DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY LUCKNOW

EVALUATION SCHEME & SYLLABUS
FOR

B. TECH. THIRD YEAR

Computer Science
Computer Engineering
Computer Science and Engineering
(Computer Science and Engineering/CS)

On

Choice Based Credit System

(Effective from the Session: 2020-21)

DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY,
UTTAR PRADESH, LUCKNOW

B.TECH (COMPUTER SCIENCE & ENGINEERING/ COMPUTER SCIENCE) CURRICULUM STRUCTURE

										End Semester			
SEMESTER- V													
Sl. No.	Subject Codes	Subject	Periods			Evaluation Scheme				End Semester		Total	Credit
			L	T	P	CT	TA	Total	PS	TE	PE		
1	KCS501	Database Management System	3	1	0	30	20	50		100		150	4
2	KCS502	Compiler Design	3	1	0	30	20	50		100		150	4
3	KCS503	Design and Analysis of Algorithm	3	1	0	30	20	50		100		150	4
4	Deptt. Elective-I	Departmental Elective-I	3	0	0	30	20	50		100		150	3
5	Deptt. Elective-II	Departmental Elective-II	3	0	0	30	20	50		100		150	3
6	KCS551	Database Management System Lab	0	0	2				25		25	50	1
7	KCS552	Compiler Design Lab	0	0	2				25		25	50	1
8	KCS553	Design and Analysis of Algorithm Lab	0	0	2				25		25	50	1
9	KCS554	Mini Project or Internship Assessment*	0	0	2				50			50	1
10	KNC501/ KNC502	Constitution of India, Law and Engineering / Indian Tradition, Culture and Society	2	0	0	15	10	25		50			
11		MOOCs (Essential for Hons. Degree)											
		Total	**17**	**3**	**8**							**950**	**22**

*The Mini Project or internship (4 weeks) conducted during summer break after IV semester and will be assessed during V semester.

Sl. No.	Subject Codes	Subject	L	T	P	CT	TA	Total	PS	TE	PE	Total	Credit
		SEMESTER- VI											
			Periods			**Evaluation Scheme**				**End Semester**		**Total**	**Credit**
1	KCS601	Software Engineering	3	1	0	30	20	50		100		150	4
2	KCS602	Web Technology	3	1	0	30	20	50		100		150	4
3	KCS603	Computer Networks	3	1	0	30	20	50		100		150	4
4	Deptt. Elective-III	Departmental Elective-III	3	0	0	30	20	50		100		150	3
5		Open Elective-I [Annexure - B(iv)]	3	0	0	30	20	50		100		150	3
6	KCS651	Software Engineering Lab	0	0	2				25		25	50	1
7	KCS652	Web Technology Lab	0	0	2				25		25	50	1
8	KCS653	Computer Networks Lab	0	0	2				25		25	50	1
9	KNC601/ KNC602	Constitution of India, Law and Engineering / Indian Tradition, Culture and Society	2	0	0	15	10	25		50			
10		MOOCs (Essential for Hons. Degree)											
		Total	**0**	**3**	**6**							**900**	**21**

Departmental Elective-I

1. KCS-051 Data Analytics
2. KCS-052 Web Designing
3. KCS-053 Computer Graphics
4. KCS-054 Object Oriented System Design

Departmental Elective-II
1. KCS-055 Machine Learning Techniques
2. KCS-056 Application of Soft Computing
3. KCS-057 Augmented & Virtual Reality
4. KCS-058 Human Computer Interface

Departmental Elective-III
1. KCS-061 Big Data
2. KCS-062 Image Processing
3. KCS-063 Real Time Systems
4. KCS-064 Data Compression

B.TECH. (CSE & CS)

FIFTH SEMESTER (DETAILED SYLLABUS)

Database Management System (KCS501)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Apply knowledge of database for real life applications.	K_3
CO 2	Apply query processing techniques to automate the real time problems of databases.	K_3, K_4
CO 3	Identify and solve the redundancy problem in database tables using normalization.	K_2, K_3
CO 4	Understand the concepts of transactions, their processing so they will familiar with broad range of database management issues including data integrity, security and recovery.	K_2, K_4
CO 5	Design, develop and implement a small database project using database tools.	K_3, K_6
DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Overview, Database System vs File System, Database System Concept and Architecture, Data Model Schema and Instances, Data Independence and Database Language and Interfaces, Data Definitions Language, DML, Overall Database Structure. Data Modeling Using the Entity Relationship Model: ER Model Concepts, Notation for ER Diagram, Mapping Constraints, Keys, Concepts of Super Key, Candidate Key, Primary Key, Generalization, Aggregation, Reduction of an ER Diagrams to Tables, Extended ER Model, Relationship of Higher Degree.	**08**
II	**Relational data Model and Language:** Relational Data Model Concepts, Integrity Constraints, Entity Integrity, Referential Integrity, Keys Constraints, Domain Constraints, Relational Algebra, Relational Calculus, Tuple and Domain Calculus. Introduction on SQL: Characteristics of SQL, Advantage of SQL. SQl Data Type and Literals. Types of SQL Commands. SQL Operators and Their Procedure. Tables, Views and Indexes. Queries and Sub Queries. Aggregate Functions. Insert, Update and Delete Operations, Joins, Unions, Intersection, Minus, Cursors, Triggers, Procedures in SQL/PL SQL	**08**
III	**Data Base Design & Normalization:** Functional dependencies, normal forms, first, second, 8 third normal forms, BCNF, inclusion dependence, loss less join decompositions, normalization using FD, MVD, and JDs, alternative approaches to database design	**08**
IV	**Transaction Processing Concept:** Transaction System, Testing of Serializability, Serializability of Schedules, Conflict & View Serializable Schedule, Recoverability, Recovery from Transaction Failures, Log Based Recovery, Checkpoints, Deadlock Handling. Distributed Database: Distributed Data Storage, Concurrency Control, Directory System.	**08**
V	**Concurrency Control Techniques:** Concurrency Control, Locking Techniques for Concurrency Control, Time Stamping Protocols for Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent Transaction, Case Study of Oracle.	**08**

Text books:
1. Korth, Silbertz, Sudarshan," Database Concepts", McGraw Hill
2. Date C J, "An Introduction to Database Systems", Addision Wesley
3. Elmasri, Navathe, " Fundamentals of Database Systems", Addision Wesley
4. O'Neil, Databases, Elsevier Pub.
5. RAMAKRISHNAN"Database Management Systems",McGraw Hill
6. Leon & Leon,"Database Management Systems", Vikas Publishing House
7. Bipin C. Desai, " An Introduction to Database Systems", Gagotia Publications
8. Majumdar & Bhattacharya, "Database Management System", TMH

Compiler Design (KCS-502)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:	

CO 1	Acquire knowledge of different phases and passes of the compiler and also able to use the compiler tools like LEX, YACC, etc. Students will also be able to design different types of compiler tools to meet the requirements of the realistic constraints of compilers.	K_3, K_6
CO 2	Understand the parser and its types i.e. Top-Down and Bottom-up parsers and construction of LL, SLR, CLR, and LALR parsing table.	K_2, K_6
CO 3	Implement the compiler using syntax-directed translation method and get knowledge about the synthesized and inherited attributes.	K_4, K_5
CO 4	Acquire knowledge about run time data structure like symbol table organization and different techniques used in that.	K_2, K_3
CO 5	Understand the target machine's run time environment, its instruction set for code generation and techniques used for code optimization.	K_2, K_4
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Compiler**: Phases and passes, Bootstrapping, Finite state machines and regular expressions and their applications to lexical analysis, Optimization of DFA-Based Pattern Matchers implementation of lexical analyzers, lexical-analyzer generator, LEX compiler, Formal grammars and their application to syntax analysis, BNF notation, ambiguity, YACC. The syntactic specification of programming languages: Context free grammars, derivation and parse trees, capabilities of CFG.	**08**
II	**Basic Parsing Techniques:** Parsers, Shift reduce parsing, operator precedence parsing, top down parsing, predictive parsers Automatic Construction of efficient Parsers: LR parsers, the canonical Collection of LR(0) items, constructing SLR parsing tables, constructing Canonical LR parsing tables, Constructing LALR parsing tables, using ambiguous grammars, an automatic parser generator, implementation of LR parsing tables.	**08**
III	**Syntax-directed Translation:** Syntax-directed Translation schemes, Implementation of Syntax-directed Translators, Intermediate code, postfix notation, Parse trees & syntax trees, three address code, quadruple & triples, translation of assignment statements, Boolean expressions, statements that alter the flow of control, postfix translation, translation with a top down parser. More about translation: Array references in arithmetic expressions, procedures call, declarations and case statements.	**08**
IV	**Symbol Tables**: Data structure for symbols tables, representing scope information. Run-Time Administration: Implementation of simple stack allocation scheme, storage allocation in block structured language. Error Detection & Recovery: Lexical Phase errors, syntactic phase errors semantic errors.	**08**
V	**Code Generation:** Design Issues, the Target Language. Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, Code Generator. Code optimization: Machine-Independent Optimizations, Loop optimization, DAG representation of basic blocks, value numbers and algebraic laws, Global Data-Flow analysis.	**08**

Text books:

1. Aho, Sethi & Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education

2. K. Muneeswaran,Compiler Design,First Edition,Oxford University Press

3. J.P. Bennet, "Introduction to Compiler Techniques", Second Edition, McGraw-Hill,2003.

4. Henk Alblas and Albert Nymeyer, "Practice and Principles of Compiler Building with C", PHI, 2001.

5. V Raghvan, " Principles of Compiler Design", McGraw-Hill,

6. Kenneth Louden," Compiler Construction", Cengage Learning.

7. Charles Fischer and Ricard LeBlanc," Crafting a Compiler with C", Pearson Education

Design and Analysis of Algorithm (KCS503)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**

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

CO 1	Design new algorithms, prove them correct, and analyze their asymptotic and absolute runtime and memory demands.	K_4, K_6
CO 2	Find an algorithm to solve the problem (create) and prove that the algorithm solves the problem correctly (validate).	K_5, K_6
CO 3	Understand the mathematical criterion for deciding whether an algorithm is efficient, and know many practically important problems that do not admit any efficient algorithms.	K_2, K_5
CO 4	Apply classical sorting, searching, optimization and graph algorithms.	K_2, K_4
CO 5	Understand basic techniques for designing algorithms, including the techniques of recursion, divide-and-conquer, and greedy.	K_2, K_3

DETAILED SYLLABUS	3-1-0

Unit	Topic	Proposed Lecture
I	**Introduction:** Algorithms, Analyzing Algorithms, Complexity of Algorithms, Growth of Functions, Performance Measurements, Sorting and Order Statistics - Shell Sort, Quick Sort, Merge Sort, Heap Sort, Comparison of Sorting Algorithms, Sorting in Linear Time.	08
II	**Advanced Data Structures:** Red-Black Trees, B – Trees, Binomial Heaps, Fibonacci Heaps, Tries, Skip List	08
III	**Divide and Conquer** with Examples Such as Sorting, Matrix Multiplication, Convex Hull and Searching. **Greedy Methods** with Examples Such as Optimal Reliability Allocation, Knapsack, Minimum Spanning Trees – Prim's and Kruskal's Algorithms, Single Source Shortest Paths - Dijkstra's and Bellman Ford Algorithms.	08
IV	**Dynamic Programming** with Examples Such as Knapsack. All Pair Shortest Paths – Warshal's and Floyd's Algorithms, Resource Allocation Problem. Backtracking, Branch and Bound with Examples Such as Travelling Salesman Problem, Graph Coloring, n-Queen Problem, Hamiltonian Cycles and Sum of Subsets.	08
V	**Selected Topics:** Algebraic Computation, Fast Fourier Transform, String Matching, Theory of NP-Completeness, Approximation Algorithms and Randomized Algorithms	08

Text books:

1. Thomas H. Coreman, Charles E. Leiserson and Ronald L. Rivest, "Introduction to Algorithms", Printice Hall of India.
2. E. Horowitz & S Sahni, "Fundamentals of Computer Algorithms",
3. Aho, Hopcraft, Ullman, "The Design and Analysis of Computer Algorithms" Pearson Education, 2008.
4. LEE "Design & Analysis of Algorithms (POD)",McGraw Hill
5. Richard E.Neapolitan "Foundations of Algorithms" Jones & Bartlett Learning
6. Jon Kleinberg and Éva Tardos, Algorithm Design, Pearson, 2005.
7. Michael T Goodrich and Roberto Tamassia, Algorithm Design: Foundations, Analysis, and Internet Examples, Second Edition, Wiley, 2006.
8. Harry R. Lewis and Larry Denenberg, Data Structures and Their Algorithms, Harper Collins, 1997
9. Robert Sedgewick and Kevin Wayne, Algorithms, fourth edition, Addison Wesley, 2011.
10. Harsh Bhasin,"Algorithm Design and Analysis",First Edition,Oxford University Press.
11. Gilles Brassard and Paul Bratley,Algorithmics:Theory and Practice,Prentice Hall,1995.

Data Analytics (KCS-051)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to :		
CO 1	Describe the life cycle phases of Data Analytics through discovery, planning and building.	K1,K2
CO 2	Understand and apply Data Analysis Techniques.	K2, K3
CO 3	Implement various Data streams.	K3
CO 4	Understand item sets, Clustering, frame works & Visualizations.	K2
CO 5	Apply R tool for developing and evaluating real time applications.	K3,K5,K6
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Data Analytics:** Sources and nature of data, classification of data (structured, semi-structured, unstructured), characteristics of data, introduction to Big Data platform, need of data analytics, evolution of analytic scalability, analytic process and tools, analysis vs reporting, modern data analytic tools, applications of data analytics. **Data Analytics Lifecycle:** Need, key roles for successful analytic projects, various phases of data analytics lifecycle – discovery, data preparation, model planning, model building, communicating results, operationalization.	**08**
II	**Data Analysis:** Regression modeling, multivariate analysis, Bayesian modeling, inference and Bayesian networks, support vector and kernel methods, analysis of time series: linear systems analysis & nonlinear dynamics, rule induction, neural networks: learning and generalisation, competitive learning, principal component analysis and neural networks, fuzzy logic: extracting fuzzy models from data, fuzzy decision trees, stochastic search methods.	**08**
III	**Mining Data Streams:** Introduction to streams concepts, stream data model and architecture, stream computing, sampling data in a stream, filtering streams, counting distinct elements in a stream, estimating moments, counting oneness in a window, decaying window, Real-time Analytics Platform (RTAP) applications, Case studies – real time sentiment analysis, stock market predictions.	**08**
IV	**Frequent Itemsets and Clustering:** Mining frequent itemsets, market based modelling, Apriori algorithm, handling large data sets in main memory, limited pass algorithm, counting frequent itemsets in a stream, clustering techniques: hierarchical, K-means, clustering high dimensional data, CLIQUE and ProCLUS, frequent pattern based clustering methods, clustering in non-euclidean space, clustering for streams and parallelism.	**08**
V	**Frame Works and Visualization:** MapReduce, Hadoop, Pig, Hive, HBase, MapR, Sharding, NoSQL Databases, S3, Hadoop Distributed File Systems, Visualization: visual data analysis techniques, interaction techniques, systems and applications. **Introduction to R** - R graphical user interfaces, data import and export, attribute and data types, descriptive statistics, exploratory data analysis, visualization before analysis, analytics for unstructured data.	**08**
Text books and References:		

1. Michael Berthold, David J. Hand, Intelligent Data Analysis, Springer
2. Anand Rajaraman and Jeffrey David Ullman, Mining of Massive Datasets, Cambridge University Press.
3. Bill Franks, Taming the Big Data Tidal wave: Finding Opportunities in Huge Data Streams with Advanced Analytics, John Wiley & Sons.
4. John Garrett, Data Analytics for IT Networks : Developing Innovative Use Cases, Pearson Education

5. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley
6. David Dietrich, Barry Heller, Beibei Yang, "Data Science and Big Data Analytics", EMC Education Series, John Wiley
7. Frank J Ohlhorst, "Big Data Analytics: Turning Big Data into Big Money", Wiley and SAS Business Series
8. Colleen Mccue, "Data Mining and Predictive Analysis: Intelligence Gathering and Crime Analysis", Elsevier
9. Michael Berthold, David J. Hand," Intelligent Data Analysis", Springer
10. Paul Zikopoulos, Chris Eaton, Paul Zikopoulos, "Understanding Big Data: Analytics for Enterprise Class Hadoop and Streaming Data", McGraw Hill
11. Trevor Hastie, Robert Tibshirani, Jerome Friedman, "The Elements of Statistical Learning", Springer
12. Mark Gardner, "Beginning R: The Statistical Programming Language", Wrox Publication
13. Pete Warden, Big Data Glossary, O'Reilly
14. Glenn J. Myatt, Making Sense of Data, John Wiley & Sons
15. Pete Warden, Big Data Glossary, O'Reilly.
16. Peter Bühlmann, Petros Drineas, Michael Kane, Mark van der Laan, "Handbook of Big Data", CRC Press
17. Jiawei Han, Micheline Kamber "Data Mining Concepts and Techniques", Second Edition, Elsevier

Web Designing (KCS-052)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Understand principle of Web page design and about types of websites	K_3, K_4
CO 2	Visualize and Recognize the basic concept of HTML and application in web designing.	K_1, K_2
CO 3	Recognize and apply the elements of Creating Style Sheet (CSS).	K_2, K_4
CO 4	Understand the basic concept of Java Script and its application.	K_2, K_3
CO 5	Introduce basics concept of Web Hosting and apply the concept of SEO	K_2, K_3
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction :** Basic principles involved in developing a web site, Planning process , Domains and Hosting, Responsive Web Designing , Types of Websites (Static and Dynamic Websites), Web Standards and W3C recommendations, **Introduction to HTML:** What is HTML , HTML Documents, Basic structure of an HTML document , Creating an HTML document , Mark up Tags , Heading-Paragraphs , Line Breaks	**08**
II	**Elements of HTML:** HTML Tags., Working with Text , Working with Lists, Tables and Frames, Working with Hyperlinks, Images and Multimedia, Working with Forms and controls	**08**
III	**Concept of CSS:** Creating Style Sheet, CSS Properties , CSS Styling(Background, Text Format, Controlling Fonts) , Working with block elements and objects , Working with Lists and Tables , CSS Id and Class, Box Model(Introduction, Border properties, Padding Properties, Margin properties) CSS Advanced(Grouping, Dimension, Display, Positioning, Floating, Align, Pseudo class, Navigation Bar, Image Sprites, Attribute sector) , CSS Color , Creating page Layout and Site Designs.	**08**
IV	Introduction to Client Side Scripting , Introduction to Java Script , Javascript Types , Variables in JS, Operators in JS , Conditions Statements , Java Script Loops, JS Popup Boxes , JS Events , JS Arrays, Working with Arrays, JS Objects ,JS Functions , Using Java Script in Real time , Validation of Forms, Related Examples	**08**
V	**Web Hosting:** Web Hosting Basics , Types of Hosting Packages, Registering domains , Defining Name Servers , Using Control Panel, Creating Emails in Cpanel , Using FTP Client, Maintaining a Website **Concepts of SEO :** Basics of SEO, Importance of SEO, Onpage Optimization Basics	**08**
Text Books:		

1. Steven M. Schafer, "HTML, XHTML, and CSS Bible, 5ed", Wiley India

2. Ian Pouncey, Richard York, "Beginning CSS: Cascading Style Sheets for Web Design", Wiley India

Computer Graphics (KCS-053)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:		
CO 1	Understand the graphics hardware used in field of computer graphics.	K_2
CO 2	Understand the concept of graphics primitives such as lines and circle based on different algorithms.	K_2, K_4
CO 3	Apply the 2D graphics transformations, composite transformation and Clipping concepts.	K_4
CO 4	Apply the concepts of and techniques used in 3D computer graphics, including viewing transformations.	K_2, K_3
CO 5	Perform the concept of projections, curve and hidden surfaces in real life.	K_2, K_3
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction and Line Generation:** Types of computer graphics, Graphic Displays- Random scan displays, Raster scan displays, Frame buffer and video controller, Points and lines, Line drawing algorithms, Circle generating algorithms, Mid-point circle generating algorithm, and parallel version of these algorithms.	**08**
II	**Transformations:** Basic transformation, Matrix representations and homogenous coordinates, Composite transformations, Reflections and shearing. **Windowing and Clipping:** Viewing pipeline, Viewing transformations, 2-D Clipping algorithms-Line clipping algorithms such as Cohen Sutherland line clipping algorithm, Liang Barsky algorithm, Line clipping against non rectangular clip windows; Polygon clipping – Sutherland Hodgeman polygon clipping, Weiler and Atherton polygon clipping, Curve clipping, Text clipping	**08**
III	**Three Dimensional:** 3-D Geometric Primitives, 3-D Object representation, 3-D Transformation, 3-D viewing, projections, 3-D Clipping.	**08**
IV	**Curves and Surfaces:** Quadric surfaces, Spheres, Ellipsoid, Blobby objects, Introductory concepts of Spline, Bspline and Bezier curves and surfaces.	**08**
V	**Hidden Lines and Surfaces:** Back Face Detection algorithm, Depth buffer method, A- buffer method, Scan line method, basic illumination models– Ambient light, Diffuse reflection, Specular reflection and Phong model, Combined approach, Warn model, Intensity Attenuation, Color consideration, Transparency and Shadows.	**08**

Text books:

1. Donald Hearn and M Pauline Baker, "Computer Graphics C Version", Pearson Education
2. Foley, Vandam, Feiner, Hughes – "Computer Graphics principle", Pearson Education.
3. Rogers, " Procedural Elements of Computer Graphics", McGraw Hill
4. W. M. Newman, R. F. Sproull – "Principles of Interactive computer Graphics" – McGraw Hill.
5. Amrendra N Sinha and Arun D Udai," Computer Graphics", McGraw Hill.
6. R.K. Maurya, "Computer Graphics " Wiley Dreamtech Publication.
7. Mukherjee, Fundamentals of Computer graphics & Multimedia, PHI Learning Private Limited.
8. Donald Hearn and M Pauline Baker, "Computer Graphics with Open GL", Pearson education

Object Oriented System Design (KCS-054)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**

	At the end of course , the student will be able to:	
CO 1	Understand the application development and analyze the insights of object oriented programming to implement application	K_2, K_4
CO 2	Understand, analyze and apply the role of overall modeling concepts (i.e. System, structural)	K_2, K_3
CO 3	Understand, analyze and apply oops concepts (i.e. abstraction, inheritance)	K_2, K_3, K_4
CO 4	Understand the basic concepts of C++ to implement the object oriented concepts	K_2, K_3
CO 5	To understand the object oriented approach to implement real world problem.	K_2, K_3

DETAILED SYLLABUS		3-0-0
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** The meaning of Object Orientation, object identity, Encapsulation, information hiding, polymorphism, generosity, importance of modelling, principles of modelling, object oriented modelling, Introduction to UML, conceptual model of the UML, Architecture.	**08**
II	**Basic Structural Modeling:** Classes, Relationships, common Mechanisms, and diagrams. Class &Object Diagrams: Terms, concepts, modelling techniques for Class & Object Diagrams. **Collaboration Diagrams:** Terms, Concepts, depicting a message, polymorphism in collaboration Diagrams, iterated messages, use of self in messages. Sequence Diagrams: Terms, concepts, depicting asynchronous messages with/without priority, call-back mechanism, broadcast messages. **Basic Behavioural Modeling:** Use cases, Use case Diagrams, Activity Diagrams, State Machine , Process and thread, Event and signals, Time diagram, interaction diagram, Package diagram. **Architectural Modeling:** Component, Deployment, Component diagrams and Deployment diagrams.	**08**
III	Object Oriented Analysis: Object oriented design, Object design, Combining three models, Designing algorithms, design optimization, Implementation of control, Adjustment of inheritance, Object representation, Physical packaging, Documenting design considerations. **Structured analysis and structured design (SA/SD),** Jackson Structured Development (JSD).Mapping object oriented concepts using non-object oriented language, Translating classes into data structures, Passing arguments to methods, Implementing inheritance, associations encapsulation. **Object oriented programming style:** reusability, extensibility, robustness, programming in the large. Procedural v/s OOP, Object oriented language features. Abstraction and Encapsulation.	**08**
IV	**C++ Basics :** Overview, Program structure, namespace, identifiers, variables, constants, enum, operators, typecasting, control structures **C++ Functions :** Simple functions, Call and Return by reference, Inline functions, Macro Vs. Inline functions, Overloading of functions, default arguments, friend functions, virtual functions	**08**
V	**Objects and Classes :** Basics of object and class in C++, Private and public members, static data and function members, constructors and their types, destructors, operator overloading, type conversion. Inheritance : Concept of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class **Polymorphism :** Pointers in C++, Pointes and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism	**08**

Text Books
1. James Rumbaugh et. al, "Object Oriented Modeling and Design", Pearson Education
2. Grady Booch, James Rumbaugh, Ivar Jacobson, "The Unified Modeling Language User Guide", Pearson Education
3. Object Oriented Programming With C++, E Balagurusamy, McGraw Hill.
4. C++ Programming, Black Book, Steven Holzner, dreamtech
5. Object Oriented Programming in Turbo C++, Robert Lafore, Galgotia
6. Object Oriented Programming with ANSI and Turbo C++, Ashok Kamthane, Pearson
7. The Compete Reference C++, Herbert Schlitz, McGraw Hill.

Machine Learning Techniques (KCS 055)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able:	

	Course Outcome	Bloom's Knowledge Level (KL)
CO 1	To understand the need for machine learning for various problem solving	K_1 , K_2
CO 2	To understand a wide variety of learning algorithms and how to evaluate models generated from data	K_1 , K_3
CO 3	To understand the latest trends in machine learning	K_2 , K_3
CO 4	To design appropriate machine learning algorithms and apply the algorithms to a real-world problems	K_4 , K_6
CO 5	To optimize the models learned and report on the expected accuracy that can be achieved by applying the models	$K_4,$ K_5

DETAILED SYLLABUS	3-0-0

Unit	Topic	Proposed Lecture
I	**INTRODUCTION** – Learning, Types of Learning, Well defined learning problems, Designing a Learning System, History of ML, Introduction of Machine Learning Approaches – (Artificial Neural Network, Clustering, Reinforcement Learning, Decision Tree Learning, Bayesian networks, Support Vector Machine, Genetic Algorithm), Issues in Machine Learning and Data Science Vs Machine Learning;	**08**
II	**REGRESSION:** Linear Regression and Logistic Regression **BAYESIAN LEARNING -** Bayes theorem, Concept learning, Bayes Optimal Classifier, Naïve Bayes classifier, Bayesian belief networks, EM algorithm. **SUPPORT VECTOR MACHINE:** Introduction, Types of support vector kernel – (Linear kernel, polynomial kernel,and Gaussiankernel), Hyperplane – (Decision surface), Properties of SVM, and Issues in SVM.	**08**
III	**DECISION TREE LEARNING** - Decision tree learning algorithm, Inductive bias, Inductive inference with decision trees, Entropy and information theory, Information gain, ID-3 Algorithm, Issues in Decision tree learning. **INSTANCE-BASED LEARNING** – k-Nearest Neighbour Learning, Locally Weighted Regression, Radial basis function networks, Case-based learning.	**08**
IV	**ARTIFICIAL NEURAL NETWORKS** – Perceptron's, Multilayer perceptron, Gradient descent and the Delta rule, Multilayer networks, Derivation of Backpropagation Algorithm, Generalization, Unsupervised Learning – SOM Algorithm and its variant; **DEEP LEARNING** - Introduction,concept of convolutional neural network , Types of layers – (Convolutional Layers , Activation function , pooling , fully connected) , Concept of Convolution (1D and 2D) layers, Training of network, Case study of CNN for eg on Diabetic Retinopathy, Building a smart speaker, Self-deriving car etc.	**08**
V	**REINFORCEMENT LEARNING**–Introduction to Reinforcement Learning , Learning Task,Example of Reinforcement Learning in Practice, Learning Models for Reinforcement – (Markov Decision process , Q Learning - Q Learning function, Q Learning Algorithm), Application of Reinforcement Learning,Introduction to Deep Q Learning. **GENETIC ALGORITHMS:** Introduction, Components, GA cycle of reproduction, Crossover, Mutation, Genetic Programming, Models of Evolution and Learning, Applications.	**08**

Text books:
1. Tom M. Mitchell, ―Machine Learning, McGraw-Hill Education (India) Private Limited, 2013.
2. Ethem Alpaydin, ―Introduction to Machine Learning (Adaptive Computation and Machine Learning), The MIT Press 2004.
3. Stephen Marsland, ―Machine Learning: An Algorithmic Perspective, CRC Press, 2009.
4. Bishop, C., Pattern Recognition and Machine Learning. Berlin: Springer-Verlag.

Application of Soft Computing (KCS- 056)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to :		
CO 1	Recognize the feasibility of applying a soft computing methodology for a particular problem	K_2, K_4
CO 2	Understand the concepts and techniques of soft computing and foster their abilities in designing and implementing soft computing based solutions for real-world and engineering problems.	$K2, K_4, K_6$
CO 3	Apply neural networks to pattern classification and regression problems and compare solutions by various soft computing approaches for a given problem.	K_3, K_5
CO 4	Apply fuzzy logic and reasoning to handle uncertainty and solve engineering problems	K_3, K_4
CO 5	Apply genetic algorithms to combinatorial optimization problems	$K3, K5$
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Neural Networks-I (Introduction & Architecture) :** Neuron, Nerve structure and synapse, Artificial Neuron and its model, activation functions, Neural network architecture: single layer and multilayer feed forward networks, recurrent networks. Various learning techniques; perception and convergence rule, Auto-associative and hetro-associative memory.	**08**
II	**Neural Networks-II (Back propagation networks):** Architecture: perceptron model, solution, single layer artificial neural network, multilayer perception model; back propagation learning methods, effect of learning rule co-efficient ;back propagation algorithm, factors affecting backpropagation training, applications.	**08**
III	**Fuzzy Logic-I (Introduction):** Basic concepts of fuzzy logic, Fuzzy sets and Crisp sets, Fuzzy set theory and operations, Properties of fuzzy sets, Fuzzy and Crisp relations, Fuzzy to Crisp conversion.	**08**
IV	**Fuzzy Logic –II (Fuzzy Membership, Rules)** : Membership functions, interference in fuzzy logic, fuzzy if-then rules, Fuzzy implicaions and Fuzzy algorithms, Fuzzyfications & Defuzzificataions, Fuzzy Controller, Industrial applications	**08**
V	**Genetic Algorithm(GA):** Basic concepts, working principle, procedures of GA, flow chart of GA, Genetic representations, (encoding) Initialization and selection, Genetic operators, Mutation, Generational Cycle, applications.	**08**

Text books:

1. S. Rajsekaran & G.A. Vijayalakshmi Pai, "Neural Networks,Fuzzy Logic and Genetic Algorithm:Synthesis and

   Applications" Prentice Hall of India.

2. N. P. Padhy, "Artificial Intelligence and Intelligent Systems" Oxford University Press. Reference
   Books:

3. Siman Haykin, "Neural Netowrks", Pearson Education

4. Timothy J. Ross, "Fuzzy Logic with Engineering Applications" Wiley India.

5. Kumar Satish, "Neural Networks" McGraw Hill

Augmented & Virtual Reality (KCS- 057)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**

At the end of course , the student will be able :		
CO 1	To make students know the basic concept and understand the framework of virtual reality.	K_1 , K_2
CO 2	To understand principles and multidisciplinary features of virtual reality and apply it in developing applications.	K_2 , K_4
CO 3	To know the technology for multimodal user interaction and perception VR, in particular the visual, audial and haptic interface and behavior.	K_2 , K_3
CO 4	To understand and apply technology for managing large scale VR environment in real time.	K_2 , K_3
CO 5	To understand an introduction to the AR system framework and apply AR tools in software development.	K_2 , $K_3,$

DETAILED SYLLABUS		3-0-0
Unit	**Topic**	**Proposed Lecture**
I	**VIRTUAL REALITY AND VIRTUAL ENVIRONMENTS:** The historical development of VR: Scientific landmarks Computer Graphics, Real-time computer graphics, Flight simulation, Virtual environments, Requirements for VR, benefits of Virtual reality. HARDWARE TECHNOLOGIES FOR 3D USER INTERFACES: Visual Displays Auditory Displays, Haptic Displays, Choosing Output Devices for 3D User Interfaces.	**08**
II	**3D USER INTERFACE INPUT HARDWARE:** Input device characteristics, Desktop input devices, Tracking Devices, 3D Mice, Special Purpose Input Devices, Direct Human Input, Home - Brewed Input Devices, Choosing Input Devices for 3D Interfaces.	**08**
III	**SOFTWARE TECHNOLOGIES:** Database - World Space, World Coordinate, World Environment, Objects - Geometry, Position / Orientation, Hierarchy, Bounding Volume, Scripts and other attributes, VR Environment - VR Database, Tessellated Data, LODs, Cullers and Occluders, Lights and Cameras, Scripts, Interaction - Simple, Feedback, Graphical User Interface, Control Panel, 2D Controls, Hardware Controls, Room / Stage / Area Descriptions, World Authoring and Playback, VR toolkits, Available software in the market	**08**
IV	**3D INTERACTION TECHNIQUES:** 3D Manipulation tasks, Manipulation Techniques and Input Devices, Interaction Techniques for 3D Manipulation, Deign Guidelines - 3D Travel Tasks, Travel Techniques, Design Guidelines - Theoretical Foundations of Wayfinding, User Centered Wayfinding Support, Environment Centered Wayfinding Support, Evaluating Wayfinding Aids, Design Guidelines - System Control, Classification, Graphical Menus, Voice Commands, Gestrual Commands, Tools, Mutimodal System Control Techniques, Design Guidelines, Case Study: Mixing System Control Methods, Symbolic Input Tasks, symbolic Input Techniques, Design Guidelines, Beyond Text and Number entry .	**08**

	DESIGNING AND DEVELOPING 3D USER INTERFACES: Strategies for Designing and Developing Guidelines and Evaluation. **VIRTUAL REALITY APPLICATIONS:** Engineering, Architecture, Education, Medicine, Entertainment, Science, Training.	
V	Augmented and Mixed Reality, Taxonomy, technology and features of augmented reality, difference between AR and VR, Challenges with AR, AR systems and functionality, Augmented reality methods, visualization techniques for augmented reality, wireless displays in educational augmented reality applications, mobile projection interfaces, marker-less tracking for augmented reality, enhancing interactivity in AR environments, evaluating AR systems.	**08**

Text books:

1. Alan B Craig, William R Sherman and Jeffrey D Will, "Developing Virtual Reality Applications: Foundations of Effective Design", Morgan Kaufmann, 2009.

2. Gerard Jounghyun Kim, "Designing Virtual Systems: The Structured Approach", 2005.

3. Doug A Bowman, Ernest Kuijff, Joseph J LaViola, Jr and Ivan Poupyrev, "3D User Interfaces, Theory and Practice", Addison Wesley, USA, 2005.

4. Oliver Bimber and Ramesh Raskar, "Spatial Augmented Reality: Meging Real and Virtual Worlds", 2005.

5. Burdea, Grigore C and Philippe Coiffet, "Virtual Reality Technology", Wiley Interscience, India, 2003.

6. John Vince, "Virtual Reality Systems", Addison Wesley, 1995.

7. Howard Rheingold, "Virtual Reality: The Revolutionary Technology and how it Promises to Transform Society", Simon and Schuster, 1991.

8. William R Sherman and Alan B Craig, "Understanding Virtual Reality: Interface, Application and Design (The Morgan Kaufmann Series in Computer Graphics)". Morgan Kaufmann Publishers, San Francisco, CA, 2002

9. Alan B. Craig, Understanding Augmented Reality, Concepts and Applications, Morgan Kaufmann, 2013.

Human Computer Interface (KCS- 058)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**

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

CO 1	Understand and analyze the common methods in the user-centered design process and the appropriateness of individual methods for a given problem.	K_2, K_4
CO 2	Apply , adapt and extend classic design standards, guidelines, and patterns.	K_3, K_5
CO 3	Employ selected design methods and evaluation methods at a basic level of competence.	K_4, K_5
CO 4	Build prototypes at varying levels of fidelity, from paper prototypes to functional, interactive prototypes.	K_4, K_5
CO 5	Demonstrate sufficient theory of human computer interaction, experimental methodology and inferential statistics to engage with the contemporary research literature in interface technology and design.	K_3, K_4

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Importance of user Interface – definition, importance of 8 good design. Benefits of good design. A brief history of Screen design. The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface	**08**
II	**Design process:** Human interaction with computers, importance of 8 human characteristics human consideration, Human interaction speeds, understanding business junctions. III Screen Designing : Design goals – Scre	**08**
III	**Screen Designing :** Design goals – Screen planning and purpose, 8 organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.	**08**
IV	**Windows :** New and Navigation schemes selection of window, 8 selection of devices based and screen based controls. Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors	**08**
V	**Software tools :** Specification methods, interface – Building Tools. 8 Interaction Devices – Keyboard and function keys – pointing devices – speech recognition digitization and generation – image and video displays – drivers.	**08**

Text books:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale Human Computer Interaction, 3rd Edition Prentice Hall, 2004.

2. Jonathan Lazar Jinjuan Heidi Feng, Harry Hochheiser, Research Methods in HumanComputer Interaction, Wiley, 2010.

3. Ben Shneiderman and Catherine Plaisant Designing the User Interface: Strategies for Effective Human-Computer Interaction (5th Edition, pp. 672, ISBN 0- 321-53735-1, March 2009), Reading, MA: Addison-Wesley Publishing Co.

Database Management Systems Lab (KCS-551)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**

At the end of course , the student will be able to:		
CO 1	Understand and apply oracle 11 g products for creating tables, views, indexes, sequences and other database objects.	K_2, K_4
CO 2	Design and implement a database schema for company data base, banking data base, library information system, payroll processing system, student information system.	K3, K5, K6
CO 3	Write and execute simple and complex queries using DDL, DML, DCL and TCL	K_4, K_5
CO 4	Write and execute PL/SQL blocks, procedure functions, packages and triggers, cursors.	K_4, K_5
CO 5	Enforce entity integrity, referential integrity, key constraints, and domain constraints on database.	K_3, K_4

DETAILED SYLLABUS

1. Installing oracle/ MYSQL

2. Creating Entity-Relationship Diagram using case tools.

3. Writing SQL statements Using ORACLE /MYSQL:

     a)Writing basic SQL SELECT statements.

     b) Restricting and sorting data.

     c)Displaying data from multiple tables.

     d)Aggregating data using group function.

     e)Manipulating data.

     e)Creating and managing tables.

4. Normalization

5. Creating cursor

6. Creating procedure and functions

7. Creating packages and triggers

8. Design and implementation of payroll processing system

9. Design and implementation of Library Information System

10. Design and implementation of Student Information System

11. Automatic Backup of Files and Recovery of Files

12. Mini project (Design & Development of Data and Application) for following :

     a) Inventory Control System.

     b) Material Requirement Processing.

     c) Hospital Management System.

     d) Railway Reservation System.

     e) Personal Information System.

     f) Web Based User Identification System.

     g) Timetable Management System.

     h) Hotel Management System

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner

It is also suggested that open source tools should be preferred to conduct the lab (MySQL , SQL server , Oracle ,MongoDB ,Cubrid ,MariaDBetc)

Database Management Systems Lab (KCS-551): Mapping with Virtual Lab

Name of the Lab	Name of the Experiment
Database Management Lab (KCS-551)	Data Definition Language(DDL) Statements: (Create table, Alter table, Drop table)
	Data Manipulation Language(DML) Statements
	Data Query Language(DQL) Statements: (Select statement with operations like Where clause, Order by, Logical operators, Scalar functions and Aggregate functions)
	Transaction Control Language(TCL) statements: (Commit(make changes permanent), Rollback (undo)
	Describe statement: To view the structure of the table created

COMPILER DESIGN LAB (KCS-552)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**

	At the end of course , the student will be able to:	
CO 1	Identify patterns, tokens & regular expressions for lexical analysis.	K_2, K_4
CO 2	Design Lexical analyser for given language using C and LEX /YACC tools	K_3, K_5
CO 3	Design and analyze top down and bottom up parsers.	K_4, K_5
CO 4	Generate the intermediate code	K_4, K_5
CO 5	Generate machine code from the intermediate code forms	K_3, K_4

DETAILED SYLLABUS

1. Design and implement a lexical analyzer for given language using C and the lexical analyzer should ignore redundant spaces, tabs and new lines.

2. Implementation of Lexical Analyzer using Lex Tool

3. Generate YACC specification for a few syntactic categories.

    a) Program to recognize a valid arithmetic expression that uses operator +, – , * and /.

    b) Program to recognize a valid variable which starts with a letter followed by any number of letters or digits.

    c) Implementation of Calculator using LEX and YACC

    d) Convert the BNF rules into YACC form and write code to generate abstract syntax tree

4. Write program to find ε – closure of all states of any given NFA with ε transition.

5. Write program to convert NFA with ε transition to NFA without ε transition.

6. Write program to convert NFA to DFA

7. Write program to minimize any given DFA.

8. Develop an operator precedence parser for a given language.

9. Write program to find Simulate First and Follow of any given grammar.

10. Construct a recursive descent parser for an expression.

11. Construct a Shift Reduce Parser for a given language.

12. Write a program to perform loop unrolling.

13. Write a program to perform constant propagation.

14. Implement Intermediate code generation for simple expressions.

15. Implement the back end of the compiler which takes the three address code and produces the 8086 assembly language instructions that can be assembled and run using an 8086 assembler. The target assembly instructions can be simple move, add, sub, jump etc.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
    It is also suggested that open source tools should be preferred to conduct the lab (C, C++ , Lex or Flex and
    YACC tools (Unix/Linux utilities)etc)

Design and Analysis of Algorithm Lab (KCS-553)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**

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

CO 1	Implement algorithm to solve problems by iterative approach.	K_2, K_4
CO 2	Implement algorithm to solve problems by divide and conquer approach	K_3, K_5
CO 3	Implement algorithm to solve problems by Greedy algorithm approach.	K_4, K_5
CO 4	Implement algorithm to solve problems by Dynamic programming, backtracking, branch and bound approach.	K_4, K_5
CO 5	Implement algorithm to solve problems by branch and bound approach.	K_3, K_4

DETAILED SYLLABUS

1. Program for Recursive Binary & Linear Search.

2. Program for Heap Sort.

 3. Program for Merge Sort.

4. Program for Selection Sort.

5. Program for Insertion Sort.

6. Program for Quick Sort.

 7. Knapsack Problem using Greedy Solution

8. Perform Travelling Salesman Problem

9. Find Minimum Spanning Tree using Kruskal's Algorithm

10. Implement N Queen Problem using Backtracking

11. Sort a given set of n integer elements using Quick Sort method and compute its time complexity. Run the program for varied values of n> 5000 and record the time taken to sort. Plot a graph of the time taken versus non graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate using Java how the divide and- conquer method works along with its time complexity analysis: worst case, average case and best case.

12. Sort a given set of n integer elements using Merge Sort method and compute its time complexity. Run the program for varied values of n> 5000, and record the time taken to sort. Plot a graph of the time taken versus non graph sheet. The elements can be read from a file or can be generated using the random number generator. Demonstrate how the divide and- conquer method works along with its time complexity analysis: worst case, average case and best case.

13.6. Implement , the 0/1 Knapsack problem using

   (a) Dynamic Programming method

   (b) Greedy method.

14. From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.

15. Find Minimum Cost Spanning Tree of a given connected undirected graph using Kruskal's algorithm. Use Union-Find algorithms in your program.

16. Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.

17. Write programs to (a) Implement All-Pairs Shortest Paths problem using Floyd's algorithm.

   (b) Implement Travelling Sales Person problem using Dynamic programming.

18. Design and implement to find a subset of a given set S = {Sl, S2,.....,Sn} of n positive integers whose SUM is equal to a given positive integer d. For example, if S ={1, 2, 5, 6, 8} and d= 9, there are two solutions {1,2,6}and {1,8}. Display a suitable message, if the given problem instance doesn't have a solution.

19. Design and implement to find all Hamiltonian Cycles in a connected undirected Graph G of n vertices using backtracking principle.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
     It is also suggested that open source tools should be preferred to conduct the lab (C, C++ etc)

B.TECH. (CSE & CS)

SIXTH SEMESTER (DETAILED SYLLABUS)

<table>
<tr><td colspan="2" align="center">Software Engineering (KCS-601)</td></tr>
<tr><td align="center">Course Outcome (CO)</td><td align="center">Bloom's Knowledge Level (KL)</td></tr>
<tr><td colspan="2" align="center">At the end of course, the student will be able to</td></tr>
<tr><td>CO 1</td><td>Explain various software characteristics and analyze different software Development Models.</td><td align="center">K_1, K_2</td></tr>
<tr><td>CO 2</td><td>Demonstrate the contents of a SRS and apply basic software quality assurance practices to ensure that design, development meet or exceed applicable standards.</td><td align="center">K_1, K_2</td></tr>
<tr><td>CO 3</td><td>Compare and contrast various methods for software design</td><td align="center">K_2, K_3</td></tr>
<tr><td>CO 4</td><td>Formulate testing strategy for software systems, employ techniques such as unit testing, Test driven development and functional testing.</td><td align="center">K_3</td></tr>
<tr><td>CO 5</td><td>Manage software development process independently as well as in teams and make use of Various software management tools for development, maintenance and analysis.</td><td align="center">K_5</td></tr>
</table>

Note: The first two columns of the CO table are merged into the "Course Outcome (CO)" span.

	DETAILED SYLLABUS	3-1-0
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Introduction to Software Engineering, Software Components, Software Characteristics, Software Crisis, Software Engineering Processes, Similarity and Differences from Conventional Engineering Processes, Software Quality Attributes. Software Development Life Cycle (SDLC) Models: Water Fall Model, Prototype Model, Spiral Model, Evolutionary Development Models, Iterative Enhancement Models.	**08**
II	**Software Requirement Specifications (SRS):** Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modelling, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document, IEEE Standards for SRS. Software Quality Assurance (SQA): Verification and Validation, SQA Plans, Software Quality Frameworks, ISO 9000 Models, SEI-CMM Model.	**08**
III	**Software Design:** Basic Concept of Software Design, Architectural Design, Low Level Design: Modularization, Design Structure Charts, Pseudo Codes, Flow Charts, Coupling and Cohesion Measures, Design Strategies: Function Oriented Design, Object Oriented Design, Top-Down and Bottom-Up Design. Software Measurement and Metrics: Various Size Oriented Measures: Halestead's Software Science, Function Point (FP) Based Measures, Cyclomatic Complexity Measures: Control Flow Graphs.	**08**
IV	**Software Testing:** Testing Objectives, Unit Testing, Integration Testing, Acceptance Testing, Regression Testing, Testing for Functionality and Testing for Performance, TopDown and Bottom-Up Testing Strategies: Test Drivers and Test Stubs, Structural Testing (White Box Testing), Functional Testing (Black Box Testing), Test Data Suit Preparation, Alpha and Beta Testing of Products. Static Testing Strategies: Formal Technical Reviews (Peer Reviews), Walk Through, Code Inspection, Compliance with Design and Coding Standards.	**08**
V	**Software Maintenance and Software Project Management:** Software as an Evolutionary Entity, Need for Maintenance, Categories of Maintenance: Preventive, Corrective and Perfective Maintenance, Cost of Maintenance, Software Re- Engineering, Reverse Engineering. Software Configuration Management Activities, Change Control Process, Software Version Control, An Overview of CASE Tools. Estimation of Various Parameters such as Cost, Efforts,	**08**

| | Schedule/Duration, Constructive Cost Models (COCOMO), Resource Allocation Models, Software Risk Analysis and Management. | |

Text books:

1. RS Pressman, Software Engineering: A Practitioners Approach, McGraw Hill.

2. Pankaj Jalote, Software Engineering, Wiley

3. Rajib Mall, Fundamentals of Software Engineering, PHI Publication.

4. KK Aggarwal and Yogesh Singh, Software Engineering, New Age International Publishers.

5. Ghezzi, M. Jarayeri, D. Manodrioli, Fundamentals of Software Engineering, PHI Publication.

6. Ian Sommerville, Software Engineering, Addison Wesley.

7. Kassem Saleh, "Software Engineering", Cengage Learning.

8. P fleeger, Software Engineering, Macmillan Publication

Web Technology (KCS-602)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to	

CO 1	Explain web development Strategies and Protocols governing Web.	K_1, K_2
CO 2	Develop Java programs for window/web-based applications.	K_2, K_3
CO 3	Design web pages using HTML, XML, CSS and JavaScript.	K_2, K_3
CO 4	Creation of client-server environment using socket programming	K_1, K_2,
CO 5	Building enterprise level applications and manipulate web databases using JDBC	K_3, K_4
CO6	Design interactive web applications using Servlets and JSP	K_2, K_3

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	I**ntroduction:** Introduction and Web Development Strategies, History of Web and Internet, Protocols Governing Web, Writing Web Projects, Connecting to Internet, Introduction to Internet services and tools, Introduction to client-server computing. Core Java: Introduction, Operator, Data type, Variable, Arrays, Methods & Classes, Inheritance, Package and Interface, Exception Handling, Multithread programming, I/O, Java Applet, String handling, Event handling, Introduction to AWT, AWT controls, Layout managers	**08**
II	**Web Page Designing:** HTML: List, Table, Images, Frames, forms, CSS, Document type definition, XML: DTD, XML schemes, Object Models, presenting and using XML, Using XML Processors: DOM and SAX, Dynamic HTML	**08**
III	**Scripting:** Java script: Introduction, documents, forms, statements, functions, objects; introduction to AJAX, **Networking :** Internet Addressing, InetAddress, Factory Methods, Instance Methods, TCP/IP Client Sockets, URL, URL Connection, TCP/IP Server Sockets, Datagram.	**08**
IV	**Enterprise Java Bean:** Preparing a Class to be a JavaBeans, Creating a JavaBeans, JavaBeans Properties, Types of beans, Stateful Session bean, Stateless Session bean, Entity bean **Java Database Connectivity (JDBC):** Merging Data from Multiple Tables: Joining, Manipulating, Databases with JDBC, Prepared Statements, Transaction Processing, Stored Procedures.	**08**
V	**Servlets:** Servlet Overview and Architecture, Interface Servlet and the Servlet Life Cycle, Handling HTTP get Requests, Handling HTTP post Requests, Redirecting Requests to Other Resources, Session Tracking, Cookies, Session Tracking with Http Session **Java Server Pages (JSP):** Introduction, Java Server Pages Overview, A First Java Server Page Example, Implicit Objects, Scripting, Standard Actions, Directives, Custom Tag Libraries..	**08**

Text books:

1. Burdman, Jessica, "Collaborative Web Development" Addison Wesley

2. Xavier, C, " Web Technology and Design" , New Age International

3. Ivan Bayross," HTML, DHTML, Java Script, Perl & CGI", BPB Publication

4. Bhave, "Programming with Java", Pearson Education

5. Herbert Schieldt, "The Complete Reference:Java", McGraw Hill.

6. Hans Bergsten, "Java Server Pages", SPD O'Reilly

7. Margaret Levine Young, "The Complete Reference Internet", McGraw Hill.

8. Naughton, Schildt, "The Complete Reference JAVA2", McGraw Hill.

9. Balagurusamy E, "Programming in JAVA", McGraw Hill.

Computer Networks(KCS- 603)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO1	Explain basic concepts, OSI reference model, services and role of each layer of OSI model and TCP/IP, networks devices and transmission media, Analog and digital data transmission	K_1, K_2
CO2	Apply channel allocation, framing, error and flow control techniques.	K_3
CO3	Describe the functions of Network Layer i.e. Logical addressing, subnetting & Routing Mechanism.	K_2, K_3
CO4	Explain the different Transport Layer function i.e. Port addressing, Connection Management, Error control and Flow control mechanism.	K_2, K_3
CO5	Explain the functions offered by session and presentation layer and their Implementation.	K_2, K_3
CO6	Explain the different protocols used at application layer i.e. HTTP, SNMP, SMTP, FTP, TELNET and VPN.	K_2
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introductory Concepts**: Goals and applications of networks, Categories of networks, Organization of the Internet, ISP, Network structure and architecture (layering principles, services, protocols and standards), The OSI reference model, TCP/IP protocol suite, Network devices and components. **Physical Layer:** Network topology design, Types of connections, Transmission media, Signal transmission and encoding, Network performance and transmission impairments, Switching techniques and multiplexing.	**08**
II	**Link layer:** Framing, Error Detection and Correction, Flow control (Elementary Data Link Protocols, Sliding Window protocols). Medium Access Control and Local Area Networks: Channel allocation, Multiple access protocols, LAN standards, Link layer switches & bridges (learning bridge and spanning tree algorithms).	**08**
III	**Network Layer:** Point-to-point networks, Logical addressing, Basic internetworking (IP, CIDR, ARP, RARP, DHCP, ICMP), Routing, forwarding and delivery, Static and dynamic routing, Routing algorithms and protocols, Congestion control algorithms, IPv6.	**08**
IV	**Transport Layer:** Process-to-process delivery, Transport layer protocols (UDP and TCP), Multiplexing, Connection management, Flow control and retransmission, Window management, TCP Congestion control, Quality of service.	**08**
V	**Application Layer:** Domain Name System, World Wide Web and Hyper Text Transfer Protocol, Electronic mail, File Transfer Protocol, Remote login, Network management, Data compression, Cryptography – basic concepts.	**08**

Text books and References:

1. Behrouz Forouzan, "Data Communication and Networking", McGraw Hill
2. Andrew Tanenbaum "Computer Networks", Prentice Hall.
3. William Stallings, "Data and Computer Communication", Pearson.
4. Kurose and Ross, "Computer Networking- A Top-Down Approach", Pearson.
5. Peterson and Davie, "Computer Networks: A Systems Approach", Morgan Kaufmann
6. W. A. Shay, "Understanding Communications and Networks", Cengage Learning.
7. D. Comer, "Computer Networks and Internets", Pearson.
8. Behrouz Forouzan, "TCP/IP Protocol Suite", McGraw Hill.

Big Data(KCS-061)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to	

CO 1	Demonstrate knowledge of Big Data Analytics concepts and its applications in business.	K_1,K_2
CO 2	Demonstrate functions and components of Map Reduce Framework and HDFS.	K_1,K_2
CO 3	Discuss Data Management concepts in NoSQL environment.	K_6
CO 4	Explain process of developing Map Reduce based distributed processing applications.	K_2,K_5
CO 5	Explain process of developing applications using HBASE, Hive, Pig etc.	K_2,K_5

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lectures**
I	**Introduction to Big Data**: Types of digital data, history of Big Data innovation, introduction to Big Data platform, drivers for Big Data, Big Data architecture and characteristics, 5 Vs of Big Data, Big Data technology components, Big Data importance and applications, Big Data features – security, compliance, auditing and protection, Big Data privacy and ethics, Big Data Analytics, Challenges of conventional systems, intelligent data analysis, nature of data, analytic processes and tools, analysis vs reporting, modern data analytic tools.	**06**
II	**Hadoop:** History of Hadoop, Apache Hadoop, the Hadoop Distributed File System, components of Hadoop, data format, analyzing data with Hadoop, scaling out, Hadoop streaming, Hadoop pipes, Hadoop Echo System. **Map Reduce:** Map Reduce framework and basics, how Map Reduce works, developing a Map Reduce application, unit tests with MR unit, test data and local tests, anatomy of a Map Reduce job run, failures, job scheduling, shuffle and sort, task execution, Map Reduce types, input formats, output formats, Map Reduce features, Real-world Map Reduce	**08**
III	**HDFS (Hadoop Distributed File System):** Design of HDFS, HDFS concepts, benefits and challenges, file sizes, block sizes and block abstraction in HDFS, data replication, how does HDFS store, read, and write files, Java interfaces to HDFS, command line interface, Hadoop file system interfaces, data flow, data ingest with Flume and Scoop, Hadoop archives, Hadoop I/O: compression, serialization, Avro and file-based data structures. **Hadoop Environment:** Setting up a Hadoop cluster, cluster specification, cluster setup and installation, Hadoop configuration, security in Hadoop, administering Hadoop, HDFS monitoring & maintenance, Hadoop benchmarks, Hadoop in the cloud	**08**
IV	**Hadoop Eco System and YARN**: Hadoop ecosystem components, schedulers, fair and capacity, Hadoop 2.0 New Features - NameNode high availability, HDFS federation, MRv2, YARN, Running MRv1 in YARN. **NoSQL Databases:** Introduction to NoSQL **MongoDB:** Introduction, data types, creating, updating and deleing documents, querying, introduction to indexing, capped collections **Spark:** Installing spark, spark applications, jobs, stages and tasks, Resilient Distributed Databases, anatomy of a Spark job run, Spark on YARN **SCALA:** Introduction, classes and objects, basic types and operators, built-in control structures, functions and closures, inheritance.	**09**
V	**Hadoop Eco System Frameworks**: Applications on Big Data using Pig, Hive and HBase **Pig** - Introduction to PIG, Execution Modes of Pig, Comparison of Pig with Databases, Grunt, Pig Latin, User Defined Functions, Data Processing operators,	**09**

| | **Hive** - Apache Hive architecture and installation, Hive shell, Hive services, Hive metastore, comparison with traditional databases, HiveQL, tables, querying data and user defined functions, sorting and aggregating, Map Reduce scripts, joins & subqueries.
HBase – Hbase concepts, clients, example, Hbase vs RDBMS, advanced usage, schema design, advance indexing, Zookeeper – how it helps in monitoring a cluster, how to build applications with Zookeeper.
IBM Big Data strategy, introduction to Infosphere, BigInsights and Big Sheets, introduction to Big SQL. | |

Text books and References:

1. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley
2. Big-Data Black Book, DT Editorial Services, Wiley
3. Dirk deRoos, Chris Eaton, George Lapis, Paul Zikopoulos, Tom Deutsch, "Understanding Big Data Analytics for Enterprise Class Hadoop and Streaming Data", McGrawHill.
4. Thomas Erl, Wajid Khattak, Paul Buhler, "Big Data Fundamentals: Concepts, Drivers and Techniques", Prentice Hall.
5. Bart Baesens "Analytics in a Big Data World: The Essential Guide to Data Science and its Applications (WILEY Big Data Series)", John Wiley & Sons
6. ArshdeepBahga, Vijay Madisetti, "Big Data Science & Analytics: A HandsOn Approach ", VPT
7. Anand Rajaraman and Jeffrey David Ullman, "Mining of Massive Datasets", CUP
8. Tom White, "Hadoop: The Definitive Guide", O'Reilly.
9. Eric Sammer, "Hadoop Operations", O'Reilly.
10. Chuck Lam, "Hadoop in Action", MANNING Publishers
11. Deepak Vohra, "Practical Hadoop Ecosystem: A Definitive Guide to Hadoop-Related Frameworks and Tools", Apress
12. E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilly
13. Lars George, "HBase: The Definitive Guide", O'Reilly.
14. Alan Gates, "Programming Pig", O'Reilly.
15. Michael Berthold, David J. Hand, "Intelligent Data Analysis", Springer
16. Bill Franks, "Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics", John Wiley & sons
17. Glenn J. Myatt, "Making Sense of Data", John Wiley & Sons
18. Pete Warden, "Big Data Glossary", O'Reilly

Image Processing (KCS-062)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able:	

CO 1	Explain the basic concepts of two-dimensional signal acquisition, sampling, quantization and color model.	K_1, K_2
CO 2	Apply image processing techniques for image enhancement in both the spatial and frequency domains.	K_2, K_3
CO 3	Apply and compare image restoration techniques in both spatial and frequency domain.	K_2, K_3
CO 4	Compare edge based and region based segmentation algorithms for ROI extraction.	K_3, K_4
CO 5	Explain compression techniques and descriptors for image processing.	K_2, K_3

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**DIGITAL IMAGE FUNDAMENTALS:** Steps in Digital Image Processing – Components – Elements of Visual Perception – Image Sensing and Acquisition – Image Sampling and Quantization – Relationships between pixels – Color image fundamentals – RGB, HSI models, Two-dimensional mathematical preliminaries, 2D transforms – DFT, DCT.	**08**
II	**IMAGE ENHANCEMENT:** Spatial Domain: Gray level transformations – Histogram processing – Basics of Spatial Filtering– Smoothing and Sharpening Spatial Filtering, Frequency Domain: Introduction to Fourier Transform– Smoothing and Sharpening frequency domain filters – Ideal, Butterworth and Gaussian filters, Homomorphic filtering, Color image enhancement.	**08**
III	**IMAGE RESTORATION:** Image Restoration – degradation model, Properties, Noise models – Mean Filters – Order Statistics – Adaptive filters – Band reject Filters – Band pass Filters – Notch Filters – Optimum Notch Filtering – Inverse Filtering – Wiener filtering	**08**
IV	**IMAGE SEGMENTATION:** Edge detection, Edge linking via Hough transform – Thresholding – Region based segmentation – Region growing – Region splitting and merging – Morphological processing- erosion and dilation, Segmentation by morphological watersheds – basic concepts – Dam construction – Watershed segmentation algorithm.	**08**
V	**IMAGE COMPRESSION AND RECOGNITION:** Need for data compression, Huffman, Run Length Encoding, Shift codes, Arithmetic coding, JPEG standard, MPEG. Boundary representation, Boundary description, Fourier Descriptor, Regional Descriptors – Topological feature, Texture – Patterns and Pattern classes – Recognition based on matching.	**08**

Text books:

1. Rafael C. Gonzalez, Richard E. Woods,Digital Image Processing Pearson, Third Edition, 2010

2. Anil K. Jain,Fundamentals of Digital Image Processing Pearson, 2002.

3. Kenneth R. Castleman,Digital Image Processing Pearson, 2006.

4. Rafael C. Gonzalez, Richard E. Woods, Steven Eddins,Digital Image Processing using MATLAB Pearson Education, Inc., 2011.

5. D,E. Dudgeon and RM. Mersereau,Multidimensional Digital Signal Processing Prentice Hall Professional Technical Reference, 1990.

6. William K. Pratt,Digital Image Processing John Wiley, New York, 2002

7. Milan Sonka et al Image processing, analysis and machine vision Brookes/Cole, Vikas Publishing House, 2nd edition, 1999

Real Time System (KCS-063)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able:	

CO 1	illustrate the need and the challenges in the design of hard and soft real time systems.	K_3
CO 2	Compare different scheduling algorithms and the schedulable criteria.	K_4
CO 3	Discuss resource sharing methods in real time environment.	K_3
CO 4	Compare and contrast different real time communication and medium access control techniques.	K_4, K_5
CO 5	Analyze real time Operating system and Commercial databases	K_2, K_4

DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction** Definition, Typical Real Time Applications: Digital Control, High Level Controls, Signal Processing etc., Release Times, Deadlines, and Timing Constraints, Hard Real Time Systems and Soft Real Time Systems, Reference Models for Real Time Systems: Processors and Resources, Temporal Parameters of Real Time Workload, Periodic Task Model, Precedence Constraints and Data Dependency.	**05**
II	**Real Time Scheduling** Common Approaches to Real Time Scheduling: Clock Driven Approach, Weighted Round Robin Approach, Priority Driven Approach, Dynamic Versus Static Systems, Optimality of Effective-DeadlineFirst (EDF) and Least-Slack-Time-First (LST) Algorithms, Rate Monotonic Algorithm, Offline Versus Online Scheduling, Scheduling Aperiodic and Sporadic jobs in Priority Driven and Clock Driven Systems.	**09**
III	**Resources Sharing** Effect of Resource Contention and Resource Access Control (RAC), Non-preemptive Critical Sections, Basic Priority-Inheritance and Priority-Ceiling Protocols, Stack Based Priority-Ceiling Protocol, Use of Priority-Ceiling Protocol in Dynamic Priority Systems, Preemption Ceiling Protocol, Access Control in Multiple-Unit Resources, Controlling Concurrent Accesses to Data Objects.	**09**
IV	**Real Time Communication** Basic Concepts in Real time Communication, Soft and Hard RT Communication systems, Model of Real Time Communication, Priority-Based Service and Weighted Round-Robin Service Disciplines for Switched Networks, Medium Access Control Protocols for Broadcast Networks, Internet and Resource Reservation Protocols	**09**
V	**Real Time Operating Systems and Databases** Features of RTOS, Time Services, UNIX as RTOS, POSIX Issues, Characteristic of Temporal data, Temporal Consistency, Concurrency Control, Overview of Commercial Real Time databases	**08**

Text books:

1. Real Time Systems by Jane W. S. Liu, Pearson Education Publication.
2. Phillip A Laplanta,SeppoJ.Ovaska Real time System Design and Analysis Tools for practitioner, Wiley
3. Mall Rajib, "Real Time Systems", Pearson Education
4. Albert M. K. Cheng , "Real-Time Systems: Scheduling, Analysis, and Verification", Wiley.

Data Compression (KCS-064)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Describe the evolution and fundamental concepts of Data Compression and Coding Techniques.	K_1, K_2
CO 2	Apply and compare different static coding techniques (Huffman & Arithmetic coding) for text compression.	K_2, K_3
CO 3	Apply and compare different dynamic coding techniques (Dictionary Technique) for text compression.	K_2, K_3
CO 4	Evaluate the performance of predictive coding technique for Image Compression.	K_2, K_3
CO 5	Apply and compare different Quantization Techniques for Image Compression.	K_2, K_3
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	Compression Techniques: Loss less compression, Lossy Compression, Measures of performance, Modeling and coding, Mathematical Preliminaries for Lossless compression: A brief introduction to information theory, Models: Physical models, Probability models, Markov models, composite source model, Coding: uniquely decodable codes, Prefix codes.	**08**
II	The Huffman coding algorithm: Minimum variance Huffman codes, Adaptive Huffman coding: Update procedure, Encoding procedure, Decoding procedure. Golomb codes, Rice codes, Tunstall codes, Applications of Hoffman coding: Loss less image compression, Text compression, Audio Compression.	**08**
III	Coding a sequence, Generating a binary code, Comparison of Binary and Huffman coding, Applications: Bi-level image compression-The JBIG standard, JBIG2, Image compression. Dictionary Techniques: Introduction, Static Dictionary: Diagram Coding, Adaptive Dictionary. The LZ77 Approach, The LZ78 Approach, Applications: File Compression-UNIX compress, Image Compression: The Graphics Interchange Format (GIF), Compression over Modems: V.42 bits, Predictive Coding: Prediction with Partial match (ppm): The basic algorithm, The ESCAPE SYMBOL, length of context, The Exclusion Principle, The Burrows-Wheeler Transform: Moveto-front coding, CALIC, JPEG-LS, Multi-resolution Approaches, Facsimile Encoding, Dynamic Markoy Compression.	**08**
IV	Distortion criteria, Models, Scalar Ouantization: The Quantization problem, Uniform Quantizer, Adaptive Quantization, Non uniform Quantization.	**08**
V	Advantages of Vector Quantization over Scalar Quantization, The Linde-Buzo-Gray Algorithm, Tree structured Vector Quantizers. Structured VectorQuantizers.	**08**

Text books:

1. Khalid Sayood, Introduction to Data Compression, Morgan Kaufmann Publishers

2. Elements of Data Compression,Drozdek, Cengage Learning

3. Introduction to Data Compression, Second Edition, Khalid Sayood,The Morgan aufmann Series

4.Data Compression: The Complete Reference 4th Edition byDavid Salomon, Springer

5.Text Compression1st Edition by Timothy C. Bell Prentice Hall

Software Engineering Lab (KCS-661)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Identify ambiguities, inconsistencies and incompleteness from a requirements specification and state functional and non-functional requirement	K_2, K_4
CO 2	Identify different actors and use cases from a given problem statement and draw use case diagram to associate use cases with different types of relationship	K_3, K_5
CO 3	Draw a class diagram after identifying classes and association among them	K_4, K_5
CO 4	Graphically represent various UML diagrams , and associations among them and identify the logical sequence of activities undergoing in a system, and represent them pictorially	K_4, K_5
CO 5	Able to use modern engineering tools for specification, design, implementation and testing	K_3, K_4

DETAILED SYLLABUS

For any given case/ problem statement do the following;

1. Prepare a SRS document in line with the IEEE recommended standards.
2. Draw the use case diagram and specify the role of each of the actors. Also state the precondition, post condition and function of each use case.
3. Draw the activity diagram.
4. Identify the classes. Classify them as weak and strong classes and draw the class diagram.
5. Draw the sequence diagram for any two scenarios.
6. Draw the collaboration diagram.
7. Draw the state chart diagram.
8. Draw the component diagram.
9. Perform forward engineering in java. (Model to code conversion)
10. Perform reverse engineering in java. (Code to Model conversion) 11. Draw the deployment diagram.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
    It is also suggested that open source tools should be preferred to conduct the lab (Open Office , Libra , Junit, Open Project , GanttProject , dotProject, AgroUML, StarUML etc.)

Software Engineering Lab (KCS-661): Mapping with Virtual Lab

Name of the Lab	Name of the Experiment
Software Engineering Lab (KCS-661)	Identifying the Requirements from Problem Statements
	Estimation of Project Metrics
	Modeling UML Use Case Diagrams and Capturing Use Case Scenarios
	E-R Modeling from the Problem Statements
	Identifying Domain Classes from the Problem Statements
	Statechart and Activity Modeling
	Modeling UML Class Diagrams and Sequence diagrams
	Modeling Data Flow Diagrams
	Estimation of Test Coverage Metrics and Structural Complexity
	Designing Test Suites

Web Technology Lab (KCS-652)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to	

CO 1	Develop static web pages using HTML	K_2, K_3
CO 2	Develop Java programs for window/web-based applications.	K_2, K_3
CO 3	Design dynamic web pages using Javascript and XML.	K_3, K_4
CO 4	Design dynamic web page using server site programming Ex. ASP/JSP/PHP	K_3, K_4
CO 5	Design server site applications using JDDC,ODBC and section tracking API	K_3, K_4

DETAILED SYLLABUS

This lab is based on the Web Technologies. Some examples are as follows:

1. Write HTML/Java scripts to display your CV in navigator, your Institute website, Department Website and Tutorial website for specific subject

2. Write an HTML program to design an entry form of student details and send it to store at database server like SQL, Oracle or MS Access.

3. Write programs using Java script for Web Page to display browsers information.

5. Write a Java applet to display the Application Program screen i.e. calculator and other.

6. Writing program in XML for creation of DTD, which specifies set of rules. Create a style sheet in CSS/ XSL & display the document in internet explorer.

7. Program to illustrate JDBC connectivity. Program for maintaining database by sending queries. Design and implement a simple servlet book query with the help of JDBC & SQL. Create MS Access Database, Create on ODBC link, Compile & execute JAVA JDVC Socket.

8. Install TOMCAT web server and APACHE. Access the above developed static web pages for books web site, using these servers by putting the web pages developed.

9. Assume four users user1, user2, user3 and user4 having the passwords pwd1, pwd2, pwd3 and pwd4 respectively. Write a servlet for doing the following. Create a Cookie and add these four user id's and passwords to this Cookie. 2. Read the user id and passwords entered in the Login form and authenticate with the values available in the cookies.

10. Install a database (Mysql or Oracle). Create a table which should contain at least the following fields: name, password, email-id, phone number Write a java program/servlet/JSP to connect to that database and extract data from the tables and display them. Insert the details of the users who register with the web site, whenever a new user clicks the submit button in the registration page.

11. Write a JSP which insert the details of the 3 or 4 users who register with the web site by using registration form. Authenticate the user when he submits the login form using the user name and password from the database

12. Design and implement a simple shopping cart example with session tracking API.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
     It is also suggested that open source tools should be preferred to conduct the lab (Java , JSP , Bootstrap Firebug , WampServer , MongoDB, etc)

Computer Networks Lab (KCS-663)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to	

CO 1	Simulate different network topologies.	K_3, K_4
CO 2	Implement various framing methods of Data Link Layer.	K_3, K_4
CO 3	Implement various Error and flow control techniques.	K_3, K_4
CO 4	Implement network routing and addressing techniques.	K_3, K_4
CO 5	Implement transport and security mechanisms	K_3, K_4

DETAILED SYLLABUS

1. Implementation of Stop and Wait Protocol and Sliding Window Protocol.
2. Study of Socket Programming and Client – Server model
3. Write a code simulating ARP /RARP protocols.
4. Write a code simulating PING and TRACEROUTE commands
5. Create a socket for HTTP for web page upload and download.
6. Write a program to implement RPC (Remote Procedure Call)
7. Implementation of Subnetting .
8. Applications using TCP Sockets like
   a. Echo client and echo server b. Chat c. File Transfer
9. Applications using TCP and UDP Sockets like d. DNS e. SNMP f. File Transfer
10. Study of Network simulator (NS).and Simulation of Congestion Control Algorithms using NS
11. Perform a case study about the different routing algorithms to select the network path with its optimum and
    economical during data transfer. i. Link State routing ii. Flooding iii. Distance vector

12. To learn handling and configuration of networking hardware like RJ-45 connector, CAT-6 cable, crimping tool, etc.

13. Configuration of router, hub, switch etc. (using real devices or simulators)

14. Running and using services/commands like ping, traceroute, nslookup, arp, telnet, ftp, etc.

15.Network packet analysis using tools like Wireshark, tcpdump, etc.

16. Network simulation using tools like Cisco Packet Tracer, NetSim, OMNeT++, NS2, NS3, etc.

17.Socket programming using UDP and TCP (e.g., simple DNS, data & time client/server, echo client/server, iterative &

   concurrent servers)

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner
   It is also suggested that open source tools should be preferred to conduct the lab (C , C++ , Java , NS3,
   Mininet, Opnet, TCP Dump, Wireshark etc.

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Open Electives to be offered by the CSE/CS/IT/CSI Branches

Open Elective-1	
KOE-067	Basics of Data Base Management System
KOE-068	Software Project Management

Basics of Data Base Management System (KOE-067)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to:	
CO 1 — Describe the features of a database system and its application and compare various types of data models.	K_2
CO 2 — Construct an ER Model for a given problem and transform it into a relation database schema.	K_5, K_6
CO 3 — Formulate solution to a query problem using SQL Commands, relational algebra, tuple calculus and domain calculus.	K_5, K_6
CO 4 — Explain the need of normalization and normalize a given relation to the desired normal form.	K_2, K_3
CO 5 — Explain different approaches of transaction processing and concurrency control.	K_2

	DETAILED SYLLABUS	3-0-0
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** An overview of database management system, database system vs file system, database system concepts and architecture, views of data – levels of abstraction, data models, schema and instances, data independence, database languages and interfaces, data definition languages, DML, overall database structure, transaction management, storage management, database users and administrator. **Data Modeling using the Entity Relationship Model:** ER model concepts, notation for ER diagram, mapping constraints, keys, concepts of super key, candidate key, primary key, generalization, aggregation, reduction of an ER diagrams to tables, extended ER model, relationships of higher degree.	08
II	**Relational Database Concepts:** Introduction to relational database, relational database structure, relational model terminology – domains, attributes, tuples, relations & relational database schema, integrity constraints, entity integrity, referential integrity, keys constraints, domain constraints, Relational algebra - relational calculus, tuple and domain calculus, basic operations – selection and projection, set-theoretic operations, join operations. **Data Base Design & Normalization:** Functional dependencies, normal forms, first, second, & third normal forms, BCNF, inclusion dependence, loss less join decompositions, normalization using FD, MVD, and JDs, alternative approaches to database design	08
III	**Structured Query Language (SQL):** Basics of SQL, DDL, DML, DCL, advantage of SQL, SQL data type and literals, types of SQL commands, SQL operators and their procedure, tables – creation & alteration, defining constraints, views and indexes, queries and sub queries, aggregate functions, built-in functions, insert, update and delete	08

	operations, joins, unions, intersection, minus, transaction control commands. **PL/SQL:** Introduction, features, syntax and constructs, SQL within Pl/SL, DML in PL/SQL Cursors, stored procedures, stored function, database triggers, indices	
IV	**Transaction Processing Concepts:** Transaction concepts, properties of transaction, testing of serializability, Serializability of schedules, conflict & view serializable schedule, recoverability, recovery from transaction failures, two-phase commit protocol, log based recovery, checkpoints, deadlock handling. **Concurrency Control Techniques:** Concurrency control, locking techniques for concurrency control, time stamping protocols for concurrency control, validation based protocol, multiple granularity, multi-version schemes, recovery with concurrent transaction.	08
V	**Database Security** – Types of security, system failure, backup & recovery techniques, authorization & authentication, system policies, levels of security – physical, OS, network & DBMS, privileges – grant & revoke. **Recent Trends in Database Management Systems:** Centralized and Client-Server Architectures, Distributed Databases, Object-Oriented Database, Spatial & Temporal Databases, Decision Support Systems, Data Analysis, Data Mining & Warehousing, Data Visualization, Mobile Databases, OODB & XML Databases, Multimedia & Web Databases, Spatial and Geographical Databases, Web and Mobile Databases, Active Databases	08

Text Books and References:

1. Elmasri, Navathe, "Fundamentals of Database System", Addision Wesley.
2. Korth, Silbertz, Sudarshan, "Database Concepts", Mc Graw Hill.
3. Bipin C. Desai, "An Introduction to Database System", Galgotia Publication.
4. Majumdar & Bhattacharya, " Database Management System", McGraw Hill..
5. Date C.J., "An Introduction to Database System", Addision Wesley.
6. Ramakrishnan, Gehrke, "Database Management System", McGraw Hill.
7. Atul Kahate, "Introduction to Database Management Systems", Pearson Education.
8. Paul Beynon Davies, "Database System", Palgrave Macmillan.
9. Bharti P.K., " An Introduction to Database Systems", JPNP.
10. Rajesh Narang, "Database Management System", PHI.
11. Singh, S.K., "Database System Concepts – design & application", Pearson Education.
12. Leon & Leon, "Database Management Systems", Vikas Publishing House.
13. O'Neil, "Databases", Elsevier Pub.
14. Ivan Bayross, "SQL, PL/SQL – The Programming Language of Oracle", BPB Publications.
15. P.S. Deshpande, "SQL and PL/SQL for Oracle 10g, Black Book", Dreamtech Press.
16. George Koch, Kevin Loney, "Oracle: The Complete Reference", McGraw Hill..
17. Coronel, Morris and Rob, "Database Principles: Fundamentals of Design, Implementation and Management", Cengage Learning.
18. Gillenson, Paulraj Ponniah, "Introduction to Database Management", Wiley.
19. G. K. Gupta, "Database Management Systems", McGraw Hill.
20. Shraman Shah, "Oracle for Professional", SPD.

Software Project Management (KOE-068)		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able :		
CO 1	Identify project planning objectives, along with various cost/effort estimation models.	K_3
CO 2	Organize & schedule project activities to compute critical path for risk analysis.	K_3
CO 3	Monitor and control project activities.	K_4, K_5
CO 4	Formulate testing objectives and test plan to ensure good software quality under SEI-CMM.	K_6
CO 5	Configure changes and manage risks using project management tools.	K_2, K_4
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**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.	**08**
II	**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.	**08**
III	**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.	**08**
IV	**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.	**08**
V	**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.	**08**

Text books:

1. Bob Hughes, Mike Cotterell and Rajib Mall: Software Project Management – Fifth Edition, McGraw Hill, New Delhi, 2012.
2. Robert K. Wysocki ―Effective Software Project Management – Wiley Publication, 2011.
3. Walker Royce: ―Software Project Management- Addison-Wesley, 1998.
4. Gopalaswamy Ramesh, ―Managing Global Software Projects – McGraw Hill Education (India), Fourteenth Reprint 2013.

DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY, LUCKNOW

EVALUATION SCHEME & SYLLABUS

FOR

OPEN ELECTIVES I
(VI SEMESTER)

AS PER

AICTE MODEL CURRICULUM
[Effective from the Session: 2020-21]

B.Tech. VI Semester

OPEN ELECTIVE-I

KOE060	IDEA TO BUSINESS MODEL
KOE061	REAL TIME SYSTEMS
KOE062	EMBEDDED SYSTEM
KOE063	INTRODUCTION TO MEMS
KOE064	OBJECT ORIENTED PROGRAMMING
KOE065	COMPUTER BASED NUMERICAL TECHNIQUES
KOE066	GIS & REMOTE SENSING
KOE067	BASICS OF DATA BASE MANAGEMENT SYSTEM
KOE068	SOFTWARE PROJECT MANAGEMENT
KOE069	*UNDERSTANDING THE HUMAN BEING COMPREHENSIVELY-HUMAN ASPIRATIONS AND ITS FULFILLMENT

NOTE:

1. The Student shall choose an open Elective Subject from the list of open elective courses in such a manner that he/she has not studied the same course in any form during the degree programme.
2. The students shall choose an Open Elective course from the prescribed list of open elective courses available at University website for 3rd year (2020-21) in such a manner that he/she has not studied the same subject or allied subject in any semester during the entire degree program.
3. Subject to aforesaid condition, the open Elective courses may be offered from the department to all students irrespective of branch. There is no restriction related to branch. The students of any branch (irrespective of department) can select the open elective subjectsfrom the prescribed list of open elective courses.
4. * It is mandatory that for subjects (KOE069) only trained Faculty (who had done the FDP for these courses) will teach the courses.

KOE-060   IDEA TO BUSINESS MODEL

Course Objectives:
1. This course can motivate students to have an overall idea how to start and sustain a business enterprise.
2. The students will learn basics of choosing an idea of a business model.
3. The core areas of choosing a business model are encompassed with Entrepreneurship development, PPC & communication system. The students will thus develop basic competencies how to run a business enterprise.

Unit	Topics	Lectures
I	**Introduction** Search for a business idea- How to choose an idea- Product idea- selection of product- The adoption process- Product innovation- Production , planning and development strategy- New product idea.	8
II	Introduction to Entrepreneurship - Meaning and concept of entrepreneurship- Difference between Entrepreneurship & wage employment - Functions of an Entrepreneur.- Entrepreneur vs Manager- role of entrepreneurship in economic development – Barriers to entrepreneurship.	8
III	The Entrepreneur - types of entrepreneurs- Competencies required to become an entrepreneur - Creative and Design Thinking, the entrepreneurial decision process- The process of Entrepreneurial development prog (EDP)- Evaluation of EDP - Entrepreneur development training.	8
IV	Production system- Design of production system- Types of production system- Production, planning & control (PPC) - Steps of PPC.	8
V	Communication- Importance of communication system - barriers to communication - listening to people- the power of talk - personal selling - risk taking & resilience - negotiation.	8

Text Books:
1. Entrepreneurship Development- Sangeeta Sharma, Kindle edition
2. Production & operations Management- Kanishka Bedi,
3. Marketing Management- Philip Kotler.
4. The Business Model Book: Design, build and adapt business ideas that drive business growth: Adam Bock , Gerard George

Course Outcomes: At the end of this course students will demonstrate the ability to:
1. Enhance creative knowledge of students regarding selection of a business idea and it's implementation process.
2. Acquire knowledge on entrepreneurship development, its Pro's and con's.
3. Acquire basic knowledge on how to become an Entrepreneur.
4. Develop knowledge on Production systems and it's sustainability through production, planning and control (PPC)
5. Develop appropriate business model and apply in a better way.

KOE-061   REAL TIME SYSTEMS

Unit	Topics	Lectures
I	**Introduction** Definition, Typical Real Time Applications: Digital Control, High Level Controls, Signal Processing etc., Release Times, Dead-lines, and Timing Constraints, Hard Real Time Systems and Soft Real Time Systems, Reference Models for Real Time Systems: Processors and Resources, Temporal Parameters of Real Time Workload, Periodic Task Model, Precedence Constraints and Data Dependency.	8
II	**Real Time Scheduling** Common Approaches to Real Time Scheduling: Clock Driven Approach, Weighted Round Robin Approach, Priority Driven Approach, Dynamic Versus Static Systems, Optimality of Effective-Deadline-First (EDF) and Least-Slack-Time-First (LST) Algorithms, Rate Monotonic Algorithm, Offline Versus Online Scheduling, Scheduling Aperiodic and Sporadic jobs in Priority Driven and Clock Driven Systems.	8
III	**Resources Sharing** Effect of Resource Contention and Resource Access Control (RAC), Non-preemptive Critical Sections, Basic Priority-Inheritance and Priority-Ceiling Protocols, Stack Based Priority- Ceiling Protocol, Use of Priority-Ceiling Protocol in Dynamic Priority Systems, Preemption Ceiling Protocol, Access Control in Multiple-Module Resources, Controlling Concurrent Accesses to Data Objects.	8
IV	**Real Time Communication** Basic Concepts in Real time Communication, Soft and Hard RT Communication systems, Model of Real Time Communication, Priority-Based Service and Weighted Round-Robin Service Disciplines for Switched Networks, Medium Access Control Protocols for Broadcast Networks, Internet and Resource Reservation Protocols.	
V	**Real Time Operating Systems and Databases** Features of RTOS, Time Services, UNIX as RTOS, POSIX Issues, Characteristic of Temporal data, Temporal Consistency, Con-currency Control, Overview of Commercial Real Time databases.	8

Text Books:
1. Real Time Systems – Jane W. S. Liu, Pearson Education Publication.

Reference Books:
1. Real Time Systems – Mall Rajib, Pearson Education
2. Real-Time Systems: Scheduling, Analysis, and Verification – Albert M. K. Cheng, Wiley.

Course Outcomes: At the end of this course students will demonstrate the ability to:
1. Describe concepts of Real-Time systems and modeling.
2. Recognize the characteristics of a real-time system in context with real time scheduling.
3. Classify various resource sharing mechanisms and their related protocols.
4. Interpret the basics of real time communication by the knowledge of real time models and protocols.
5. Apply the basics of RTOS in interpretation of real time systems.

KOE-062   EMBEDDED SYSTEM

COURSE OBJECTIVE: *After completion of the course student will be able to:*
1. Attain the knowledge of embedded system and its development environment.
2. Gain the knowledge of RTOS based embedded system design and its applications.

COURSE OUTCOME: *After completion of the course student will be able to:*
CO1: Understand the basics of embedded system and its structural units.
CO3: Analyze the embedded system specification and develop software programs.
CO3: Evaluate the requirements of the programming embedded systems, related software architecture.
CO3: Understand the RTOS based embedded system design.
CO3: Understand all the applications of the embedded system and designing issues.

**KOE-062 EMBEDDED SYSTEM**		
Unit	**Topic**	**Lectures**
1	Introduction to Embedded Systems: Introduction to Embedded Systems – The build process for embedded systems- Structural units in Embedded processor , selection of processor & memory devices- DMA – Memory management methods- Timer and Counting devices, Watchdog Timer, Real Time Clock, In circuit emulator, Target Hardware Debugging.	**8**
2	Embedded Networking: Embedded Networking: Introduction, I/O Device Ports & Buses– Serial Bus communication protocols – RS232 standard – RS422 – RS485 – CAN Bus -Serial Peripheral Interface (SPI) – Inter Integrated Circuits (I2C) –need for device drivers.	**8**
3	Embedded Firmware Development Environment: Embedded Product Development Life Cycle objectives, different phases of EDLC, Modelling of EDLC; issues in Hardware-software Co-design, Data Flow Graph, state machine model, Sequential Program Model, concurrent Model, object oriented Model.	**8**
4	RTOS Based Embedded System Design: Introduction to basic concepts of RTOS-Task, process & threads, interrupt routines in RTOS, Multiprocessing and Multitasking, Preemptive and non preemptive scheduling, Task communication shared memory, message passing-, Inter process Communication – synchronization between processes-semaphores, Mailbox, pipes, priority inversion, priority inheritance, comparison of Real time Operating systems: Vx Works, чC/OS-II, RT Linux.	**8**
5	Embedded System Application Development: Design issues and techniques Case Study of Washing Machine- Automotive Application- Smart card System Application.	**8**

Text Books:

1. Wayne Wolf, "Computers as Components: Principles of Embedded Computer System Design", Elsevier, 2006.
2. Michael J. Pont, "Embedded C", Pearson Education , 2007.
3. Steve Heath, "Embedded System Design", Elsevier, 2005.
4. Muhammed Ali Mazidi, Janice Gillispie Mazidi and Rolin D. McKinlay, "The 8051
5. Microcontroller and Embedded Systems", Pearson Education, Second edition, 2007.

KOE-063 INTRODUCTION TO MEMS

COURSE OBJECTIVE: *After completion of the course student will be able to:*
1. Understand the Basic concept of MEMS, Mechanics of Beam and Diaphragm Structures, Air Damping and Electrostatic Actuation.
2. Know the knowledge of Thermal Effects and the Applications of MEMS in RF.

COURSE OUTCOME: *After completion of the course student will be able to:*
CO1: Understand the Basic concept of MEMS Fabrication Technologies, Piezoresistance Effect, Piezoelectricity, Piezoresistive Sensor.
CO2: Explain Mechanics of Beam and Diaphragm Structures.
CO3: Understand the Basic concept of Air Damping and Basic Equations for Slide-film Air Damping, Couette-flow Model, Stokes-flow Model.
CO4: Know the concept of Electrostatic Actuation.
CO5: Understand the applications of MEMS in RF

Unit	Topic	Lectures
KOE-063 INTRODUCTION TO MEMS		
1	**Introduction to MEMS:** MEMS Fabrication Technologies, Materials and Substrates for MEMS, Processes for Micromachining, Characteristics, Sensors/Transducers, Piezoresistance Effect, Piezoelectricity, Piezoresistive Sensor.	8
2	**Mechanics of Beam and Diaphragm Structures:** Stress and Strain, Hooke's Law. Stress and Strain of Beam Structures: Stress, Strain in a Bent Beam, Bending Moment and the Moment of Inertia, Displacement of Beam Structures Under Weight, Bending of Cantilever Beam Under Weight.	8
3	**Air Damping:** Drag Effect of a Fluid: Viscosity of a Fluid, Viscous Flow of a Fluid, Drag Force Damping, The Effects of Air Damping on Micro-Dynamics. Squeeze-film Air Damping: Reynolds' Equations for Squeeze-film Air Damping, Damping of Perforated Thick Plates. Slide-film Air Damping: Basic Equations for Slide-film Air Damping, Couette-flow Model, Stokes-flow Model.	8
4	**Electrostatic Actuation:** Electrostatic Forces, Normal Force, Tangential Force, Fringe Effects, Electrostatic Driving of Mechanical Actuators: Parallel-plate Actuator, Capacitive sensors. Step and Alternative Voltage Driving: Step Voltage Driving, Negative Spring Effect and Vibration Frequency.	8
5	**Thermal Effects:** Temperature coefficient of resistance, Thermo-electricity, Thermocouples, Thermal and temperature sensors. **Applications of MEMS in RF** MEMS Resonator Design Considerations, One-Port Micromechanical Resonator Modeling Vertical Displacement Two-Port Microresonator Modeling, Micromechanical Resonator Limitations.	8

Text & Reference Books:
1. G. K. Ananthasuresh, K. J. Vinoy, S. Gopalakrishnan, K. N. Bhat and V. K. Atre, "Micro and smart systems", Wiley India, 2010.

2. S.M. Sze, "Semiconductor Sensors", John Wiley & Sons Inc., Wiley Interscience Pub.

3. M.J. Usher, "Sensors and Transducers", McMillian Hampshire.

4. RS Muller, Howe, Senturia and Smith, "Micro sensors", IEEE Press.

KOE-064 OBJECT ORIENTED PROGRAMMING

COURSE OBJECTIVE: After completion of the course student will be able to:
1. Understand the Basic concept of Object Orientation, object identity and Encapsulation.
2. Know the knowledge of Basic Structural Modeling, Object Oriented Analysis and C++ Basics.

COURSE OUTCOME: After completion of the course student will be able to:
CO1: Understand the Basic concept of Object Orientation, object identity and Encapsulation.
CO2: Understand the Basic concept of Basic Structural Modeling.
CO3: Know the knowledge of Object oriented design, Object design.
CO4: Know the knowledge of C++ Basics.
CO5: Understand the Basics of object and class in C++.

	KOE-064 OBJECT ORIENTED PROGRAMMING	
Unit	**Topic**	**Lectures**
1	Introduction: The meaning of Object Orientation, object identity, Encapsulation, information hiding, polymorphism, generosity, importance of modelling, principles of modelling, object oriented modelling, Introduction to UML, conceptual model of the UML, Architecture.	**8**
2	Basic Structural Modeling: Classes, Relationships, common Mechanisms, and diagrams. Class &Object Diagrams: Terms, concepts, modelling techniques for Class & Object Diagrams. Collaboration Diagrams: Terms, Concepts, depicting a message, polymorphism in collaboration Diagrams, iterated messages, use of self in messages. Sequence Diagrams: Terms, concepts, depicting asynchronous messages with/without priority, call-back mechanism, broadcast messages. Basic Behavioural Modeling: Use cases, Use case Diagrams, Activity Diagrams, State Machine , Process and thread, Event and signals, Time diagram, interaction diagram, Package diagram. Architectural Modeling: Component, Deployment, Component diagrams and Deployment diagrams	**8**
3	Object Oriented Analysis: Object oriented design, Object design, Combining three models, Designing algorithms, design optimization, Implementation of control, Adjustment of inheritance, Object representation, Physical packaging, Documenting design considerations. Structured analysis and structured design (SA/SD), Jackson Structured Development (JSD).Mapping object oriented concepts using non-object oriented language, Translating classes into data structures, Passing arguments to methods, Implementing inheritance, associations encapsulation. Object oriented programming style: reusability, extensibility, robustness, programming in the large. Procedural v/s OOP, Object oriented language features. Abstraction and Encapsulation.	**8**
4	C++ Basics : Overview, Program structure, namespace, identifiers, variables, constants, enum, operators, typecasting, control structures C++ Functions : Simple functions, Call and Return by reference, Inline functions, Macro Vs. Inline functions, Overloading of functions, default arguments, friend functions, virtual functions	**8**
5	Objects and Classes : Basics of object and class in C++, Private and public members, static data and function members, constructors and their types, destructors, operator overloading, type conversion. Inheritance : Concept of Inheritance, types of inheritance: single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class Polymorphism : Pointers in C++, Pointes and Objects, this pointer, virtual and pure virtual functions, Implementing polymorphism	**8**

Text Books:

1. James Rumbaugh et. al, "Object Oriented Modeling and Design", PHI
2. Grady Booch, James Rumbaugh, Ivar Jacobson, "The Unified Modeling Language User Guide", Pearson Education
3. Object Oriented Programming with C++, E Balagurusamy, TMH

Reference Books:

1. R. S. Salaria, Mastering Object Oriented Programming with C++, Khanna Publishing House

2. C++ Programming, Black Book, Steven Holzner, dreamtech

3. Object Oriented Programming in Turbo C++, Robert Lafore, Galgotia

4. Object Oriented Programming with ANSI and Turbo C++, Ashok Kamthane, Pearson

5. The Compete Reference C++, Herbert Schlitz, TMH

6. C++ and Object Oriented Programming Paradigm, PHI

7. C++ : How to Program, 9th Edition, Deitel and Deitel, PHI

KOE 065: COMPUTER BASED NUMERICAL TECHNIQUES

Course Objectives:

The objective of this course is to familiarize the graduate engineers with techniques in errors, approximations, approximates roots, Interpolation, finite differences, numerical differentiation and integration programming, numerical solution of differential equations and boundary value problems. It aims to equip the students with standard concepts and tools from previously gained knowledge to an advanced level that will enable them to tackle more advanced level of Optimization techniques and applications that they would find useful in their disciplines.

The students will learn:
- To apply the knowledge of errors, roots and application in the field of engineering.
- To deal deals with finite differences and interpolation to solve engineering problems involving complicated real life situations etc.
- To deal with numerical integration and differentiation that is required in different branches of Engineering to graduate engineers for applying more difficult problems in case of complex structures.
- To deals with numerical solution of differential Equations for engineering problems involving real life situations etc.
- To deal with boundary value problems of real life systems and Engineers.

	KOE 065 COMPUTER BASED NUMERICAL TECHNIQUES	
Unit	**Topic**	**Lectures**
1	**Error and roots of Algrabraic and Transcendental Equations:** Introduction of Numbers and their accuracy, Computer Arithmetic, Mathematical preliminaries, Errors and their Computation, General error formula, Error in a series approximation. Solution of Algebraic and Transcendental Equation: Bisection Method, Iteration method, Method of false position, Newton-Raphson method, Methods of finding real and complex roots, Muller's method, Rate of convergence of Iterative methods, Polynomial Equations.	8
2	**Interpolation:** Introduction Finite Differences, Difference tables Polynomial Interpolation: Newton's forward and backward formula Central Difference Formulae: Gauss forward and backward formula, Stirling's, Bessel's, Everett's formula. Interpolation with unequal intervals: Lagrange's Interpolation, Newton Divided difference formula, Hermite's Interpolation.	8
3	**Numerical Integration and Differentiation**: Introduction: Numerical differentiation of Newton's forward and backward formula, Stirling's, Bessel's, Everett's formula, Lagrange's Interpolation and Newton Divided difference formula. **Numerical Integration**: Newton cotes formula, Trapezoidal rule, Simpson's 1/3 and 3/8 rules, Boole's rule, Waddle's rule.	8
4	**Solution of differential Equations:** Introduction, Picard's Method, Euler's Method, Taylor's Method, Runge-Kutta Methods, Predictor Corrector Methods, Automatic Error Monitoring and Stability of solution.	8
5	**Boundary Value problems:** Introduction, Finite difference method, solving Eigen value problems, polynomial method and power methods. Numerical solution of Partial Differential equations. Elliptic, Parabolic and hyperbolic PDEs. Distillation in a Plate Column, Unsteady-state Operation, Starting a Stirred-tank Reactor, Rate at which a Plate Absorber Approaches Steady State.	8

Note: PS: Practice session: Students should practice the Flow Charts and algorithm of some important programs

Text Books:
1. Jain, Iyengar and Jain, "Numerical Methods for Scientific and Engineering Computations", New Age International.
2. **Grewal B S, "Numerical methods in Engineering and Science", Khanna Publishers, Delhi.**

Reference Books
1. Rajaraman V, Computer Oriented Numerical Methods, Pearson Education
2. T Veerarajan, T Ramachandran, "Theory and Problems in Numerical Methods, McGraw Hill
3. Pradip Niyogi, Numerical Analysis and Algorithms, McGraw Hill.
4. Francis Scheld, Numerical Analysis, McGraw Hill.
5. Sastry S. S, Introductory Methods of Numerical Analysis, Pearson Education.
6. Kiusalaas, J.: Numerical methods in engineering with MATLAB, Cambridge University Press
7. Woodford, C and Phillips, C: Numerical methods with worked examples: MATLAB Edition, Springer

COURSE OUTCOMES: At the end of this course, the students will be able to:

	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
CO 1	Understand the concept of errors to evaluate approximate roots of several types of equations	K_2& K_5
CO 2	Analyze the problem and evaluate data by different interpolation methods and creating interpolating graphs	K_4, K_5&K_6
CO 3	Understand the concept of interpolation to analyze and evaluate the numerical differentiation and integration	K_2 & K_5
CO 4	Remember the concept of formula based the solution of ordinary differential equations to evaluate differential equations withy initial conditions	K_1&K_5
CO 5	Apply the concept of partial differential equation to evaluate the partial differential equations	K_3& K_5

K_1 – Remember, K_2 – Understand, K_3 – Apply, K_4 – Analyze, K_5 – Evaluate, K_6 – Create

KOE 066 GIS & REMOTE SENSING

COURSE OBJECTIVE: *Students undergoing this course are expected to-*
1. Understand about the principles of GIS, Remote Sensing, Spatial Systems, and its applications to Engineering Problems.

COURSE OUTCOME: *After completion of the course student will be able to-*
CO1: Understand about the principles of Remote Sensing and its advantages and limitations.
CO2: Retrieve the information content of remotely sensed data.
CO3: Apply problem specific remote sensing data for engineering applications.
CO4: Analyze spatial and attribute data for solving spatial problems.
CO5: Create GIS and cartographic outputs for presentation

|\	KOE-066 GIS & REMOTE SENSING	
Unit	**Topic**	**Lectures**
1	Basic component of remote sensing (RS), advantages and limitations of RS, possible use of RS techniques in assessment and monitoring of land and water resources; electromagnetic spectrum, energy interactions in the atmosphere and with the Earth's surface; major atmospheric windows; principal applications of different wavelength regions; typical spectral reflectance curve for vegetation, soil and water, spectral signatures.	**8**
2	Different types of sensors and platforms; contrast ratio and possible causes of low contrast; aerial photography; types of aerial photographs, scale of aerial photographs, planning aerial photography- end lap and side lap; stereoscopic vision, requirements of stereoscopic photographs; air-photo interpretation- interpretation elements;	**8**
3	Photogrammetry- measurements on a single vertical aerial photograph, measurements on a stereo-pair- vertical measurements by the parallax method; ground control for aerial photography; satellite remote sensing, multispectral scanner- whiskbroom and push-broom scanner; different types of resolutions; analysis of digital data- image restoration; image enhancement; information extraction, image classification, unsupervised classification, supervised classification, important consideration in the identification of training areas, vegetation indices.	**8**
4	Microwave remote sensing. GI Sand basic components, different sources of spatial data, basic spatial entities, major components of spatial data, Basic classes of map projections and their properties. .	**8**
5	Methods of data input into GIS, Data editing, spatial data models and structures, Attribute data management, integrating data (map overlay) in GIS, Application of remote sensing and GIS for the management of land and water resources.	**8**

Text & Reference Books:
1. Reddy Anji, M. 2006. Textbook of Remote Sensing and Geographical Information Systems. BS Publications, Hyderabad.
2. Elangovan, K. 2006. GIS Fundamentals Applications and Implementations. New India Publication Agency, New Delhi.
3. George Joseph. 2005. Fundamentals of Remote Sensing. 2nd Edition. Universities Press (India) Private Limited, Hyderabad.
4. Jensen, J.R. 2013. Remote Sensing of the Environment: An Earth Resource Perspective. Pearson Education Limited, UK.
5. Lillesand, T., R.W. Kiefer and J. Chipman. 2015. Remote Sensing and Image Interpretation. 7th Edition, John Wiley and Sons Singapore Pvt. Ltd., Singapore.
6. Sabins, F.F. 2007. Remote Sensing: Principles and Interpretation. Third Edition, Waveland Press Inc., Illinois, USA.

KOE-067 BASICS OF DATA BASE MANAGEMENT SYSTEM

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to:		
CO 1	Describe the features of a database system and its application and compare various types of data models.	K_2
CO 2	Construct an ER Model for a given problem and transform it into a relation database schema.	K_5, K_6
CO 3	Formulate solution to a query problem using SQL Commands, relational algebra, tuple calculus and domain calculus.	K_5, K_6
CO 4	Explain the need of normalization and normalize a given relation to the desired normal form.	K_2, K_3
CO 5	Explain different approaches of transaction processing and concurrency control.	K_2

DETAILED SYLLABUS		3-0-0
Unit		Lecture
I	**Introduction:** An overview of database management system, database system vs file system, database system concepts and architecture, views of data – levels of abstraction, data models, schema and instances, data independence, database languages and interfaces, data definition languages, DML, overall database structure, transaction management, storage management, database users and administrator. **Data Modeling using the Entity Relationship Model:** ER model concepts, notation for ER diagram, mapping constraints, keys, concepts of super key, candidate key, primary key, generalization, aggregation, reduction of an ER diagrams to tables, extended ER model, relationships of higher degree.	08
II	**Relational Database Concepts:** Introduction to relational database, relational database structure, relational model terminology – domains, attributes, tuples, relations & relational database schema, integrity constraints, entity integrity, referential integrity, keys constraints, domain constraints, Relational algebra - relational calculus, tuple and domain calculus, basic operations – selection and projection, set-theoretic operations, join operations. **Data Base Design & Normalization:** Functional dependencies, normal forms, first, second, & third normal forms, BCNF, inclusion dependence, loss less join decompositions, normalization using FD, MVD, and JDs, alternative approaches to database design	08
III	**Structured Query Language (SQL):** Basics of SQL, DDL, DML, DCL, advantage of SQL, SQL data type and literals, types of SQL commands, SQL operators and their procedure, tables – creation & alteration, defining constraints, views and indexes, queries and sub queries, aggregate functions, built-in functions, insert, update and delete operations, joins, unions, intersection, minus, transaction control commands.	08
	PL/SQL: Introduction, features, syntax and constructs, SQL within Pl/SL, DML in PL/SQL Cursors, stored procedures, stored function, database triggers, indices	
IV	**Transaction Processing Concepts:** Transaction concepts, properties of transaction, testing of serializability, Serializability of schedules, conflict & view serializable schedule, recoverability, recovery from transaction failures, two-phase commit protocol, log based recovery, checkpoints, deadlock handling. **Concurrency Control Techniques:** Concurrency control, locking techniques for concurrency control, time stamping protocols for concurrency control, validation based protocol, multiple granularity, multi-version schemes, recovery with concurrent transaction.	08

V	**Database Security** – Types of security, system failure, backup & recovery techniques, authorization & authentication, system policies, levels of security – physical, OS, network & DBMS, privileges – grant & revoke. **Recent Trends in Database Management Systems:** Centralized and Client-Server Architectures, Distributed Databases, Object-Oriented Database, Spatial & Temporal Databases, Decision Support Systems, Data Analysis, Data Mining & Warehousing, Data Visualization, Mobile Databases, OODB & XML Databases, Multimedia & Web Databases, Spatial and Geographical Databases, Web and Mobile Databases, Active Databases	**08**

Text books:

1. Elmasri, Navathe, "Fundamentals of Database System", Addision Wesley.
2. Korth, Silbertz, Sudarshan, "Database Concepts", Mc Graw Hill.
3. Bipin C. Desai, "An Introduction to Database System", Galgotia Publication.
4. Majumdar & Bhattacharya, "Database Management System", McGraw Hill.
5. Date C.J., "An Introduction to Database System", Addision Wesley.
6. Ramakrishnan, Gehrke, "Database Management System", McGraw Hill.
7. Atul Kahate, "Introduction to Database Management Systems", Pearson Education.
8. Paul Beynon Davies, "Database System", Palgrave Macmillan.
9. Bharti P.K., " An Introduction to Database Systems", JPNP.
10. Rajesh Narang, "Database Management System", PHI.
11. Singh, S.K., "Database System Concepts – design & application", Pearson Education.
12. Leon & Leon, "Database Management Systems", Vikas Publishing House.
13. O'Neil, "Databases", Elsevier Pub.
14. Ivan Bayross, "SQL, PL/SQL – The Programming Language of Oracle", BPB Publications.
15. P.S. Deshpande, "SQL and PL/SQL for Oracle 10g, Black Book", Dreamtech Press.
16. George Koch, Kevin Loney, "Oracle: The Complete Reference", McGraw Hill.
17. Coronel, Morris and Rob, "Database Principles: Fundamentals of Design, Implementation and Management", Cengage Learning.
18. Gillenson, Paulraj Ponniah, "Introduction to Database Management", Wiley.
19. G. K. Gupta, "Database Management Systems", McGraw Hill.
20. Shraman Shah, "Oracle for Professional", SPD.

KOE-068   SOFTWARE PROJECT MANAGEMENT

Course Outcome (CO)	Bloom's Knowledge Level (KL)
At the end of course , the student will be able :	

CO 1	Identify project planning objectives, along with various cost/effort estimation models.	K_3
CO 2	Organize & schedule project activities to compute critical path for risk analysis.	K_3
CO 3	Monitor and control project activities.	K_4, K_5
CO 4	Formulate testing objectives and test plan to ensure good software quality under SEI-CMM.	K_6
CO 5	Configure changes and manage risks using project management tools.	K_2, K_4

DETAILED SYLLABUS		3-0-0
Unit		**Lecture**
I	**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.	**08**
II	**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.	**08**
III	**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.	**08**
IV	**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.	**08**
V	**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.	**08**

Text books:

1. Bob Hughes, Mike Cotterell and Rajib Mall: Software Project Management – Fifth Edition, McGraw Hill, New Delhi, 2012.

2. Robert K. Wysocki ―Effective Software Project Management – Wiley Publication, 2011.

3. Walker Royce: ―Software Project Management- Addison-Wesley, 1998.

4. Gopalaswamy Ramesh, ―Managing Global Software Projects – McGraw Hill Education (India), Fourteenth Reprint 2013.

KOE-069 UNDERSTANDING THE HUMAN BEING COMPREHENSIVELY – HUMAN ASPIRATIONS AND ITS FULFILLMENT

Course Objectives:

1. To help the students having the clarity about human aspirations, goal, activities and purpose of life.
2. To facilitate the competence to understand the harmony in nature/existence and participation of human being in the nature/existence.
3. To help the students to develop the understanding of human tradition and its various components.

Course Methodology:

1. The methodology of this course is exploration and thus universally adaptable. It involves a systematic and rational study of the human being vis-à-vis the rest of existence.

2. It is free from any dogma or set of do's and don'ts related to values.

3. It is a process of self-investigation and self-exploration, and not of giving sermons. Whatever is found as truth or reality is stated as a proposal and the students are facilitated and encouraged to verify it in their own right, based on their Natural Acceptance and subsequent Experiential Validation.

4. This process of self-exploration takes the form of a dialogue between the teacher and the students to begin with, and then to continue within the student leading to continuous self-evolution.

5. This self-exploration also enables them to critically evaluate their preconditioning and present beliefs.

<table>
<tr><th colspan="3">KOE-069 UNDERSTANDING THE HUMAN BEING COMPREHENSIVELY-
HUMAN ASPIRATIONS AND ITS FULFILLMENT</th></tr>
<tr><th>Unit</th><th>Topic</th><th>Lectures</th></tr>
<tr><td>1</td><td>**Introduction:**
The basic human aspirations and their fulfillment through Right understanding and Resolution; All-encompassing Resolution for a Human Being, its details and solution of problems in the light of Resolution.</td><td>8</td></tr>
<tr><td>2</td><td>**Understanding Human being and its expansion:**
The domain of right understanding starts from understanding the human being (the knower, the experience and the doer); and extends up to understanding nature/existence – its interconnectedness and co-existence; and finally understanding the role of human being in existence (human conduct).</td><td>8</td></tr>
<tr><td>3</td><td>**Activities of the Self:**
Understanding the human being comprehensively is the first step and the core theme of this course; human being as co-existence of the self and the body; the activities and potentialities of the self; Reasons for harmony/contradiction in the self.</td><td>8</td></tr>
<tr><td>4</td><td>**Understanding Co-existence with other orders:**
The need and the process of inner evolution (through self-exploration, selfawareness and self-evaluation)- particularly awakening to activities of the Self: Realization, Understanding and Contemplation in the Self (Realization of Co-Existence, Understanding of Harmony in Nature and Contemplation of Participation of Human in this harmony/ order leading to comprehensive knowledge about the existence).</td><td>8</td></tr>
<tr><td>5</td><td>**Expansion of harmony from self to entire existence:**
Understanding different aspects of All-encompassing Resolution (understanding, wisdom, science etc.), Holistic way of living for Human Being with All-encompassing Resolution covering all four dimensions of human endeavour viz., realization, thought, behavior and work (participation in the larger order) leading to harmony at all levels from self to Nature and entire Existence.</td><td>8</td></tr>
</table>

Reference Books:

1. A Foundation Course in Human Values and Profession Ethics (Text Book and Teachers' Manual), R. R. Gaur, R. Sangal, G. P. Bagaria (2010), Excel Books, New Delhi [ISBN 978-8-174-46781-2]

2. Avartansheel Arthshastra, A. Nagraj, Divya Path Sansthan, Amarkantak, India

3. Economy of Permanence – (a quest for social order based on non-violence), J. C. Kumarappa (2010), Sarva-Seva-Sangh-Prakashan, Varansi, India

4. Energy and Equity, Ivan Illich (1974), The Trinity Press, Worcester & Harper Collins, USA

5. Ishandi Nau Upnishad, Shankaracharya, Geeta press, Gorakhpur,

6. Manav Vyavahar Darshan, A. Nagraj, Divya Path Sansthan, Amarkantak, India

7. Manaviya Sanvidhan, A. Nagraj, Divya Path Sansthan, Amarkantak, India

DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY, LUCKNOW
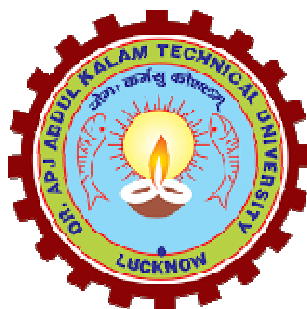
EVALUATION SCHEME & SYLLABUS

FOR

NON CREDIT COURSE
(V & VI Semester)

1	KNC501/ KNC601	CONSTITUTION OF INDIA, LAW AND ENGINEERING
2	KNC502/ KNC602	INDIAN TRADITION, CULTURE AND SOCIETY

[Effective from the Session: 2020-21]

B.Tech.
V & VI Semester

1	KNC501/ KNC601	CONSTITUTION OF INDIA, LAW AND ENGINEERING

CONSTITUTION OF INDIA, LAW AND ENGINEERING

L:T: P: 2: 0:0

Module 1--Introduction and Basic Information about Indian Constitution:

Meaning of the constitution law and constitutionalism, Historical Background of the Constituent Assembly, Government of India Act of 1935 and Indian Independence Act of 1947,Enforcement of the Constitution, Indian Constitution and its Salient Features, The Preamble of the Constitution, Fundamental Rights, Fundamental Duties, Directive Principles of State Policy, Parliamentary System, Federal System, Centre-State Relations, Amendment of the Constitutional Powers and Procedure, The historical perspectives of the constitutional amendments in India, Emergency Provisions: National Emergency, President Rule, Financial Emergency, and Local Self Government – Constitutional Scheme in India.

Module 2-Union Executive and State Executive:

Powers of Indian Parliament Functions of Rajya Sabha, Functions of Lok Sabha, Powers and Functions of the President, Comparison of powers of Indian President with the United States, Powers and Functions of the Prime Minister, Judiciary – The Independence of the Supreme Court, Appointment of Judges, Judicial Review, Public Interest Litigation, Judicial Activism, LokPal, Lok Ayukta, The Lokpal and Lok ayuktas Act 2013, State Executives – Powers and Functions of the Governor, Powers and Functions of the Chief Minister, Functions of State Cabinet, Functions of State Legislature, Functions of High Court and Subordinate Courts.

Module 3- Introduction and Basic Information about Legal System:

The Legal System: Sources of Law and the Court Structure: Enacted law -Acts of Parliament are of primary legislation, Common Law or Case law, Principles taken from decisions of judges constitute binding legal rules. The Court System in India and Foreign Courtiers (District Court, District Consumer Forum, Tribunals, High Courts, Supreme Court). Arbitration: As an alternative to resolving disputes in the normal courts, parties who are in dispute can agree that this will instead be referred to arbitration. Contract law, Tort, Law at workplace.

Module 4- Intellectual Property Laws and Regulation to Information:

Intellectual Property Laws: Introduction, Legal Aspects of Patents, Filing of Patent Applications, Rights from Patents, Infringement of Patents, Copyright and its Ownership, Infringement of Copyright, Civil Remedies for Infringement, Regulation to Information- Introduction, Right to Information Act, 2005, Information Technology Act, 2000, Electronic Governance, Secure Electronic Records and Digital Signatures, Digital Signature Certificates, Cyber Regulations Appellate Tribunal, Offences, Limitations of the Information Technology Act.

Module 5 -Business Organizations and E-Governance:

Sole Traders, Partnerships: Companies: The Company's Act: Introduction, Formation of a Company, Memorandum of Association, Articles of Association, Prospectus, Shares, Directors, General Meetings and Proceedings, Auditor, Winding up.
 E-Governance and role of engineers in E-Governance, Need for reformed engineering serving at the Union and State level, Role of I.T. professionals in Judiciary, Problem of Alienation and Secessionism in few states creating hurdles in Industrial development.

COURSE OBJECTIVE:

- To acquaint the students with legacies of constitutional development in India and help those to understand the most diversified legal document of India and philosophy behind it.
- To make students aware of the theoretical and functional aspects of the Indian Parliamentary System.
- To channelize students' thinking towards basic understanding of the legal concepts and its implications for engineers.
- To acquaint students with latest intellectual property rights and innovation environment with related regulatory framework.
- To make students learn about role of engineering in business organizations and e-governance.

COURSE OUTCOME: At the end of the course, learners should be able to-

1. Identify and explore the basic features and modalities about Indian constitution.
2. Differentiate and relate the functioning of Indian parliamentary system at the center and state level.
3. Differentiate different aspects of Indian Legal System and its related bodies.
4. Discover and apply different laws and regulations related to engineering practices.
5. Correlate role of engineers with different organizations and governance models

Pedagogy: Lecture, Problem based learning, Group discussions, Visual media, Films, Documentaries, Debate forums.

Suggested Readings:

- Brij Kishore Sharma: *Introduction to the Indian Constitution*, 8th Edition, PHI Learning Pvt. Ltd.
- Granville Austin: *The Indian Constitution: Cornerstone of a Nation (Classic Reissue)*, Oxford University Press.
- Subhash C. Kashyap: *Our Constitution: An Introduction to India's Constitution and constitutional Law*, NBT, 2018.
- Madhav Khosla: *The Indian Constitution*, Oxford University Press.
- PM Bakshi: *The Constitution of India*, Latest Edition, Universal Law Publishing.
- V.K. Ahuja: *Law Relating to Intellectual Property Rights* (2007)
- Suresh T. Viswanathan: *The Indian Cyber Laws, Bharat Law House*, New Delhi-88
- P. Narayan: Intellectual Property Law, Eastern Law House, New Delhi
- Prabudh Ganguli: *Gearing up for Patents: The Indian Scenario*, Orient Longman.
- BL Wadehra: Patents, Trademarks, *Designs and Geological Indications Universal Law* Publishing - LexisNexis.
- *Intellectual Property Rights: Law and Practice, Module III* by ICSI (only relevant sections)
- Executive programme study material Company Law, Module II, by ICSI (The Institute of Companies Secretaries of India) (Only relevant sections i.e., Study 1, 4 and 36).https://www.icsi.edu/media/webmodules/publications/Company%20Law.pdf
- Handbook on e-Governance Project Lifecycle, Department of Electronics & Information Technology, Government of India, https://www.meity.gov.in/writereaddata/files/e-Governance_Project_Lifecycle_Participant_Handbook-5Day_CourseV1_20412.pdf
- Companies Act, 2013 Key highlights and analysis by PWC. https://www.pwc.in/assets/pdfs/publications/2013/companies-act-2013-key-highlights-and-analysis.pdf

Referred Case Studies:

- Keshavanand Bharati V. State of Kerala, AIR 1973 SC 1461.
- Maneka Gandhi V. Union of India AIR, 1978 SC 597.
- S.R. Bammai V. Union of India, AIR 1994 SC 1918.
- Kuldip Nayyar V. Union of India, AIR 2006 SC312.
- A.D.M. Jabalpur V. ShivkantShakla, AIR 1976 SC1207.
- Remshwar Prasad V. Union of India, AIR 2006 SC980.
- Keshav Singh in re, AIR 1965 SC 745.
- Union of India V. Talsiram, AIR 1985 SC 1416.
- Atiabari Tea Estate Co.V. State of Assam, AIR 1961SC232.
- SBP & Co. Vs. Patel Engg. Ltd. 2005 (8) SCC 618.
- Krishna Bhagya Jala Nigam Ltd. Vs. G. Arischandra Reddy (2007) 2 SCC 720.
- Oil & Natural Gas Corporation Vs. Saw Pipes Ltd. 2003 (4) SCALE 92 – 185.

** (Other relevant case studies can be consulted by the teacher as per the topic).

Prescribed Legislations:

1. Information Technology Act, 2000 with latest amendments.
2. RTI Act 2005 with latest amendments.
3. Information Technology Rules, 2000
4. Cyber Regulation Appellate Tribunal Rules, 2000

Suggested aid for Students and Pedagogic purpose
- RSTV debates on corporate law, IPR and patent issues
- NPTEL lectures on IPR and patent rights

Episodes of 10 -part mini TV series "Samvidhan: The Making of Constitution of India" by RSTV.

B.Tech.
V & VI Semester

2	KNC502/ KNC602	INDIAN TRADITION, CULTURE AND SOCIETY

INDIAN TRADITIONS, CULTURAL AND SOCIETY

L: T:P: 2: 0:0

Module 1- Society State and Polity in India

State in Ancient India: Evolutionary Theory, Force Theory, Mystical Theory Contract Theory, Stages of State Formation in Ancient India, Kingship , Council of Ministers Administration Political Ideals in Ancient India Conditions' of the Welfare of Societies, The Seven Limbs of the State, Society in Ancient India, Purusārtha, Varnāshrama System, Āshrama or the Stages of Life, Marriage, Understanding Gender as a social category, The representation of Women in Historical traditions, Challenges faced by Women. Four-class Classification, Slavery.

Module 2- Indian Literature, Culture, Tradition, and Practices

Evolution of script and languages in India: Harappan Script and Brahmi Script. The Vedas, the Upanishads, the Ramayana and the Mahabharata, Puranas, Buddhist And Jain Literature in Pali,Prakrit And Sanskrit, Kautilya's Arthashastra, Famous Sanskrit Authors, Telugu Literature, Kannada Literature,Malayalam Literature ,Sangama Literature Northern Indian Languages & Literature, Persian And Urdu ,Hindi Literature

Module 3- Indian Religion, Philosophy, and Practices

Pre-Vedic and Vedic Religion, Buddhism, Jainism, Six System Indian Philosophy, Shankaracharya, Various Philosophical Doctrines , Other Heterodox Sects, Bhakti Movement, Sufi movement, Socio religious reform movement of 19th century, Modern religious practices.

Module 4-Science, Management and Indian Knowledge System

Astronomy in India, Chemistry in India, Mathematics in India, Physics in India, Agriculture in India, Medicine in India ,Metallurgy in India, Geography, Biology, Harappan Technologies, Water Management in India, Textile Technology in India ,Writing Technology in India Pyrotechnics in India Trade in Ancient India/,India's Dominance up to Pre-colonial Times

Module 5- Cultural Heritage and Performing Arts

Indian Architect, Engineering and Architecture in Ancient India, Sculptures, Seals, coins, Pottery, Puppetry, Dance, Music, Theatre, drama, Painting, Martial Arts Traditions, Fairs and Festivals, Current developments in Arts and Cultural, Indian's Cultural Contribution to the World. Indian Cinema

COURSE OBJECTIVES:

- The course aims at imparting basic principles of thought process, reasoning and inference to identify the roots and details of some of the contemporary issues faced by our nation and try to locate possible solutions to these challenges by digging deep into our past.
- To enable the students to understand the importance of our surroundings and encourage the students to contribute towards sustainable development.
- To sensitize students towards issues related to 'Indian' culture, tradition and its composite character.

- To make students aware of holistic life styles of Yogic-science and wisdom capsules in Sanskrit literature that are important in modern society with rapid technological advancements and societal disruptions.
- To acquaint students with Indian Knowledge System, Indian perspective of modern scientific world-view and basic principles of Yoga and holistic health care system.

COURSE OUTCOMES: Ability to understand, connect up and explain basics of Indian Traditional knowledge modern scientific perspective.

Suggested Pedagogy for Teachers

- Project based learning
- Case studies
- Group discussion
- Presentations

Suggested Text & Reference Books

1. V. Sivaramakrishna (Ed.), *Cultural Heritage of India-Course Material*, Bharatiya Vidya Bhavan, Mumbai, 5th Edition, 2014
2. S. Baliyan, *Indian Art and Culture*, Oxford University Press, India
3. Swami Jitatmanand, *Modern Physics and Vedant*, Bharatiya Vidya Bhavan
4. Romila Thapar, *Readings In Early Indian History* Oxford University Press , India
5. Fritz of Capra, Tao of Physics
6. Fritz of Capra, The wave of Life
7. V N Jha (English Translation), *Tarkasangraha of Annam Bhatta,* Inernational Chinmay Foundation,Velliarnad,Amaku,am
8. Yoga Sutra of Patanjali, Ramakrishna Mission, Kolkatta
9. GN Jha (Eng. Trans.) Ed. R N Jha, *Yoga-darshanam with Vyasa Bhashya*, Vidyanidhi Prakasham, Delhi,2016
10. RN Jha, Science of Consciousness Psychotherapy and Yoga Practices, Vidyanidhi Prakasham, Delhi, 2016
11. P R Sharma (English translation), Shodashang Hridayam
12. Basham, A.L., *The Wonder that was India* (34th impression), New Delhi, Rupa & co
13. Sharma, R.S., *Aspects of Political Ideas and Institutions in Ancient India*(fourth edition), Delhi, Motilal Banarsidass,