big Data with Hive.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4	
Working with NoSQL, Surveying Database Internals, Migrating from RDBMS to NoSQL, Web Frameworks and NoSQL, using MySQL as a NoSQL.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5	
Developing Web Application with NOSQL and NOSQL Administration Php and MongoDB, Python and MongoDB, Creating Blog Application with PHP.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- Professional NOSQL Shashank Tiwari WROX Press

Reference Books

- The Definitive Guide to Mongo DB, The NOSQL Database for cloud and Desktop Computing Eelco Plugge, Peter Membrey and Tim Hawkins A Press

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyse and Manage the Data using CRUD operations	L2
CO2	Apply and Develop the applications using NoSQL	L3
CO3	Realize the concept of Map Reduce its applicability in the real world application development	L2
CO4	Apply the framework of NOSQL to find the solutions	L2

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1										X		
CO2												
CO3		X								X		X
CO4	X											X

Advanced Java and J2EE			
Course Code	22MCA341	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Explain the need for advanced Java concepts like Enumerations and Collections
- Define the working of Strings in Java
- Demonstrate the use of JDBC to access database through Java Programs
- Adapt servlets to build server side programs

Module-1

Enumerations, Autoboxing and Annotations(metadata): Enumerations, Enumeration fundamentals, the values() and valueOf() Methods, java enumerations are class types,enumerations Inherits Enum, example, type wrappers, Autoboxing, Autoboxing and 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.

Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-2

The collections and Framework: Collections Overview, Recent Changes to Collections, The Collection Interfaces, The Collection Classes, Accessing a collection Via an Iterator, Storing User Defined Classes in Collections, The Random Access Interface, Working With Maps, Comparators, The Collection Algorithms, Why Generic Collections?, The legacy Classes and Interfaces, Parting Thoughts on Collections.

Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-3

String Handling :The String Constructors, String Length, Special String Operations, String Literals, String Concatenation, String Concatenation with Other Data Types, String Conversion and toString( ) Character Extraction, charAt( ), getChars( ), getBytes( ) toCharArray(), String Comparison, equals( ) and equalsIgnoreCase( ), regionMatches( ) startsWith( ) and endsWith( ), equals( ) Versus == , compareTo( ) Searching Strings,
Modifying a String, substring( ), concat( ), replace( ), trim( ), Data Conversion Using valueOf( ), Changing the Case of Characters Within a String, Additional String Methods, StringBuffer , StringBuffer Constructors, length( ) and capacity( ), ensureCapacity( ), setLength( ), charAt( ) and setCharAt( ), getChars( ),append( ), insert( ), reverse( ), delete( ) and deleteCharAt( ), replace( ), substring( ), Additional StringBuffer Methods, StringBuilder .

Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-4

Background; The Life Cycle of a Servlet; Using Tomcat for Servlet Development; 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, JSP Tags, Tomcat, Request String, User Sessions, Cookies, Session Objects

Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

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

Teaching-Learning Process	Chalk and Talk/ PPT / 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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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
- Two assignments each of 20 Marks or one Skill Development Activity of 40 marks to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be scaled down to 50 marks

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- Herbert Schildt: JAVA the Complete Reference, 7th/9th Edition, Tata McGraw Hill, 2007.
- Jim Keogh: J2EE-TheCompleteReference, McGraw Hill, 2007.

Reference book:

- Y. Daniel Liang: Introduction to JAVA Programming, 7thEdition, Pearson Education, 2007.
- Stephanie Bodoff et al: The J2EE Tutorial, 2nd Edition, Pearson Education,2004.
- Uttam K Roy, Advanced JAVA programming, Oxford University press, 2015.

Web links and Video Lectures (e-Resources):

https://youtu.be/pobgvYXsBIo

https://youtu.be/J_d1fJy90GY

Skill Development Activities Suggested

The students with the help of the course teacher can take up relevant technical activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Interpret the need for advanced Java concepts like enumerations and collections in developing modular and efficient programs	L2
CO2	Develop Solutions to problems using Arrays, Structures, Stack, Queues	L3
CO3	Illustrate database access and details for managing information using the JDBC API	L4

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	X											X
CO2					X			X				X
CO3		X				X						X

Introduction to Dot Net Framework for Application Development			
Course Code	22MCA342	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Inspect Visual Studio programming environment and toolset designed to build applications for Microsoft Windows
- Explain Object Oriented Programming concepts in C# programming language.
- Interpret Interfaces and define custom interfaces for application.
- Build custom collections and generics in C#
- Explore events and query data using query expressions

Module-1	
Introducing Microsoft Visual C# and Microsoft Visual Studio 2015: Welcome to C#, Working with variables, operators and expressions, Writing methods and applying scope, Using decision statements, Using compound assignment and iteration statements, Managing errors and exceptions	
Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-2	
Understanding the C# object model: Creating and Managing classes and objects, Understanding values and references, Creating value types with enumerations and structures, Using arrays	
Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-3	
Understanding parameter arrays, Working with inheritance, Creating interfaces and defining abstract classes, Using garbage collection and resource management.	
Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-4	
Defining Extensible Types with C#: Implementing properties to access fields, Using indexers, Introducing generics, Using collections	
Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-5	
Enumerating Collections, Decoupling application logic and handling events, Querying inmemory data by using query expressions, Operator overloading	
Teaching-Learning Process	Chalk and Talk/ PPT / 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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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
- Two assignments each of 20 Marks or one Skill Development Activity of 40 marks to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be scaled down to 50 marks

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- John Sharp, Microsoft Visual C# Step by Step, 8th Edition, PHI Learning Pvt. Ltd. 2016

Reference Books:

- Christian Nagel, "C# 6 and .NET Core 1.0", 1st Edition, Wiley India Pvt Ltd, 2016. Andrew Stellman and Jennifer Greene, "Head First C#", 3rd Edition, O"Reilly Publications, 2013.
- Mark Michaelis, "Essential C# 6.0", 5th Edition, Pearson Education India, 2016.
- Andrew Troelsen, "Prof C# 5.0 and the .NET 4.5 Framework", 6th Edition, Apress and Dreamtech Press, 2012.

Web links and Video Lectures (e-Resources):

1. https://youtu.be/SXmVym6L8dw
2. https://youtu.be/M5ugY7fWydE

Skill Development Activities Suggested

The students with the help of the course teacher can take up relevant technical activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Build applications on Visual Studio .NET platform by understanding the syntax and semantics of C#.	
CO2	Demonstrate Object Oriented Programming concepts in C# programming language	L3
CO3	Design custom interfaces for applications and leverage the available built-in interfaces in building complex applications.	
CO 4	Illustrate the use of generics and collections in C#	

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	X									
CO2		X				X			X	X
CO3	X							X		
CO 4			X				X		X	

Knowledge Engineering			
Course Code	22MCA343	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Illustrate the basic knowledge representation, problem solving, and learning methods of Artificial Intelligence.
- Solve problems in Artificial Intelligence using Python.
- Compare the Fuzzy Logic and knowledge processing in expert systems.

Module-1	
Problems and Search: What is Artificial Intelligence, The AI Problems, Defining the Problem as a State Space Search, Problem Characteristics Searching strategies – Generate and Test, Heuristic Search Techniques- Hill climbing– issues in hill climbing. Python-Introduction to Python- Lists Dictionaries & Tuples in Python- Python implementation of Hill Climbing	
Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-2	
Search Methods - Best First Search - Implementation in Python - OR Graphs, The A * Algorithm, Problem Reduction AND-OR Graphs, The AO* algorithm, Constraint Satisfaction. MINIMAX search procedure, Alpha–Beta pruning	
Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-3	
Knowledge representation - Using Predicate logic - representing facts in logic, functions and predicates, Conversion to clause form, Resolution in propositional logic, Resolution in predicate logic, Unification. Representing Knowledge Using Rules: Procedural Versus Declarative knowledge, Logic Programming, Forward versus Backward Reasoning.	
Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-4	
Learning: What is learning, Rote learning, Learning by Taking Advice, Learning in Problem-solving, Learning from example: induction, Explanation-based learning.	
Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-5
Connectionist Models: Hopfield Networks, Learning in Neural Networks, Applications of Neural Networks, Recurrent Networks. Connectionist AI and Symbolic AI. Expert System –Representing and using Domain Knowledge – Reasoning with knowledge– Expert System Shells –Support for explanation- examples –Knowledge acquisition-examples.

Teaching-Learning Process	Chalk and Talk/ PPT / 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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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
- Two assignments each of 20 Marks or one Skill Development Activity of 40 marks

to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be scaled down to 50 marks

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

TEXT BOOKS:

- Elaine Rich and Kevin Knight, "Artificial Intelligence", Tata McGraw-Hill Publishing Company Ltd., New Delhi, Third Edition, ISBN: 13:978-0-07-008770-5.
- Stuart Russell, Peter Norvig, "Artificial Intelligence- A modern approach", Pearson Education Asia, Second Edition, ISBN:81-297-0041-7.

REFERENCE BOOKS:

- Akshar Bharati, Vineet Chaitanya, Rajeev Sangal, "Natural Language Processing: A Paninian Perspective", Prentice Hall India Ltd., New Delhi, 1996, ISBN 10: 8120309219.
- Amit Konar, Artificial Intelligence and Soft Computing, CRC Press.
- Dan W.Patterson, "Introduction to Artificial Intelligence and Expert Systems", Prentice Hall India Ltd., New Delhi, 2009, ISBN: 81-203-0777-1.
- Rajendra Akerkar, Introduction to Artificial Intelligence, PHI Learning Pvt. Ltd., 2005, ISBN: 81-203- 2864-7.

Web links and Video Lectures (e-Resources):

- https://nptel.ac.in/courses/106106140
- https://www.youtube.com/watch?v=z2y1sMrHKDw
- https://www.youtube.com/watch?v=u_TE42-uWD0
- https://www.youtube.com/watch?v=SWddnSmtbLE

Skill Development Activities Suggested

The students with the help of the course teacher can take up relevant technical activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Recognize the fundamental conceptsof Artificial Intelligence such as knowledge representation, problem solving, fuzzy set and expert systems	
CO2	Implement the search methods using Python	
CO3	Use the Connectionist Models for solving problems.	

Mapping of COS and Pos

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	X	X										
CO2										X	X	
CO3						X	X					

Software Testing			
Course Code	22MCA344	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Explain the essence of Software testing and Debugging
- Illustrate the various types of testing
- Explore how to generate new test cases

Module-1

Basics of Software Testing, Basic Principles, Test case selection and Adequacy

Humans, Errors and Testing, Software Quality; Requirements, Behavior and Correctness, Correctness Vs Reliability; Testing and Debugging; Test Metrics; Software and Hardware Testing; Testing and Verification; Defect Management; Execution History; Test Generation Strategies; Static Testing; Test Generation from Predicates. Sensitivity, Redundancy, Restriction, Partition, Visibility and Feedback, Test Specification and cases, Adequacy Criteria, Comparing Criteria

Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-2

A perspective on Testing

Basic definitions, Test cases, Insights from a Venn diagram, Identifying test cases, Error and fault taxonomies, Level of testing, Examples: Generalized pseudo code, The triangle problem, the Next Date function, The commission problem, The SATM (Simple Automation Teller Machine) problem, The currency converter, Saturn windshield wiper

Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-3

Boundary value testing, Equivalence class testing, Decision table based testing

Boundary value analysis, Robustness testing, Worst-case testing, special value testing, Examples, Random testing, Equivalence classes, Equivalence test cases for triangle problem, Next Date function and commission problem, Guidelines and observations, Decision tables, Test cases for triangle problem

Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-4

Path Testing, Data flow testing, Levels of Testing, Integration Testing

DD Paths, Test coverage metrics, Basis path testing, guidelines and observations, Definition Use testing, Slice based testing, Guidelines and observations. Traditional view of testing levels, Alternative life cycle models, the SATM systems, separating integration and system testing, Guidelines and observations.

Teaching-Learning Process	Chalk and Talk/ PPT / Web resources

Module-5

Fault Based Testing, Planning and Monitoring the Process, Documenting Analysis and Test

Assumptions in fault-based testing, Mutation Analysis, Fault-based Adequacy Criteria; Variations on mutation Analysis; From Test case specification to Test Cases, Scaffolding, Generic vs. specific Scaffolding, Test Oracles, Self checks as oracles, Capture and Replay. Quality and Process, Test and Analysis strategies and plans, Risk Planning, Monitoring the Process, Improving the process, The quality team, Organizing documents, Test strategy document, Analysis and test plan, Test design specifications documents, Test and analysis reports.

Teaching-Learning Process	Chalk and Talk/ PPT / 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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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
- Two assignments each of 20 Marks or one Skill Development Activity of 40 marks to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be scaled down to 50 marks

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Text Books:

- Adithya P.Mathur " Foundations of Software Testing – Fundamental Algorithms and Techniques", Pearson Education India, 2011
- Mauro Pezze, Michael Young, Software testing and Analysis- Process, Principles and Techniques, Wiley India, 2012 Paul C Jorgensen, "Software Testing A Craftsman's Approach", Auerbach publications, 3rd edition, 2011.

Reference Books:

- KshirasagaraNaik, PriyadarshiTripathy: Software Testing and Quality Assurance, Wiley India 2012
- M.G. Limaye: Software Testing-Principles, Techniques and Tools – McGraw Hill, 2009

Web links and Video Lectures (e-Resources):

- https://youtu.be/OGImfxO2TEU
- https://youtu.be/T3q6QcCQZQg

Skill Development Activities Suggested

The students with the help of the course teacher can take up relevant technical activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Acquire knowledge of basic principles and knowledge of software testing and Debugging and test cases.	L2
CO2	Understand the perceptions on testing like levels of testing, generalized pseudo code and with related examples	L3
CO3	Analyze the difference between functional testing and structural testing.	L4

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	X	X										
CO2		X	X									
CO3			X	X								

Virtual Reality			
Course Code	**22MCA345**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Explain the design of VR technology relates to human perception and cognition.
- Discuss about applications of VR and conduct of scientific research, training and industrial design.
- Describe the fundamental aspects of designing and implementing rigorous empirical experiments using VR.
- Evaluating good and bad virtual interfaces.

Module-1	
Introduction to Virtual Reality : Defining Virtual Reality, History of VR, Human Physiology and Perception, Key Elements of Virtual Reality Experience, Virtual Reality System, Interface to the Virtual World-Input & output- Visual, Aural & Haptic Displays, Applications of Virtual Reality.	
Teaching-Learning Process	Chalk and Talk/ PPT

Module-2	
Representing the Virtual World : Representation of the Virtual World, Visual Representation in VR, Aural Representation in VR and Haptic Representation in VR	
Teaching-Learning Process	Chalk and Talk/ PPT

Module-3	
The Geometry of Virtual Worlds & The Physiology of Human Vision: Geometric Models, Changing Position and Orientation, Axis-Angle Representations of Rotation, Viewing Transformations, Chaining the Transformations, Human Eye, eye movements & implications for VR.	
Teaching-Learning Process	Chalk and Talk/ PPT / Web Resources: https://www.youtube.com/watch?v=7HbBknJcHUM

Module-4	
Visual Perception & Rendering : Visual Perception - Perception of Depth, Perception of Motion, Perception of Color, Combining Sources of Information Visual Rendering -Ray Tracing and Shading Models, Rasterization, Correcting Optical Distortions, Improving Latency and Frame Rates	
Teaching-Learning Process	Chalk and Talk/ PPT

Module-5	
Motion & Tracking : Motion in Real and Virtual Worlds- Velocities and Accelerations, The Vestibular System, Physics in the Virtual World, Mismatched Motion and Vection Tracking- Tracking 2D & 3D Orientation, Tracking Position and Orientation, Tracking Attached Bodies	
Teaching-Learning Process	Chalk and Talk/ PPT

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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
- Two assignments each of 20 MarksoroneSkill Development Activity of 40 marks to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be scaled down to 50 marks

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

1. Virtual Reality, Steven M. LaValle, Cambridge University Press, 2016.
2. Understanding Virtual Reality: Interface, Application and Design, William R Sherman and Alan B Craig, (The Morgan Kaufmann Series in Computer Graphics)". Morgan Kaufmann Publishers, San Francisco, CA, 2002.
3. Developing Virtual Reality Applications: Foundations of Effective Design, Alan B Craig, William R Sherman and Jeffrey D Will, Morgan Kaufmann, 2009

REFERENCE BOOKS:

1. Gerard Jounghyun Kim, "Designing Virtual Systems: The Structured Approach", 2005.
2. Doug A Bowman, Ernest Kuijff, Joseph J LaViola, Jr and Ivan Poupyrev, "3D User Interfaces, Theory and Practice", Addison Wesley, USA, 2005.
3. Oliver Bimber and Ramesh Raskar, "Spatial Augmented Reality: Meging Real and Virtual Worlds", 2005.
4. Burdea, Grigore C and Philippe Coiffet, "Virtual Reality Technology", Wiley Interscience, India, 2003

Web links and Video Lectures (e-Resources):

- https://nptel.ac.in/courses/106106138
- https://www.youtube.com/watch?v=XLP4YTpUpBI
- https://www.youtube.com/watch?v=w6badCKzmXU
- https://www.youtube.com/watch?v=DU3IiqUWGcU

Skill Development Activities Suggested

The students with the help of the course teacher can take up relevant technical activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Build application on how VR systems work and list the applications of VR	L3

CO2	Design and implement the hardware that enables VR systems to be built	L4
CO3	Explain the concepts of motion and tracking in VR systems.	L4
CO 4	Explore the importance of interaction and audio in VR systems.	L3

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	X	X										
CO2			X	X								
CO3					X					X		

PROJECT WORK PHASE – 1			
Course Code	**22MCAL35**	CIE Marks	100
Number of contact Hours/Week	2	SEE Marks	--
Credits	02	Exam Hours	--

Course objectives:

- Support independent learning.
- Guide to select and utilize adequate information from varied resources maintaining ethics.
- Guide to organize the work in the appropriate manner and present information (acknowledging the sources) clearly.
- Develop interactive, communication, organisation, time management, and presentation skills.
- Impart flexibility and adaptability.
- Inspire independent and team working.
- Expand intellectual capacity, credibility, judgement, intuition.
- Adhere to punctuality, setting and meeting deadlines.
- Instil responsibilities to oneself and others.
- Train students to present the topic of project work in a seminar without any fear, face audience confidently, enhance communication skill, involve in group discussion to present and exchange ideas.

Project Phase-1 Students in consultation with the guide/s shall carry out literature survey/ visit industries to finalize the topic of the Project. Subsequently, the students shall collect the material required for the selected project, prepare synopsis and narrate the methodology to carry out the project work.

Seminar: Each student, under the guidance of a Faculty, is required to

- Present the seminar on the selected project orally and/or through power point slides.
- Answer the queries and involve in debate/discussion.
- Submit two copies of the typed report with a list of references.

The participants shall take part in discussion to foster friendly and stimulating environment in which the students are motivated to reach high standards and become self-confident.

Course outcomes:

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

- Demonstrate a sound technical knowledge of their selected project topic.
- Undertake problem identification, formulation, and solution.
- Design engineering solutions to complex problems utilising a systems approach.
- Communicate with engineers and the community at large in written an oral forms.
- Demonstrate the knowledge, skills and attitudes of a professional engineer.

Continuous Internal Evaluation

CIE marks for the project report (50 marks), seminar (30 marks) and question and answer (20 marks) shall be awarded (based on the quality of report and presentation skill, participation in the question and answer session by the student) by the committee constituted for the purpose by the Head of the Department. The committee shall consist of three faculty from the department with the senior most acting as the Chairperson.

Data Analytics Lab with Mini-Project			
Course Code	**22MCAL36**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:4:0	SEE Marks	50
Credits	02	Exam Hours	03

Course objectives:

- Develop python program to perform search/sort on a given data set
- Demonstrate object oriented principles
- Demonstrate data visualization using Numpy for a given problem
- Demonstrate regression model for a given problem
- Design and develop an application for the given problem

Sl.NO	Experiments
1	Write a Python program to perform linear search
2	Write a Python program to insert an element into a sorted list
3	Write a python program using object oriented programming to demonstrate encapsulation, overloading and inheritance
4	Implement a python program to demonstrate 1) Importing Datasets 2) Cleaning the Data 3) Data frame manipulation using Numpy
5	Implement a python program to demonstrate the following using NumPy a) Array manipulation, Searching, Sorting and splitting. b) broadcasting and Plotting NumPy arrays
6	Implement a python program to demonstrate Data visualization with various Types of Graphs using Numpy
7	Write a Python program that creates a mxn integer array and Prints its attributes using matplotlib
8	Write a Python program to demonstrate the generation of linear regression models.
9	Write a Python program to demonstrate the generation of logistic regression models using
10	Write a Python program to demonstrate Time series analysis with Pandas.
11	Write a Python program to demonstrate Data Visualization using Seaborn
	Part B
1	Students shall carry out a mini project using python/pandas to demonstrate the data analysis
2	A team of two students must develop the mini project. However during the examination, each student must demonstrate the project individually.
3	The team must submit a brief project report (20-25 pages) that must include the following a. Introduction b. Requirement Analysis c. Software Requirement Specification d. Analysis and Design, e. Implementation f. Testing
4	Brief synopsis not more than two pages to be submitted by the team as per the format given. It is recommended that students to do prior art search as part of literature survey before submitting the synopsis for the Mini/Major projects.
5	Rubrics may be used to evaluate the Mini-Project

Course outcomes (Course Skill Set):
At the end of the course the student will be able to:
CO1:Apply object-oriented programming concepts to develop dynamic interactive Python Applications.

CO2: Use the procedural statements: assignments, conditional statements, loops, method calls and arrays

CO3: Design, code, and test small Python programs with a basic understanding of top-down Design.

CO4: Learn how to create GUI and solve real-world problem using language idioms, data structures and standard library

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 50% of the maximum 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 40% of maximum marks in the semester-end examination(SEE). In total of CIE and SEE student has to secure 50% maximum marks of 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 downed 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.
- 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)

Change of experiment is allowed only once and 10% Marks allotted to the procedure part to be made zero.

The duration of SEE is 03 hours

Suggested Learning Resources:

-

IoT Laboratory with Mini Project			
Course Code	**22MCAL37**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Credits	2	Exam Hours	03

Course objectives:

- Demonstrate theIoT architecture design for a given problem
- Apply IOT techniques for a given problem
- Analyse the application protocol, transport layer methods for the given business case.

Sl.NO	Experiments
1	Run some python programs on Pi like: Read your name and print Hello message with name Read two numbers and print their sum, difference, product and division. Word and character count of a given string Area of a given shape (rectangle, triangle and circle) reading shape and appropriate values from standard input Print a name 'n' times, where name and n are read from standard input, using for and while loops. Handle Divided by Zero Exception. Print current time for 10 times with an interval of 10 seconds. Read a file line by line and print the word count of each line
2	Get input from two switches and switch on corresponding LEDs
3	Flash an LED at a given on time and off time cycle, where the two times are taken from a file
4	Switch on a relay at a given time using cron, where the relay's contact terminals are connected to a load.
5	Access an image through a Pi web cam
6	Control a light source using web page.
7	Implement an intruder system that sends an alert to the given email
8	Get the status of a bulb at a remote place (on the LAN) through web.
	Demonstration Experiments (For CIE) if any
9	Get an alarm from a remote area (through LAN) if smoke is detected
10	A team of two students must develop the mini project. However during the examination, each student must demonstrate the project individually
11	The team must submit a brief project report (20-25 pages) that must include the following a. Introduction b. Requirement Analysis c Software Requirement Specification d. Analysis and Design, e. Implementation f. Testing
12	.Brief synopsis not more than two pages to be submitted by the team as per the format given. It is recommended that students to do prior art search as part of literature survey before submitting the synopsis for the Mini/Major projects

Course outcomes (Course Skill Set):

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

- Design and develop an application for the given problem for the societal/industrial problems
- Develop python program by applying suitable feature for the given problem and verify the output
- Build intruder system that sends an alert to the given email

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 50% of the maximum 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 40% of maximum marks in the semester-end examination(SEE). In total of CIE and SEE student has to secure 50% maximum marks of 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 downed 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.
- 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)

Change of experiment is allowed only once and 10% Marks allotted to the procedure part to be made zero.

The duration of SEE is 03 hours

NOTE:

Part A:The student should have hands on experience in using various sensors like temperature, humidity, smoke, light, etc. and should be able to use control web camera, network, and relays connected to the Pi.

Part B:Each students has to execute one program picked from Part-A during the semester end examination. In SEE Part-A and Part-B shall be given 50% weightage each.

Societal Project			
Course Code	**22MCAL38**	CIE Marks	100
Number of contact Hours/Week	2	SEE Marks	__
Credits	2	Exam Hours	03

Course objectives:

- Build creative solutions for development problems of current scenario in the Society.
- Utilize the skills developed in the curriculum to solve real life problems.
- Improve understanding and develop methodology for solving complex issues.

Some of the domains to choose for societal projects:

- Infrastructure
- Health Care
- Social security
- Security for women
- Transportation
- Business Continuity
- Remote working and Education
- Digital Finance
- Food Security
- Rural employment
- Water and land management
- Pollution
- Financial Independence
- Agricultural Finance
- Primary Health care
- Nutrition
- Child Care
- E-learning
- Distance parenting
- Mentorship Etc

Course outcomes:

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

- Building solution for real life societal problems.
- Improvement of their technical/curriculum skills

Continuous Internal Evaluation:

Identifying the real life problems and producing literature report : 20 marks

Data sampling and Cleaning :10 Marks

Establishing the right Objective: 10 Marks

Developing the solution : 20 Marks

Propagating the solution to the stake holders 1)Lectures 2)Social Meetings 3)Social media 4)Street plays 5)Advertisement Either of the 3(evidence of the work through Jio tag photo)

Project Report: 20 marks. The basis for awarding the marks shall be the involvement of the student in the project and in the preparation of project report. To be awarded by the internal guide in consultation with external guide if any. Certified by stake holders and authorized by concerned government authorities.

Project Presentation: 10 marks.

The Project Presentation marks of the Project Work Phase -II shall be awarded by the committee constituted for the purpose by the Head of the Department. The committee shall consist of three faculty from the department with the senior most acting as the Chairperson.

Evalution: 10 marks.

The student shall be evaluated based on the ability in the Question and Answer session for 10 marks.

INTERNSHIP			
Course Code	**22MCA39**	CIE Marks	50
Number of contact Hours/Week	3	SEE Marks	50
Credits	06	Exam Hours	03

Course objectives:

Internship/Professional practice provide students the opportunity of hands-on experience that include personal training, time and stress management, interactive skills, presentations, budgeting, marketing, liability and risk management, paperwork, equipment ordering, maintenance, responding to emergencies etc. The objective are further,

To put theory into practice.

To expand thinking and broaden the knowledge and skills acquired through course work in the field.

To relate to, interact with, and learn from current professionals in the field.

To gain a greater understanding of the duties and responsibilities of a professional.

To understand and adhere to professional standards in the field.

To gain insight to professional communication including meetings, memos, reading, writing, public speaking, research, client interaction, input of ideas, and confidentiality.

To identify personal strengths and weaknesses.

To develop the initiative and motivation to be a self-starter and work independently.

Internship/Professional practice: Students under the guidance of internal guide/s and external guide shall take part in all the activities regularly to acquire as much knowledge as possible without causing any inconvenience at the place of internship.

Seminar: Each student, is required to

- Present the seminar on the internship orally and/or through power point slides.
- Answer the queries and involve in debate/discussion.
- Submit the report duly certified by the external guide.
- The participants shall take part in discussion to foster friendly and stimulating environment in which the students are motivated to reach high standards and become self-confident.

Course outcomes:

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

- Gain practical experience within industry in which the internship is done.
- Acquire knowledge of the industry in which the internship is done.
- Apply knowledge and skills learned to classroom work.
- Develop a greater understanding about career options while more clearly defining personal career goals.
- Experience the activities and functions of professionals.
- Develop and refine oral and written communication skills.
- Identify areas for future knowledge and skill development.
- Expand intellectual capacity, credibility, judgment, intuition.
- Acquire the knowledge of administration, marketing, finance and economics.

Continuous Internal Evaluation

CIE marks for the Internship/Professional practice report (20 marks), seminar (20 marks) and question and answer session (10 marks) shall be awarded (based on the quality of report and presentation skill, participation in the question and answer session by the student) by the committee constituted for the purpose by the Head of the Department. The committee shall consist of three faculty from the department with the senior most acting as the Chairperson.

Semester End Examination

SEE marks for the internship report (20 marks), seminar (20 marks) and question and answer session (10 marks) shall be awarded (based on the quality of report and presentation skill, participation in the question and answer session) by the examiners appointed by the University.

Semester- IV

Deep Learning			
Course Code	**22MCA411**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Demonstrate the basics of deep learning for a given context.
- Implement various deep learning models for the given problem
- Realign high dimensional data using reduction techniques for the given problem
- Analyze optimization and generalization techniques of deep learning for the given problem.
- 5. Evaluate the given deep learning application and enhance by applying latest techniques

Module-1

Introduction to machine learning- Linear models (SVMs and Perceptron's, logistic regression)- Intro to Neural Nets: What a shallow network computes- Training a network: loss functions, back propagation and stochastic gradient descent- Neural networks as universal function approximates

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2

DEEP NETWORKS : History of Deep Learning- A Probabilistic Theory of Deep Learning- Back propagation and regularization, batch normalization- VC Dimension and Neural Nets-Deep Vs Shallow Networks Convolutional Networks- Generative Adversarial Networks (GAN), Semi- supervised Learning

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3

DIMENTIONALITY REDUCTION : Linear (PCA, LDA) and manifolds, metric learning - Auto encoders and dimensionality reduction in networks - Introduction to Convnet - Architectures – AlexNet, VGG, Inception, ResNet - Training a Convnet: weights initialization, batch normalization, hyper parameter optimization

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4

OPTIMIZATION AND GENERALIZATION Optimization in deep learning– Non-convex optimization for deep networks- Stochastic Optimization Generalization in neural networks- Spatial Transformer Networks- Recurrent networks, LSTM - Recurrent Neural Network Language Models- Word-Level RNNs & Deep Reinforcement Learning - Computational & Artificial Neuroscience

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5

CASE STUDY AND APPLICATIONS Imagenet- Detection-Audio Wave Net-Natural Language Processing Word2Vec - Joint Detection Bio Informatics- Face Recognition- Scene Understanding- Gathering Image Captions

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

1. Cosma Rohilla Shalizi, Advanced Data Analysis from an Elementary Point of View,2015.

Reference Books

- Deng & Yu, Deep Learning: Methods and Applications, Now Publishers, 2013.
- Ian Good fellow, Yoshua Bengio, Aaron Courville, Deep Learning, MIT Press, 2016.
- 3. Michael Nielsen, Neural Networks and Deep Learning, Determination Press, 2015.

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Illustrate the basics of deep learning for a given context	L2
CO2	Apply various deep learning models for the given problem	L3
CO3	Realign high dimensional data using reduction techniques for the given problem	L2
CO4	Apply and Analyze optimization and generalization techniques for the given problem	L2
CO5	Application of latest deep learning techniques and to enhance the results..	L3

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3		X	X						X		X	
CO4												
CO5		X		X						X		

Semester- IV

Big Data Analytics			
Course Code	**22MCA412**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Identify the business problem for a given context and frame the objectives to solve it through data analytics tools.
- Apply various algorithms for handling large volumes of data.
- Illustrate the architecture of HDFS and explain functioning of HDFS clusters.
- Analyze the usage of Map-Reduce techniques for solving big data problems.
- Conduct experiment with various datasets for analysis / visualization and arrive at valid conclusions.

Module-1

Big Data and Analytics
Example Applications, Basic Nomenclature, Analysis Process Model, Analytical Model Requirements , Types of Data Sources, Sampling, Types of Data Elements, Data Exploration, Exploratory Statistical Analysis, Missing Values, Outlier Detection and Treatment, Standardizing Data Labels, Categorization

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2

Big Data Technology
Hadoop's Parallel World, Data discovery, Open source technology for Big Data Analytics, Cloud and Big Data, Predictive Analytics, Mobile Business Intelligence and Big Data, Crowd Sourcing Analytics, Inter- and Trans-Firewall Analytics.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3

Meet Hadoop
Data, Data Storage and Analysis, Comparison with Other Systems, RDBMS, Grid Computing, Volunteer Computing, A Brief History of Hadoop, Apache Hadoop and the Hadoop Ecosystem Hadoop Releases Response.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4

The Hadoop Distributed File system
The Design of HDFS, HDFS Concepts, Blocks, Namenodes and Datanodes, HDFS Federation, HDFS High-Availability, The Command-Line Interface, Basic Filesystem Operations, Hadoop Filesystems Interfaces, The Java Interface, Reading Data from a Hadoop URL, Reading Data Using the FileSystem API, Writing Data, Directories, Querying the Filesystem, Deleting Data, Data Flow Anatomy of a File Read, Anatomy of a File Write, Coherency Model, Parallel Copying with distcp Keeping an HDFS Cluster Balanced, Hadoop Archives.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5

A Weather Dataset ,Data Format, Analysing the Data with Unix Tools, Analyzing the Data with Hadoop, Map and Reduce, Java MapReduce, Scaling Out, Data Flow, Combiner functions, Running a Distributed MapReduce Job, Hadoop Streaming, Hadoop Pipes, Compiling and Running, Developing a MapReduce Application, The Configuration API, Combining Resources, Variable Expansion, Configuring the Development Environment, Managing Configuration,

Generic Options Parser, Tool and Tool Runner, Writing a Unit Test, Mapper, Reducer, Running Locally on Test Data, Running a Job in a Local Job Runner, Testing the Driver, Running on a Cluster, Packaging, Launching a Job, The MapReduce Web UI, Retrieving the Results, Debugging a Job, Hadoop Logs, Remote Debugging.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

1. Bart Baesens, "Analytics in a Big Data World: The Essential Guide to Data Science and its Applications" Wiley.
2. Michael Minelli, Michehe Chambers, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", 1st Edition, Michael Minelli, Michele Chambers, AmbigaDhiraj, Wiley CIO Series, 2013.
3. Tom White, "Hadoop: The Definitive Guide", 3rd Edition, O'reilly, 2012.

Reference Books

- Boris Lublinsky, Kevin T. Smith, Alexey Yakubovich, "Professional Hadoop Solutions", Wiley, ISBN: 9788126551071, 2015.
- Chris Eaton, Dirk deroos et al., "Understanding Big data", McGraw Hill, 2012.
- Vignesh Prajapati, "Big Data Analytics with R and Haoop", Packet Publishing 2013.
- Tom Plunkett, Brian Macdonald et al, "Oracle Big Data Handbook", Oracle Press, 2014.

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Apply analytical tools to identify and solve the business problem for a given context.	L2
CO2	Analyse various algorithms for handling large volumes of data.	L3
CO3	Apply the architecture of HDFS and explain functioning of HDFS clusters.	L2
CO4	Analyse the usage of Map-Reduce techniques for solving big data problems.	L2
CO5	Carryout experiments on various datasets for analysis / visualization.	L3

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3		X	X						X		X	
CO4												
CO5		X		X						X		

Semester- IV

Wireless Ad Hoc Networks			
Course Code	**22MCA413**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Illustrate the issues of ad-hoc wireless network
- Demonstrate the existing network and improve its quality of service
- Demonstrate to choose appropriate protocol for various applications and design the architecture
- Analyze the security measures present at different levels
- Analyze energy consumption and management in ad-hoc wireless networks

Module-1	
Ad-hoc Wireless Networks Introduction, Issues in Ad-hoc Wireless Networks, Ad-hoc Wireless Internet; MAC Protocols for Ad-hoc Wireless Networks: Introduction, Issues in Designing a MAC Protocol, Design Goals of MAC Protocols, Classification of MAC protocols, Contention- Based Protocols, Contention-Based Protocols with Reservation Mechanisms, Contention-Based Protocols with Scheduling Mechanisms, MAC Protocols that Use Directional Antennas	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2	
Routing Protocols for Ad-hoc Wireless Networks Introduction, Issues in Designing a Routing Protocol for Ad-hoc Wireless Networks; Classification of Routing Protocols; Table Driven Routing Protocols; On-Demand Routing Protocols, Hybrid Routing Protocols, Hierarchical Routing Protocols and Power-Aware Routing Protocols.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3	
Multicast Routing in Ad-hoc Wireless Networks Introduction, Issues in Designing a Multicast Routing Protocol, Operation of Multicast Routing Protocols, An Architecture Reference Model for Multicast Routing Protocols, Classifications of Multicast Routing Protocols, Tree-Based Multicast Routing Protocols and Mesh-Based Multicast Routing Protocols.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4	
Transport Layer and Security Protocols for Ad-hoc Networks: Introduction, Issues in Designing a Transport Layer Protocol; Design Goals of a Transport Layer Protocol; Classification of Transport Layer Solutions; TCP over Transport Layer Solutions; Other Transport Layer Protocols for Ad-hoc Networks; Security in Ad-hoc Wireless Networks, Issues and Challenges in Security Provisioning, Network Security Attacks, Key Management and Secure Touting Ad-hoc Wireless Networks.	
Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5	
Quality of Service and Energy Management in Ad-hoc Wireless Networks: Introduction, Issues and Challenges in Providing QoS in Ad-hoc Wireless Networks, Classification of QoS Solutions, MAC Layer Solutions, Network Layer Solutions; Energy Management in Ad-hoc Wireless Networks: Introduction, Need for Energy Management in Ad-hoc Wireless Networks, Classification of Energy Management Schemes, Battery Management Schemes, Transmission Management Schemes, System Power Management Schemes.	

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

1. Ad-hoc Wireless Networks, C. Siva Ram Murthy& B. S. Manoj, Pearson Education, 2nd Edition, 2011

Reference Books

- Ad-hoc Wireless Networks, Ozan K. Tonguz and John Wiley, 2007 ,Gianguigi Ferrari
- Ad-hoc ireless Networking. Xiuzhen Cheng, Xiao Hung, Ding-Zhu Du, Kluwer Academic Publishers, 2004
- Ad-hoc Mobile Wireless Networks- Protocols and Systems, C.K. Toh, Pearson Education, 2002

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Analyze the issues of ad-hoc wireless network	L2
CO2	Evaluate the existing network and improve its quality of service	L3
CO3	Choose appropriate protocol for various applications and design the architecture	L2
CO4	Examine security measures present at different levels and identify the possible improvements for the latest version of the ad hoc network IEEE standard	L2
CO5	Analyze energy consumption and management in ad-hoc wireless networks	L3

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3	X		X	X							X	
CO4												
CO5		X										X

Semester- IV

Software Project Management			
Course Code	**22MCA414**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Apply the practices and methods for successful software project management
- Identifytechniquesforrequirements,policiesanddecisionmakingforeffectiveresource management
- Illustratetheevaluationtechniquesforestimatingcost,benefits,scheduleandrisk
- Devise a framework for software project management plan for a ctivities, risk, monitoring and control
- 5. Design a framework to manage people

Module-1

INTRODUCTION TO SOFTWARE PROJECT MANAGEMENT

Introduction, Why is Software Project Management important? What is a Project?, 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, What is Management? Management Control, Traditional versus Modern Project Management Practices

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2

PROJECT EVALUATION & FINANCE

Evaluation of Individual Projects, Cost Benefit Evaluation Techniques, Risk Evaluation, Programme Management, Managing allocation of Resources within Programmes, Financial Accounting–An overview– Accounting concepts, Principles & Standards, Ledger posting, Trial balance, Profit and Loss account Balance sheet

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3

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 Risk Management, Nature of Risk, Categories of Risk, A framework for dealing with Risk, Risk Identification, Risk analysis and prioritization, risk planning and risk monitoring.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4

MONITORING AND CONTROL

Creating the Framework, Collecting the Data, Review, Project Termination Review, Visualizing Progress, Cost Monitoring, Earned Value Analysis, Prioritizing Monitoring, Getting Project Back To Target, Change Control, Software Configuration Management

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5

MANAGING PEOPLE AND WORKING IN TEAMS

Introduction, Understanding Behavior, Organizational Behavior:A Background, Selecting the Right Person for the Job, Instruction in the Best Methods, Motivation, The Oldham–Hackman Job Characteristics Model, Stress–Health and Safety Working In Teams, Becoming a Team, Decision Making,

Leadership.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- Bob Hughes, Mike Cotterell, Rajib Mall, "Software Project Management", Fifth Edition,Tata McGraw Hill, 2011.
- "Accounting for Management" Jawahar Lal, 5th Edition, Wheeler Publications, Delhi.

Reference Books

- Jack Marchewka," Information Technology-Project Management", Wiley Student Version, 4th Edition, 2013.
- James P Lewis, "Project Planning, Scheduling & Control", McGraw Hill, 5th Edition, 2011.
- 3. Pankaj Jalote, "Software Project Management in Practise", Pearson Education, 2002.

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Apply theoretical concepts for projects management	L2
CO2	Planning for resources allocation with case studies.	L3
CO3	Solving problems related to risk identification, cost based analysis, etc.	L2
CO4	Managing and working in team	L2

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	X											X
CO2										X		
CO3		X										
CO4	X										X	

Semester- IV

Software Defined Networks			
Course Code	**22MCA415**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	2:0:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Demonstrate the fundamentals of Software Defined Networks for the given problem
- Illustrate the basics of Software Defined Networks Operations and Data flow
- Demonstrate different Software Defined Network Operations and Data Flow
- Analyse alternative definitions of Software Defined Networks
- Apply different Software Defined Network Operations in real world problem

Module-1

Introduction to SDN

Understanding the SDN, Understanding the SDN technology, Control Plane, Data Plane, Moving information between planes, separation of the control and data planes, Distributed control planes, Load Balancing, Creating the MPLS Overlay, Centralized control planes.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2

Working of SDN

Evaluation of Switches and Control planes, SDN Implications, Data centre Needs, Forerunner of SDN, Software Defines Networks is Born, Sustain SDN interoperability, Open source contribution, Fundamental Characteristics of SDN, SDN Operations, SDN Devices, SDN Controllers, SDN Applications, Alternate SDN methods.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3

The Open Flow Specifications

Open Flow Overview, Open Flow Basics, Open Flow 1.0 additions, Open Flow 1.1 additions, Open Flow 1.2 additions, Open Flow 1.3 additions, Open Flow limitations.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4

SDN via APIS, SDN via Hypervisor-Based Overlays, SDN via Opening up the device, Network function virtualization, Alternative Overlap and Ranking.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5

Data centres definition, Data centres demand, tunnelling technologies for Data centres Path technologies in data centres, Ethernet fabrics in Data centres, SDN use case in Data centres.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

- Software Defined Networking by Thomas D Nadeau and Ken Gray.
- Software Define Networks, A Comprehensive Approach, Paul Goransson, Chuck Black. MK Publications.

Reference Books

- Software Defined Networking for Dummies brought you by cisco, Brian Underdahl and Gary Kinghorn.

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Apply the fundamentals of Software Defined Networks for the given problem	L3
CO2	Illustrate the basics of Software Defined Networks Operations and Data flow.	L2
CO3	Apply different Software Defined Network Operations and Data Flow	L3
CO4	Analyse alternative definitions of Software Defined Networks	L3
CO5	Apply different Software Defined Network Operations in real world problem	L3

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1		X										
CO2										X		X
CO3			X									
CO4		X			X							X
CO5	X								X		X	

Semester- IV

IT Project management			
Course Code	**22MCA421**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:0:2	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning objectives:

- Discuss about the Software Project Planning and Evaluation techniques.
- Explain about manage projects at each stage of the software development life cycle (SDLC).
- Analyze the activity of planning and risk management principles.
- Apply agile technique to manage software projects and control software deliverables.
- To develop skills to manage the various phases involved in project management and people management.

Module-1

PROJECT EVALUATION AND PROJECT PLANNING

Importance of Software Project Management – Activities - Methodologies – Categorization of Software Projects – Setting objectives – Management Principles – Management Control – Project portfolio Management – Cost-benefit evaluation technology – Risk evaluation – Strategic program Management – Stepwise Project Planning.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-2

PROJECT LIFE CYCLE AND EFFORT ESTIMATION

Software process and Process Models – Choice of Process models - Rapid Application development – Agile methods – Dynamic System Development Method – Extreme Programming– Managing interactive processes – Basics of Software estimation – Effort and Cost estimation techniques – COSMIC Full function points - COCOMO II - a Parametric Productivity Model.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-3

PROJECT MANAGEMENT AND CONTROL

Framework for Management and control – Collection of data – Visualizing progress – Cost monitoring – Earned Value Analysis – Prioritizing Monitoring – Project tracking – Change control – Software Configuration Management – Managing contracts – Contract Management.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-4

ACTIVITY PLANNING AND RISK MANAGEMENT

Objectives of Activity planning – Project schedules – Activities – Sequencing and scheduling – Network Planning models – Formulating Network Model – Forward Pass & Backward Pass techniques – Critical path (CRM) method – Risk identification – Assessment – Risk Planning –Risk Management – – PERT technique – Monte Carlo simulation – Resource Allocation – Creation of critical paths – Cost schedules.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

Module-5

STAFFING IN SOFTWARE PROJECTS

Managing people – Organizational behavior – Best methods of staff selection – Motivation – The Oldham – Hackman job characteristic model – Stress – Health and Safety – Ethical and Professional concerns – Working in teams – Decision making – Organizational structures – Dispersed and Virtual teams – Communications genres – Communication plans – Leadership.

Teaching-Learning Process	Chalk and Talk/PPT/Web Content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

Books

Bob Hughes, Mike Cotterell and Rajib Mall: Software Project Management – Fifth Edition, Tata McGraw Hill, New Delhi, 2012.

Reference Books

- Robert K. Wysocki ―Effective Software Project Management‖ – Wiley Publication, 2011.
- Walker Royce: ―Software Project Management‖- Addison-Wesley, 1998.Cyber Law simplified- VivekSood, Mc-GrawHill, 11th reprint , 2013
- Gopalaswamy Ramesh, ―Managing Global Software Projects‖ – McGraw Hill Education (India), Fourteenth Reprint 2013.

Web links and Video Lectures (e-Resources):

Skill Development Activity

The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Recognize knowledge about the basic project management concepts, framework and the process models.	L2
CO2	Identify knowledge about software process models and software effort estimation techniques.	L2
CO3	Define the checkpoints, project reporting structure, project progress and tracking mechanisms using project management principles.	L2

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1				x				x			x	
CO2	x	x										
CO3								x			x	

Semester- IV

Semantic Web & Social Networks			
Course Code	**22MCA422**	CIE Marks	50
Teaching Hours/Week (L:P:SDA)	3:0:2	SEE Marks	50
Total Hours of Pedagogy	50	Total Marks	100
Credits	04	Exam Hours	03

Course Learning objectives:

- Learn Web Intelligence
- Describe how the Semantic Web provides the key in aggregating information across heterogeneous sources
- Learn Knowledge Representation for the Semantic Web
- Explain the analysis of the social Web and the design of a new class of applications

Module-1

Web Intelligence Thinking and Intelligent Web Applications, The Information Age ,The World Wide Web, Limitations of Today's Web, The Next Generation Web, Machine Intelligence, Artificial Intelligence, Ontology, Inference engines, Software Agents, Berners-Lee www, Semantic Road Map, Logic on the semantic Web.

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://www.youtube.com/watch?v=Uiql42PGW6Y

Module-2

Knowledge Representation for the Semantic Web Ontology's and their role in the semantic web, Ontologies Languages for the Semantic Web – Resource Description Framework(RDF) / RDF Schema, Ontology Web Language(OWL), UML, XML/XML Schema.

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://www.youtube.com/watch?v=rAkSY5Ha9vk

Module-3

Ontology Engineering, Constructing Ontology, Ontology Development Tools, Ontology Methods, Ontology Sharing and Merging, Ontology Libraries and Ontology Mapping, Logic, Rule and Inference Engines.

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://youtu.be/rhgUDGtT2EM?list=PLvgeTuKrhSLPbYlF0gW3V2ivGqevTQlCf

Module-4

Semantic Web Applications, Services and Technology Semantic Web applications and services, Semantic Search, e-learning, Semantic Bioinformatics, Knowledge Base ,XML Based Web Services, Creating an OWL-S Ontology for Web Services, Semantic Search Technology, Web Search Agents and Semantic Methods

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://www.youtube.com/watch?v=aPlyXvEtUHM

Module-5

Social Network Analysis and semantic web What is social Networks analysis, Development of the social networks analysis, Electronic Sources for Network Analysis – Electronic Discussion networks, Blogs and Online Communities, Web Based Networks. Building Semantic Web Applications with social network features.

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://www.youtube.com/watch?v=yCXu10eDtcA

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

TEXT BOOKS:

1. Thinking on the Web - Berners Lee, Godel and Turing, Wiley inter science, 2008.
2. Social Networks and the Semantic Web, Peter Mika, Springer, 2007.

REFERENCE BOOKS:

1. Semantic Web Technologies, Trends and Research in Ontology Based Systems, J.Davies, R.Studer, P.Warren, John Wiley & Sons.
2. Semantic Web and Semantic Web Services -Liyang Lu Chapman and Hall/CRC Publishers,(Taylor & Francis Group).

Web links and Video Lectures (e-Resources):

- https://www.youtube.com/watch?v=yCXu10eDtcA
- https://www.youtube.com/watch?v=Q7tyi1kp33w
- https://www.youtube.com/watch?v=QQCWHgclGB8
- https://www.youtube.com/watch?v=QQCWHgclGB8&t=1474s
- https://www.youtube.com/playlist?list=PL3JRjVnXiTBYHhu15olX6ugN5B4oizwAb

Skill Development Activities Suggested

- The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Summarize to create ontology and knowledge representation for the semantic web	L2
CO2	Solve to build a blogs and social networks	L3
CO3	Describe the Modeling and aggregating social network data.	L2
CO4	Illustrate the Web- based social network and Ontology	L3

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x											
CO2				x								
CO3			x									
CO4		x										

Semester- IV

	Fundamentals of Game Design			
	Course Code	**22MCA423**	CIE Marks	50
	Teaching Hours/Week (L:P:SDA)	3:0:0	SEE Marks	50
	Total Hours of Pedagogy	40	Total Marks	100
	Credits	03	Exam Hours	03

Course Learning objectives:

- Explore basics of game design
- Identify major genres and its categories
- Build visual appearances for games

Module-1

Games and Video Games. Conventional Games Versus Video Games. Games for Entertainment.Serious Games. Designing and Developing Games: An Approach to the Task. Key Components of Video Games. The Structure of a Video Game. Stages of the Design Process. Game Design Team Roles. Game Design Documents, The Anatomy of a Game Designer

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://youtu.be/9z7AEAyhAG8?list=PLyKrcyFLz9-dSNJma6yq5sExoR73fFLSU

Module-2

The Major Genres, What Is a Genre?. ,The Classic Game Genres. Understanding Your Player. Vanden Berghe's Five Domains of Play,D emographic Categories. . Gamer Dedication. The Dangers of Binary Thinking.

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://youtu.be/fis26HvvDII

Module-3

Understanding Your Machine. Home Game Consoles. Personal Computers. Portable Devices. Other Devices. Making Money from Your Game. . Direct Payment Models. . Indirect Payment Models. World Market.

Game Concepts Getting an IdeaFrom Idea to Game Concept

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://youtu.be/MJ9ddtyP4_Y?list=PLdRfLcb1DviyM-TUDiITQwnqJsGTGZRbH

Module-4

Game Worlds,What Is a Game World?. ,The Purposes of a Game World. The Dimensions of a Game World. Realism. Creative and Expressive Play,Self-Defining Play. Creative Play. Other Forms of Expression Game Modifications. Character Development. . The Goals of Character Design. The Relationship Between Player and Avatar

Teaching-Learning Process	Chalk and talk/PPT/case study/web content

Module-5

Visual Appearances. Character Depth,Audio Design. Storytelling. . Why Put Stories in Games?. The Storytelling Engine. Linear Stories. Nonlinear Stories. Granularity Mechanisms for Advancing the Plot. Emotional Limits of Interactive Stories

Teaching-Learning Process	Chalk and talk/PPT/case study/web content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

TEXT BOOKS

1Fundamentals of Game Design Ernest Adams, Third Edition

REFERENCE BOOKS

Web links and Video Lectures (e-Resources):

https://youtu.be/iIOIT3dCy5w

Skill Development Activities Suggested

- The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Understand basics of game design	L1
CO2	Build approaches and key components of video games	L2
CO3	Apply Game concept in designing the games	L2
CO4	Build visual appearances for games	L1

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x											
CO2				x								
CO3					x							
CO4	x											

Semester- IV

	Agile Technologies			
	Course Code	**22MCA424**	CIE Marks	50
	Teaching Hours/Week (L:P:SDA)	3:0:0	SEE Marks	50
	Total Hours of Pedagogy	40	Total Marks	100
	Credits	03	Exam Hours	03

Course Learning objectives:

- Explain the Agile technologies, methods ,XP lifecycle and concepts
- Illustrate the Informative workspace, RootCause analysis
- Categorize the collaborating and Releasing in Agile
- Explain Planning and Developing in Agile

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. Understanding XP: The XP Lifecycle, The XP Team, XP Concepts

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://youtu.be/9z7AEAyhAG8?list=PLyKrcyFLz9-dSNJma6yq5sExoR73fFLSU

Module-2

Adopting XP: Is XP Right for Us?, Go!, Assess Your Agility, Thinking: Pair Programming, Energized Work, Informative Workspace, RootCause Analysis, Retrospectives

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://youtu.be/fis26HvvDII

Module-3

Collaborating: Trust, Sit Together, Real Customer Involvement, Ubiquitous Language, Stand-Up Meetings, Coding Standards, Iteration Demo, Reporting, **Releasing**:"Done Done", No Bugs, Version Control, Ten-Minute Build, Continuous Integration, Collective Code Ownership, Documentation. .

Teaching-Learning Process	Chalk and talk/PPT/case study/web content: https://youtu.be/MJ9ddtyP4_Y?list=PLdRfLcb1DviyM-TUDiITQwnqJsGTGZRbH

Module-4

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

Teaching-Learning Process	Chalk and talk/PPT/case study/web content

Module-5

	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, **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 Trade-offs, Quality with a Name, Great Design, Universal Design Principles, Principles in Practice, Pursue Mastery	
	Teaching-Learning Process	Chalk and talk/PPT/case study/web content

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**
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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

TEXT BOOKS

- "The Art of Agile Development" James shore,Chromatic, O'Reilly, 2007
- Agile Software Development,Principles, Patterns, and Practices , Robert C. Martin, Prentice Hall, 1st edition, 2002
- Agile and Iterative Development A Manger's Guide, Craig Larman, Pearson Education, First Edition, India, 2004

Web links and Video Lectures (e-Resources):

- https://www.youtube.com/watch?v=J326LIUrZM8
- https://onlinecourses.nptel.ac.in/noc20_cs12/preview
- https://www.geeksforgeeks.org/what-is-data-mining-trends-and-research-frontiers/

Skill Development Activities Suggested

- The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Illustrate the working of Agile Methods, XP	L2
CO2	Explain the concept of Coding Standards, Iteration Demo, Reporting	L2
CO3	Demonstrate Incremental requirements, Customer Tests, Test-Driven Development, Refactoring (can be attained through assignment or CIE)	L3
CO4	Evaluate how to Build Effective Relationships (can be attained through assignment or CIE)	L3

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1			X									
CO2		**X**										
CO3					X				**X**			
CO4										**X**		

Semester- IV

	SOFTWARE METRICS & QUALITY ASSURANCE			
	Course Code	**22MCA425**	CIE Marks	50
	Teaching Hours/Week (L:P:SDA)	3:0:2	SEE Marks	50
	Total Hours of Pedagogy	40	Total Marks	100
	Credits	03	Exam Hours	03

Course Learning objectives:

- Learn about Software quality assurance and benchmarking measurements
- Describe software development best practices for minimizing vulnerabilities in programming code
- Conduct a security verification and assessment (static and dynamic) of a software application..
- To discover an availability of metrics and measures.

Module-1

What Is Software Quality: Quality: Popular Views, Quality Professional Views, Software Quality, Total Quality Management and Summary. Fundamentals Of Measurement Theory: Definition, Operational Definition, And Measurement, Level Of Measurement, Some Basic Measures, Reliability And Validity, Measurement Errors, Be Careful With Correlation, Criteria For Causality, Summary. Software Quality Metrics Overview: Product Quality Metrics, In Process Quality Metrics, Metrics for Software Maintenance, Examples For Metrics Programs, Collecting Software Engineering Data.

Teaching-Learning Process	Chalk and Talk method /PPT/ Case study/Web contents

Module-2

Applying The Seven Basic Quality Tools In Software Development: Ishikawa's Seven Basic Tools, Checklist, Pareo Diagram, Histogram, Run Charts, Scatter Diagram, Control Chart, Cause And Effect Diagram. The Rayleigh Model: Reliability Models, The Rayleigh Model Basic Assumptions, Implementation, Reliability And Predictive Validity.

Teaching-Learning Process	Chalk and Talk method /PPT/ Case study/Web contents

Module-3

Complexity Metrics And Models: Lines Of Code, Halstead's Software Science , Cyclomatic Complexity Syntactic Metrics, An Example Of Module Design Metrics In Practice .Metric And Lessons Learned For Object Oriented Projects: Object Oriented Concepts And Constructs, Design And Complexity Metrics, Productivity Metrics, Quality And Quality Management Metrics, Lessons Learned For object oriented Projects.

Teaching-Learning Process	Chalk and Talk method /PPT/ Case study/Web contents

Module-4

	Availability Metrics: Definition And Measurement Of System Availability, Reliability Availability And Defect Rate, Collecting Customer Outage Data For Quality Improvement, In Process Metrics For Outage And Availability .Conducting Software Project Assessment :Audit Ad Assessment , Software Process Maturity Assessment And Software Project Assessment , Software Process Assessment A Proponed Software Project Assessment Method.	
	Teaching-Learning Process	Chalk and Talk method /PPT/ Case study/Web contents
	Module-5	
	Dos And Don'ts Of Software Process Improvement :Measuring Process Maturity, Measuring Process Capability, Staged Versus Continuous Debating Religion, Measuring Levels Is Not Enough, Establishing The Alignment Principle , Take Time Getting Faster, Keep it Simple Or Face Decomplexification, Measuring The Value Of Process Improvement , Measuring Process Compliance , Celebrate The Journey Not Just The Destination. Using Function Point Metrics to Measure Software Process Improvement: Software Process Improvement Sequences, Process Improvement Economies, Measuring Process Improvement at Activity Levels.	
	Teaching-Learning Process	Chalk and Talk method /PPT/ Case study/Web contents

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 50% of the maximum marks. Minimum passing marks in SEE is 40% of the maximum marks of SEE. 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 50% (50 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**
- Two assignments each of **20 Marks** or **one Skill Development Activity of 40 marks** to attain the COs and POs

The sum of three tests, two assignments/skill Development Activities, will be **scaled down to 50 marks**

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:

- The SEE question paper will be set for 100 marks and the marks scored will be proportionately reduced to 50.
- The question paper will have ten full questions carrying equal marks.
- Each full question is for 20 marks. There will be two full questions (with a maximum of four sub-questions) from each module.
- Each full question will have a sub-question covering all the topics under a module.
- The students will have to answer five full questions, selecting one full question from each module

Suggested Learning Resources:

TEXT BOOKS

1. Metrics and Models in Software Quality Engineering, Stephen H Khan Pearson 2nd edition 2013

REFERENCE BOOKS

1. Software quality and Testing Market,. S.A.Kelkar PHI Learing, Pvt, Ltd 2012
2. Managing the Software Inc,. Watts S Humphrey Process Pearson Education 2008

Web links and Video Lectures (e-Resources):

- https://www.bmc.com/blogs/software-quality-metrics/
- https://www.youtube.com/watch?v=KqDlDubS-OU
- https://www.youtube.com/watch?v=Jj7dLM8cLuE

Skill Development Activities Suggested

- The students with the help of the course teacher can take up relevant technical –activities which will enhance their skill. The prepared report shall be evaluated for CIE marks.

Course outcome (Course Skill Set)

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

Sl. No.	Description	Blooms Level
CO1	Identify and apply various software metrics, which determines the quality level of software	L1
CO2	Compare and Pick out the right reliability model for evaluating the software	L2
CO3	Discover new metrics and reliability models for evaluating the quality level of the software based on the requirement	L3
CO4	Identify and evaluate the quality level of internal and external attributes of the software product	L1

Mapping of COS and POs

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	x											
CO2			x									
CO3		x										
CO4					x							

TECHNICAL SEMINAR			
Course Code	22MCA43	CIE Marks	50
Number of contact Hours/week (L:P:SDA)	0:2:0	SEE Marks	50
Credits	02	Exam Hours	03

Course objectives:

The objective of the seminar is to inculcate self-learning, face audience confidently, enhance communication skill, involve in group discussion and present and exchange ideas.

Each student, under the guidance of a Faculty, is required to

- Choose, preferably through peer reviewed journals, a recent topic of his/her interest relevant to the Course of Specialization.
- Carryout literature survey, organize the Course topics in a systematic order.
- Prepare the report with own sentences.
- Type the matter to acquaint with the use of Micro-soft equation and drawing tools or any such facilities.
- Present the seminar topic orally and/or through power point slides.
- Answer the queries and involve in debate/discussion.
- Submit two copies of the typed report with a list of references.

The participants shall take part in discussion to foster friendly and stimulating environment in which the students are motivated to reach high standards and become self-confident.

The CIE marks for the seminar shall be awarded (based on the relevance of the topic, presentation skill, participation in the question and answer session and quality of report) by the committee constituted for the purpose by the Head of the Department. The committee shall consist of three faculties from the department with the senior most acting as the Chairperson.

Continuous Internal Evaluation

CIE marks for the Technical seminar report (20 marks), seminar (20 marks) and question and answer session (10 marks) shall be awarded (based on the quality of report and presentation skill, participation in the question and answer session by the student) by the committee constituted for the purposeby the Head of the Department. The committee shall consist of three faculty from the department with the senior most acting as the Chairperson.

Semester End Examination

SEE marks for the Seminar report (20 marks), seminar (20 marks) and question and answer session (10 marks) shall be awarded (based on the quality of report and presentation skill, participation in the question and answer session) by the examiners appointed by the University.

PROJECT WORK PHASE -2			
Course Code	22MCA44	CIE Marks	100
Practical /Field work/Week	5	SEE Marks	100
Credits	16	Exam Hours	03

Course objectives:

- To support independent learning.
- To guide to select and utilize adequate information from varied resources maintaining ethics.
- To guide to organize the work in the appropriate manner and present information (acknowledging the sources) clearly.
- To develop interactive, communication, organization, time management, and presentation skills.
- To impart flexibility and adaptability.
- To inspire independent and team working.
- To expand intellectual capacity, credibility, judgement, intuition.
- To adhere to punctuality, setting and meeting deadlines.
- To instill responsibilities to oneself and others.
- To train students to present the topic of project work in a seminar without any fear, face audience confidently, enhance communication skill, involve in group discussion to present and exchange ideas.

Project Work Phase - II: Each student of the project batch shall involve in carrying out the project work jointly in constant consultation with internal guide, co-guide, and external guide and prepare the project report as per the norms avoiding plagiarism.

- Follow the Software Development life cycle
- Data Collection ,Planning
- Design the Test cases
- Validation and verification of attained results
- Significance of parameters w.r.t scientific quantified data.
- Publish the project work in reputed Journal.

Course outcomes:

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

- Present the project and be able to defend it.
- Make links across different areas of knowledge and to generate, develop and evaluate ideas and information so as to apply these skills to the project task.
- Habituated to critical thinking and use problem solving skills
- Communicate effectively and to present ideas clearly and coherently in both the written and oral forms.
- Work in a team to achieve common goal.
- Learn on their own, reflect on their learning and take appropriate actions to improve it.

Continuous Internal Evaluation:

Project Report: 20 marks. The basis for awarding the marks shall be the involvement of the student in the project and in the preparation of project report. To be awarded by the internal guide in consultation with external guide if any.

Project Presentation: 20 marks.

The Project Presentation marks of the Project Work Phase -II shall be awarded by the committee constituted for the purpose by the Head of the Department. The committee shall consist of three faculty from the department with the senior most acting as the Chairperson.

Project Execution: 50 Marks

The Project Execution marks of the Project Work Phase -II shall be awarded by the committee constituted for the purpose by the Head of the Department. The committee shall consist of three faculty from the department with the senior most acting as the Chairperson.

Question and Answer: 10 marks.

The student shall be evaluated based on the ability in the Question and Answer session for 10 marks.

Semester End Examination

SEE marks for the project report (60 marks), seminar (30 marks) and question and answer session (10 marks) shall be awarded (based on the quality of report and presentation skill, participation in the question and answer session) by the examiners appointed by the University.