

ANNA UNIVERSITY, CHENNAI

AFFILIATED INSTITUTIONS

R-2008

B.E. COMPUTER SCIENCE AND ENGINEERING

II - VIII SEMESTERS CURRICULA AND SYLLABI

SEMESTER II

SL. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1.	HS2161	<u>Technical English – II*</u>	3	1	0	4
2.	MA2161	<u>Mathematics – II*</u>	3	1	0	4
3.	PH2161	<u>Engineering Physics – II*</u>	3	0	0	3
4.	CY2161	<u>Engineering Chemistry – II*</u>	3	0	0	3
5. a	ME2151	<u>Engineering Mechanics</u> (For non-circuit branches)	3	1	0	4
5. b	EE2151	<u>Circuit Theory</u> (For branches under Electrical Faculty)	3	1	0	4
5. c	EC2151	<u>Electric Circuits and Electron Devices</u> (For branches under I & C Faculty)	3	1	0	4
6. a	GE2151	<u>Basic Electrical & Electronics Engineering</u> (For non-circuit branches)	4	0	0	4
6. b	GE2152	<u>Basic Civil & Mechanical Engineering</u> (For circuit branches)	4	0	0	4
PRACTICAL						
7.	GE2155	<u>Computer Practice Laboratory-II*</u>	0	1	2	2
8.	GS2165	<u>Physics & Chemistry Laboratory - II*</u>	0	0	3	2

9. a	ME2155	<u>Computer Aided Drafting and Modeling Laboratory</u> (For non-circuits branches)	0	1	2	2
9. b	EE2155	<u>Electrical Circuits Laboratory</u> (For branches under Electrical Faculty)	0	0	3	2
9. c	EC2155	<u>Circuits and Devices Laboratory</u> (For branches under I & C Faculty)	0	0	3	2
TOTAL : 28 CREDITS						
10.	-	<u>English Language Laboratory</u> ⁺	0	0	2	-

* Common to all B.E. / B.Tech. Programmes

+ Offering English Language Laboratory as an additional subject (with no marks) during 2nd semester may be decided by the respective Colleges affiliated to Anna University Chennai.

A. CIRCUIT BRANCHES

I Faculty of Electrical Engineering

1. B.E. Electrical and Electronics Engineering
2. B.E. Electronics and Instrumentation Engineering
3. B.E. Instrumentation and Control Engineering

II Faculty of Information and Communication Engineering

1. B.E. Computer Science and Engineering
2. B.E. Electronics and Communication Engineering
3. B.E. Bio Medical Engineering
4. B.Tech. Information Technology

B. NON – CIRCUIT BRANCHES

I Faculty of Civil Engineering

1. B.E. Civil Engineering

II Faculty of Mechanical Engineering

1. B.E. Aeronautical Engineering
2. B.E. Automobile Engineering
3. B.E. Marine Engineering
4. B.E. Mechanical Engineering
5. B.E. Production Engineering

III Faculty of Technology

1. B.Tech. Chemical Engineering
2. B.Tech. Biotechnology
3. B.Tech. Polymer Technology
4. B.Tech. Textile Technology
5. B.Tech. Textile Technology (Fashion Technology)
6. B.Tech. Petroleum Engineering
7. B.Tech. Plastics Technology

SEMESTER III

(Applicable to the students admitted from the Academic year 2008–2009 onwards)

Code No.	Course Title	L	T	P	C
THEORY					
MA 2211	<u>Transforms and Partial Differential Equations</u>	3	1	0	4
CS 2201	<u>Data Structures</u>	3	0	0	3
CS 2202	<u>Digital Principles and Systems Design</u>	3	1	0	4
CS 2203	<u>Object Oriented Programming</u>	3	0	0	3
CS 2204	<u>Analog and Digital Communication</u>	3	1	0	4
GE 2021	<u>Environmental Science and Engineering</u>	3	0	0	3
PRACTICAL					
CS 2207	<u>Digital Lab</u>	0	0	3	2
CS 2208	<u>Data Structures Lab</u>	0	0	3	2
CS 2209	<u>Object Oriented Programming Lab</u>	0	0	3	2
Total		18	3	9	27

SEMESTER IV

(Applicable to the students admitted from the Academic year 2008–2009 onwards)

Code No.	Course Title	L	T	P	C
THEORY					
MA 2262	<u>Probability and Queueing Theory</u>	3	1	0	4
CS 2251	<u>Design and Analysis of Algorithms</u>	3	1	0	4
CS 2252	<u>Microprocessors and Microcontrollers</u>	3	0	0	3
CS 2253	<u>Computer Organization and Architecture</u>	3	0	0	3
CS 2254	<u>Operating Systems</u>	3	0	0	3
CS 2255	<u>Database Management Systems</u>	3	0	0	3
PRACTICAL					
CS 2257	<u>Operating Systems Lab</u>	0	0	3	2
CS 2258	<u>Data Base Management Systems Lab</u>	0	0	3	2
CS 2259	<u>Microprocessors Lab</u>	0	0	3	2
Total		18	2	9	26

SEMESTER V

(Applicable to the students admitted from the Academic year 2008–2009 onwards)

CODE NO.	COURSE TITLE	L	T	P	C
THEORY					
CS2301	<u>Software Engineering</u>	3	0	0	3
MA2265	<u>Discrete Mathematics</u>	3	1	0	4
CS2302	<u>Computer Networks</u>	3	0	0	3
CS2303	<u>Theory of Computation</u>	3	1	0	4
CS2304	<u>System Software</u>	3	1	0	4
CS2305	<u>Programming Paradigms</u>	3	0	0	3
PRACTICAL					
CS2307	<u>Network Lab</u>	0	0	3	2
CS2308	<u>System Software Lab</u>	0	0	3	2
CS2309	<u>Java Lab</u>	0	0	3	2
TOTAL		18	3	9	27

SEMESTER VI

(Applicable to the students admitted from the Academic year 2008–2009 onwards)

CODE NO.	COURSE TITLE	L	T	P	C
THEORY					
CS2351	<u>Artificial Intelligence</u>	3	0	0	3
CS2352	<u>Principles of Compiler Design</u>	3	0	2	4
CS2353	<u>Object Oriented Analysis and Design</u>	3	0	0	3
CS2354	<u>Advanced Computer Architecture</u>	3	0	0	3
	Elective – I	3	0	0	3
	Elective – II	3	0	0	3
PRACTICAL					
CS2357	<u>Object Oriented Analysis and Design Lab</u>	0	0	3	2
GE2321	<u>Communication Skills Lab</u>	0	0	4	2
CS2358	<u>Internet Programming Lab</u>	1	0	3	2
TOTAL		19	0	12	25

SEMESTER VII

(Applicable to the students admitted from the Academic year 2008–2009 onwards)

Code No.	Course Title	L	T	P	C
THEORY					
MG2452	<u>Engineering Economics & Financial Accounting</u>	3	0	0	3
CS2401	<u>Computer Graphics</u>	3	0	0	3
CS2402	<u>Mobile and Pervasive Computing</u>	3	0	0	3
CS2403	<u>Digital Signal Processing</u>	3	0	0	3
	Elective III	3	0	0	3
	Elective IV	3	0	0	3
PRACTICAL					
CS2405	<u>Computer Graphics Lab</u>	0	0	3	2
CS2406	<u>Open Source Lab</u>	0	0	3	2
TOTAL		18	0	6	22

SEMESTER VIII

(Applicable to the students admitted from the Academic year 2008–2009 onwards)

Code No.	Course Title	L	T	P	C
THEORY					
	Elective V	3	0	0	3
	Elective VI	3	0	0	3
PRACTICAL					
CS2451	Project Work	0	0	12	6
TOTAL		6	0	12	12

LIST OF ELECTIVES SEMESTER VI – Elective I

Code No.	Course Title	L	T	P	C
CS2021	<u>Multicore Programming</u>	3	0	0	3
CS2022	<u>Visual Programming</u>	3	0	0	3
CS2023	<u>Advanced JAVA Programming</u>	3	0	0	3
CS2024	<u>Parallel Programming</u>	3	0	0	3
IT2353	<u>Web Technology</u>	3	0	0	3

SEMESTER VI – Elective II

Code No.	Course Title	L	T	P	C
CS2028	<u>UNIX Internals</u>	3	0	0	3
MA2264	<u>Numerical Methods</u>	3	1	0	4
IT2354	<u>Embedded Systems</u>	3	0	0	3
CS2029	<u>Advanced Database Technology</u>	3	0	0	3
IT2043	<u>Knowledge Management</u>	3	0	0	3
CS2030	<u>High Performance Microprocessors</u>	3	0	0	3

SEMESTER VII – Elective III

Code No.	Course Title	L	T	P	C
MG2453	<u>Resource Management Techniques</u>	3	0	0	3
CS2032	<u>Data Warehousing and Data Mining</u>	3	0	0	3
CS2033	<u>Real Time Systems</u>	3	0	0	3
CS2034	<u>TCP/IP Design and Implementation</u>	3	0	0	3
CS2035	<u>Natural Language Processing</u>	3	0	0	3
IT2024	<u>User Interface Design</u>	3	0	0	3
IT2401	<u>Service Oriented Architecture</u>	3	0	0	3

SEMESTER VII – Elective IV

Code No.	Course Title	L	T	P	C
CS2040	<u>Advanced Operating Systems</u>	3	0	0	3
CS2041	<u>C# and .NET Framework</u>	3	0	0	3
IT2352	<u>Cryptography and Network Security</u>	3	0	0	3
IT2061	<u>Systems Modeling & Simulation</u>	3	0	0	3
GE2022	<u>Total Quality Management</u>	3	0	0	3
IT2351	<u>Network Programming and Management</u>	3	0	0	3
IT2032	<u>Software Testing</u>	3	0	0	3
CS2045	<u>Wireless Networks</u>	3	0	0	3

SEMESTER VIII – Elective V

Code No.	Course Title	L	T	P	C
GE2071	<u>Intellectual Property Rights</u>	3	0	0	3
CS2051	<u>Graph Theory</u>	3	0	0	3
IT2042	<u>Information Security</u>	3	0	0	3
CS2053	<u>Soft Computing</u>	3	0	0	3
IT2023	<u>Digital Image Processing</u>	3	0	0	3
CS2055	<u>Software Quality Assurance</u>	3	0	0	3
CS2056	<u>Distributed Systems</u>	3	0	0	3
CS2057	<u>Knowledge Based Decision Support Systems</u>	3	0	0	3
GE2025	<u>Professional Ethics in Engineering</u>	3	0	0	3
GE2023	<u>Fundamental of Nano Science</u>	3	0	0	3

SEMESTER VIII – Elective VI

Code No.	Course Title	L	T	P	C
GE2072	<u>Indian Constitution and Society</u>	3	0	0	3
CS2060	<u>High Speed Networks</u>	3	0	0	3
CS2061	<u>Robotics</u>	3	0	0	3
IT2403	<u>Software Project Management</u>	3	0	0	3
CS2062	<u>Quantum Computing</u>	3	0	0	3
CS2063	<u>Grid Computing</u>	3	0	0	3
CS2064	<u>Agent Based Intelligent Systems</u>	3	0	0	3
IT2033	<u>Bio Informatics</u>	3	0	0	3
IT2064	<u>Speech Processing</u>	3	0	0	3

AIM:

To encourage students to actively involve in participative learning of English and to help them acquire Communication Skills.

OBJECTIVES:

1. To help students develop listening skills for academic and professional purposes.
2. To help students acquire the ability to speak effectively in English in real-life situations.
3. To inculcate reading habit and to develop effective reading skills.
4. To help students improve their active and passive vocabulary.
5. To familiarize students with different rhetorical functions of scientific English.
6. To enable students write letters and reports effectively in formal and business situations.

UNIT I**12**

Technical Vocabulary - meanings in context, sequencing words, Articles- Prepositions, intensive reading& predicting content, Reading and interpretation, extended definitions, Process description

Suggested activities:

1. Exercises on word formation using the prefix 'self' - Gap filling with preposition.
2. Exercises - Using sequence words.
3. Reading comprehension exercise with questions based on inference – Reading headings
4. and predicting the content – Reading advertisements and interpretation.
5. Writing extended definitions – Writing descriptions of processes – Writing paragraphs based on discussions – Writing paragraphs describing the future.

UNIT II**12**

Phrases / Structures indicating use / purpose – Adverbs-Skimming – Non-verbal communication - Listening – correlating verbal and non-verbal communication -Speaking in group discussions – Formal Letter writing – Writing analytical paragraphs.

Suggested activities:

1. Reading comprehension exercises with questions on overall content – Discussions analyzing stylistic features (creative and factual description) - Reading comprehension exercises with texts including graphic communication - Exercises in interpreting non-verbal communication.
2. Listening comprehension exercises to categorise data in tables.
3. Writing formal letters, quotations, clarification, complaint – Letter seeking permission for Industrial visits– Writing analytical paragraphs on different debatable issues.

UNIT III**12**

Cause and effect expressions – Different grammatical forms of the same word - Speaking – stress and intonation, Group Discussions - Reading – Critical reading - Listening, - Writing – using connectives, report writing – types, structure, data collection, content, form, recommendations .

Suggested activities:

1. Exercises combining sentences using cause and effect expressions – Gap filling exercises using the appropriate tense forms – Making sentences using different grammatical forms of the same word. (Eg: object –verb / object – noun)
2. Speaking exercises involving the use of stress and intonation – Group discussions– analysis of problems and offering solutions.
3. Reading comprehension exercises with critical questions, Multiple choice question.
4. Sequencing of jumbled sentences using connectives – Writing different types of reports like industrial accident report and survey report – Writing recommendations.

UNIT IV**12**

Numerical adjectives – Oral instructions – Descriptive writing – Argumentative paragraphs – Letter of application - content, format (CV / Bio-data) - Instructions, imperative forms - Checklists, Yes/No question form – E-mail communication.

Suggested Activities:

1. Rewriting exercises using numerical adjectives.
2. Reading comprehension exercises with analytical questions on content – Evaluation of content.
3. Listening comprehension – entering information in tabular form, intensive listening exercise and completing the steps of a process.
4. Speaking - Role play – group discussions – Activities giving oral instructions.
5. Writing descriptions, expanding hints – Writing argumentative paragraphs – Writing formal letters – Writing letter of application with CV/Bio-data – Writing general and safety instructions – Preparing checklists – Writing e-mail messages.

UNIT V**9**

Speaking - Discussion of Problems and solutions - Creative and critical thinking – Writing an essay, Writing a proposal.

Suggested Activities:

1. Case Studies on problems and solutions
2. Brain storming and discussion
3. Writing Critical essays
4. Writing short proposals of 2 pages for starting a project, solving problems, etc.
5. Writing advertisements.

TOTAL: 60 PERIODS**TEXT BOOK:**

1. Chapters 5 – 8. Department of Humanities & Social Sciences, Anna University, 'English for Engineers and Technologists' Combined Edition (Volumes 1 & 2), Chennai: Orient Longman Pvt. Ltd., 2006. Themes 5 – 8 (Technology, Communication, Environment, Industry)

REFERENCES:

1. P. K. Dutt, G. Rajeevan and C.L.N Prakash, 'A Course in Communication Skills', Cambridge University Press, India 2007.
2. Krishna Mohan and Meera Banerjee, 'Developing Communication Skills', Macmillan India Ltd., (Reprinted 1994 – 2007).
3. Edgar Thorpe, Showick Thorpe, 'Objective English', Second Edition, Pearson Education, 2007.

Extensive Reading:

1. Robin Sharma, 'The Monk Who Sold His Ferrari', Jaico Publishing House, 2007

Note:

The book listed under Extensive Reading is meant for inculcating the reading habit of the students. They need not be used for testing purposes.

MA2161

MATHEMATICS – II

L T P C
3 1 0 4

UNIT I ORDINARY DIFFERENTIAL EQUATIONS 12
Higher order linear differential equations with constant coefficients – Method of variation of parameters – Cauchy's and Legendre's linear equations – Simultaneous first order linear equations with constant coefficients.

UNIT II VECTOR CALCULUS 12
Gradient Divergence and Curl – Directional derivative – Irrotational and solenoidal vector fields – Vector integration – Green's theorem in a plane, Gauss divergence theorem and Stokes' theorem (excluding proofs) – Simple applications involving cubes and rectangular parallelepipeds.

UNIT III ANALYTIC FUNCTIONS 12
Functions of a complex variable – Analytic functions – Necessary conditions, Cauchy – Riemann equation and Sufficient conditions (excluding proofs) – Harmonic and orthogonal properties of analytic function – Harmonic conjugate – Construction of analytic functions – Conformal mapping : $w = z+c$, cz , $1/z$, and bilinear transformation.

UNIT IV COMPLEX INTEGRATION 12
Complex integration – Statement and applications of Cauchy's integral theorem and Cauchy's integral formula – Taylor and Laurent expansions – Singular points – Residues – Residue theorem – Application of residue theorem to evaluate real integrals – Unit circle and semi-circular contour(excluding poles on boundaries).

UNIT V LAPLACE TRANSFORM**12**

Laplace transform – Conditions for existence – Transform of elementary functions – Basic properties – Transform of derivatives and integrals – Transform of unit step function and impulse functions – Transform of periodic functions.

Definition of Inverse Laplace transform as contour integral – Convolution theorem (excluding proof) – Initial and Final value theorems – Solution of linear ODE of second order with constant coefficients using Laplace transformation techniques.

TOTAL: 60 PERIODS**TEXT BOOKS:**

1. Bali N. P and Manish Goyal, "Text book of Engineering Mathematics", 3rd Edition, Laxmi Publications (p) Ltd., (2008).
2. Grewal. B.S, "Higher Engineering Mathematics", 40th Edition, Khanna Publications, Delhi, (2007).

REFERENCES:

1. Ramana B.V, "Higher Engineering Mathematics", Tata McGraw Hill Publishing Company, New Delhi, (2007).
2. Glyn James, "Advanced Engineering Mathematics", 3rd Edition, Pearson Education, (2007).
3. Erwin Kreyszig, "Advanced Engineering Mathematics", 7th Edition, Wiley India, (2007).
4. Jain R.K and Iyengar S.R.K, "Advanced Engineering Mathematics", 3rd Edition, Narosa Publishing House Pvt. Ltd., (2007).

PH2161**ENGINEERING PHYSICS – II****L T P C
3 0 0 3****UNIT I CONDUCTING MATERIALS****9**

Conductors – classical free electron theory of metals – Electrical and thermal conductivity – Wiedemann – Franz law – Lorentz number – Draw backs of classical theory – Quantum theory – Fermi distribution function – Effect of temperature on Fermi Function – Density of energy states – carrier concentration in metals.

UNIT II SEMICONDUCTING MATERIALS**9**

Intrinsic semiconductor – carrier concentration derivation – Fermi level – Variation of Fermi level with temperature – electrical conductivity – band gap determination – extrinsic semiconductors – carrier concentration derivation in n-type and p-type semiconductor – variation of Fermi level with temperature and impurity concentration – compound semiconductors – Hall effect – Determination of Hall coefficient – Applications.

UNIT III MAGNETIC AND SUPERCONDUCTING MATERIALS 9

Origin of magnetic moment – Bohr magneton – Dia and para magnetism – Ferro magnetism – Domain theory – Hysteresis – soft and hard magnetic materials – anti – ferromagnetic materials – Ferrites – applications – magnetic recording and readout – storage of magnetic data – tapes, floppy and magnetic disc drives.

Superconductivity : properties - Types of super conductors – BCS theory of superconductivity(Qualitative) - High T_c superconductors – Applications of superconductors – SQUID, cryotron, magnetic levitation.

UNIT IV DIELECTRIC MATERIALS 9

Electrical susceptibility – dielectric constant – electronic, ionic, orientational and space charge polarization – frequency and temperature dependence of polarisation – internal field – Claussius – Mosotti relation (derivation) – dielectric loss – dielectric breakdown – uses of dielectric materials (capacitor and transformer) – ferroelectricity and applications.

UNIT V MODERN ENGINEERING MATERIALS 9

Metallic glasses: preparation, properties and applications.

Shape memory alloys (SMA): Characteristics, properties of NiTi alloy, application, advantages and disadvantages of SMA

Nanomaterials: synthesis –plasma arcing – chemical vapour deposition – sol-gels – electrodeposition – ball milling - properties of nanoparticles and applications.

Carbon nanotubes: fabrication – arc method – pulsed laser deposition – chemical vapour deposition - structure – properties and applications.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Charles Kittel ‘ Introduction to Solid State Physics’, John Wiley & sons, 7th edition, Singapore (2007)
2. Charles P. Poole and Frank J.Ownen, ‘Introduction to Nanotechnology’, Wiley India(2007) (for Unit V)

REFERENCES:

1. Rajendran, V, and Marikani A, ‘Materials science’Tata McGraw Hill publications, (2004) New Delhi.
2. Jayakumar, S. ‘Materials science’, R.K. Publishers, Coimbatore, (2008).
3. Palanisamy P.K, ‘Materials science’, Scitech publications(India) Pvt. LTd., Chennai, second Edition(2007)
4. M. Arumugam, ‘Materials Science’ Anuradha publications, Kumbakonam, (2006).

CY2161

ENGINEERING CHEMISTRY – II

L T P C

3 0 0 3

AIM

To impart a sound knowledge on the principles of chemistry involving the different application oriented topics required for all engineering branches.

OBJECTIVES

- The student should be conversant with the principles electrochemistry, electrochemical cells, emf and applications of emf measurements.
- Principles of corrosion control
- Chemistry of Fuels and combustion
- Industrial importance of Phase rule and alloys
- Analytical techniques and their importance.

UNIT I ELECTROCHEMISTRY 9

Electrochemical cells – reversible and irreversible cells – EMF – measurement of emf – Single electrode potential – Nernst equation (problem) – reference electrodes – Standard Hydrogen electrode – Calomel electrode – Ion selective electrode – glass electrode and measurement of pH – electrochemical series – significance – potentiometer titrations (redox - Fe^{2+} vs dichromate and precipitation – Ag^+ vs Cl^- titrations) and conductometric titrations (acid-base – HCl vs, NaOH) titrations,

UNIT II CORROSION AND CORROSION CONTROL 9

Chemical corrosion – Pilling – Bedworth rule – electrochemical corrosion – different types – galvanic corrosion – differential aeration corrosion – factors influencing corrosion – corrosion control – sacrificial anode and impressed cathodic current methods – corrosion inhibitors – protective coatings – paints – constituents and functions – metallic coatings – electroplating (Au) and electroless (Ni) plating.

UNIT III FUELS AND COMBUSTION 9

Calorific value – classification – Coal – proximate and ultimate analysis metallurgical coke – manufacture by Otto-Hoffmann method – Petroleum processing and fractions – cracking – catalytic cracking and methods-knocking – octane number and cetane number – synthetic petrol – Fischer Tropsch and Bergius processes – Gaseous fuels-water gas, producer gas, CNG and LPG, Flue gas analysis – Orsat apparatus – theoretical air for combustion.

UNIT IV PHASE RULE AND ALLOYS 9

Statement and explanation of terms involved – one component system – water system – condensed phase rule – construction of phase diagram by thermal analysis – simple eutectic systems (lead-silver system only) – alloys – importance, ferrous alloys – nichrome and stainless steel – heat treatment of steel, non-ferrous alloys – brass and bronze.

UNIT V ANALYTICAL TECHNIQUES 9

Beer-Lambert's law (problem) – UV-visible spectroscopy and IR spectroscopy – principles – instrumentation (problem) (block diagram only) – estimation of iron by colorimetry – flame photometry – principle – instrumentation (block diagram only) – estimation of sodium by flame photometry – atomic absorption spectroscopy – principles – instrumentation (block diagram only) – estimation of nickel by atomic absorption spectroscopy.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. P.C.Jain and Monica Jain, "Engineering Chemistry" Dhanpat Rai Pub, Co., New Delhi (2002).
2. S.S.Dara "A text book of Engineering Chemistry" S.Chand & Co.Ltd., New Delhi (2006).

REFERENCES:

1. B.Sivasankar "Engineering Chemistry" Tata McGraw-Hill Pub.Co.Ltd, New Delhi (2008).
2. B.K.Sharma "Engineering Chemistry" Krishna Prakashan Media (P) Ltd., Meerut (2001).

ME2151**ENGINEERING MECHANICS****L T P C**
3 1 0 4**OBJECTIVE:**

At the end of this course the student should be able to understand the vectorial and scalar representation of forces and moments, static equilibrium of particles and rigid bodies both in two dimensions and also in three dimensions. Further, he should understand the principle of work and energy. He should be able to comprehend the effect of friction on equilibrium. He should be able to understand the laws of motion, the kinematics of motion and the interrelationship. He should also be able to write the dynamic equilibrium equation. All these should be achieved both conceptually and through solved examples.

UNIT I BASICS & STATICS OF PARTICLES 12

Introduction – Units and Dimensions – Laws of Mechanics – Lame's theorem, Parallelogram and triangular Law of forces – Vectors – Vectorial representation of forces and moments – Vector operations: additions, subtraction, dot product, cross product – Coplanar Forces – Resolution and Composition of forces – Equilibrium of a particle – Forces in space – Equilibrium of a particle in space – Equivalent systems of forces – Principle of transmissibility – Single equivalent force.

UNIT II EQUILIBRIUM OF RIGID BODIES 12

Free body diagram – Types of supports and their reactions – requirements of stable equilibrium – Moments and Couples – Moment of a force about a point and about an axis – Vectorial representation of moments and couples – Scalar components of a moment – Varignon's theorem – Equilibrium of Rigid bodies in two dimensions – Equilibrium of Rigid bodies in three dimensions – Examples

UNIT III PROPERTIES OF SURFACES AND SOLIDS 12

Determination of Areas and Volumes – First moment of area and the Centroid of sections – Rectangle, circle, triangle from integration – T section, I section, - Angle section, Hollow section by using standard formula – second and product moments of plane area – Rectangle, triangle, circle from integration – T section, I section, Angle section, Hollow section by using standard formula – Parallel axis theorem and perpendicular axis theorem – Polar moment of inertia – Principal moments of inertia of plane areas – Principal axes of inertia – Mass moment of inertia – Derivation of mass moment of inertia for rectangular section, prism, sphere from first principle – Relation to area moments of inertia.

UNIT IV DYNAMICS OF PARTICLES 12

Displacements, Velocity and acceleration, their relationship – Relative motion – Curvilinear motion – Newton’s law – Work Energy Equation of particles – Impulse and Momentum – Impact of elastic bodies.

UNIT V FRICTION AND ELEMENTS OF RIGID BODY DYNAMICS 12

Frictional force – Laws of Coloumb friction – simple contact friction – Rolling resistance – Belt friction.

Translation and Rotation of Rigid Bodies – Velocity and acceleration – General Plane motion.

TOTAL: 60 PERIODS

TEXT BOOK:

1. Beer, F.P and Johnson Jr. E.R. “Vector Mechanics for Engineers”, Vol. 1 Statics and Vol. 2 Dynamics, McGraw-Hill International Edition, (1997).

REFERENCES:

1. Rajasekaran, S, Sankarasubramanian, G., “Fundamentals of Engineering Mechanics”, Vikas Publishing House Pvt. Ltd., (2000).
2. Hibbeller, R.C., “Engineering Mechanics”, Vol. 1 Statics, Vol. 2 Dynamics, Pearson Education Asia Pvt. Ltd., (2000).
3. Palanichamy, M.S., Nagam, S., “Engineering Mechanics – Statics & Dynamics”, Tata McGraw-Hill, (2001).
4. Irving H. Shames, “Engineering Mechanics – Statics and Dynamics”, IV Edition – Pearson Education Asia Pvt. Ltd., (2003).
5. Ashok Gupta, “Interactive Engineering Mechanics – Statics – A Virtual Tutor (CDROM)”, Pearson Education Asia Pvt., Ltd., (2002).

EE2151

CIRCUIT THEORY
(Common to EEE, EIE and ICE Branches)

L T P C
3 1 0 4

UNIT I BASIC CIRCUITS ANALYSIS 12

Ohm’s Law – Kirchoffs laws – DC and AC Circuits – Resistors in series and parallel circuits – Mesh current and node voltage method of analysis for D.C and A.C. circuits.

UNIT II NETWORK REDUCTION AND NETWORK THEOREMS FOR DC AND AC CIRCUITS: 12

Network reduction: voltage and current division, source transformation – star delta conversion.

Thevenins and Novton & Theorem – Superposition Theorem – Maximum power transfer theorem – Reciprocity Theorem.

UNIT III RESONANCE AND COUPLED CIRCUITS 12

Series and paralled resonance – their frequency response – Quality factor and Bandwidth - Self and mutual inductance – Coefficient of coupling – Tuned circuits – Single tuned circuits.

UNIT IV TRANSISTORS **12**
 Principle of operation of PNP and NPN transistors – study of CE, CB and CC configurations and comparison of their characteristics – Breakdown in transistors – operation and comparison of N-Channel and P-Channel JFET – drain current equation – MOSFET – Enhancement and depletion types – structure and operation – comparison of BJT with MOSFET – thermal effect on MOSFET.

UNIT V SPECIAL SEMICONDUCTOR DEVICES **12**
(Qualitative Treatment only)
 Tunnel diodes – PIN diode, varactor diode – SCR characteristics and two transistor equivalent model – UJT – Diac and Triac – Laser, CCD, Photodiode, Phototransistor, Photoconductive and Photovoltaic cells – LED, LCD.

TOTAL: 60 PERIODS

TEXT BOOKS:

1. Joseph A. Edminister, Mahmood, Nahri, "Electric Circuits" – Shaum series, Tata McGraw Hill, (2001)
2. S. Salivahanan, N. Suresh kumar and A. Vallavanraj, "Electronic Devices and Circuits", Tata McGraw Hill, 2nd Edition, (2008).
3. David A. Bell, "Electronic Devices and Circuits", Oxford University Press, 5th Edition, (2008).

REFERENCES:

1. Robert T. Paynter, "Introducing Electronics Devices and Circuits", Pearson Education, 7th Edition, (2006).
2. William H. Hayt, J.V. Jack, E. Kemmebly and Steven M. Durbin, "Engineering Circuit Analysis", Tata McGraw Hill, 6th Edition, 2002.
3. J. Millman & Halkins, Satyabranta Jit, "Electronic Devices & Circuits", Tata McGraw Hill, 2nd Edition, 2008.

GE2151 BASIC ELECTRICAL AND ELECTRONICS ENGINEERING **L T P C**
3 0 0 3

(Common to branches under Civil, Mechanical and Technology faculty)

UNIT I ELECTRICAL CIRCUITS & MEASUREMENTS **12**
 Ohm's Law – Kirchoff's Laws – Steady State Solution of DC Circuits – Introduction to AC Circuits – Waveforms and RMS Value – Power and Power factor – Single Phase and Three Phase Balanced Circuits.

Operating Principles of Moving Coil and Moving Iron Instruments (Ammeters and Voltmeters), Dynamometer type Watt meters and Energy meters.

UNIT II ELECTRICAL MECHANICS **12**
 Construction, Principle of Operation, Basic Equations and Applications of DC Generators, DC Motors, Single Phase Transformer, single phase induction Motor.

UNIT III SEMICONDUCTOR DEVICES AND APPLICATIONS 12

Characteristics of PN Junction Diode – Zener Effect – Zener Diode and its Characteristics – Half wave and Full wave Rectifiers – Voltage Regulation.

Bipolar Junction Transistor – CB, CE, CC Configurations and Characteristics – Elementary Treatment of Small Signal Amplifier.

UNIT IV DIGITAL ELECTRONICS 12

Binary Number System – Logic Gates – Boolean Algebra – Half and Full Adders – Flip-Flops – Registers and Counters – A/D and D/A Conversion (single concepts)

UNIT V FUNDAMENTALS OF COMMUNICATION ENGINEERING 12

Types of Signals: Analog and Digital Signals – Modulation and Demodulation: Principles of Amplitude and Frequency Modulations.

Communication Systems: Radio, TV, Fax, Microwave, Satellite and Optical Fibre (Block Diagram Approach only).

TOTAL: 60 PERIODS

TEXT BOOKS:

1. V.N. Mittle “Basic Electrical Engineering”, Tata McGraw Hill Edition, New Delhi, 1990.
2. R.S. Sedha, “Applied Electronics” S. Chand & Co., 2006.

REFERENCES:

1. Muthusubramanian R, Salivahanan S and Muraleedharan K A, “Basic Electrical, Electronics and Computer Engineering”, Tata McGraw Hill, Second Edition, (2006).
2. Nagsarkar T K and Sukhija M S, “Basics of Electrical Engineering”, Oxford press (2005).
3. Mehta V K, “Principles of Electronics”, S.Chand & Company Ltd, (1994).
4. Mahmood Nahvi and Joseph A. Edminister, “Electric Circuits”, Schaum’ Outline Series, McGraw Hill, (2002).
5. Premkumar N, “Basic Electrical Engineering”, Anuradha Publishers, (2003).

GE2152 BASIC CIVIL & MECHANICAL ENGINEERING L T P C
(Common to branches under Electrical and I & C Faculty) **4 0 0 4**

A – CIVIL ENGINEERING

UNIT I SURVEYING AND CIVIL ENGINEERING MATERIALS 15

Surveying: Objects – types – classification – principles – measurements of distances – angles – leveling – determination of areas – illustrative examples.

Civil Engineering Materials: Bricks – stones – sand – cement – concrete – steel sections.

UNIT II BUILDING COMPONENTS AND STRUCTURES 15

Foundations: Types, Bearing capacity – Requirement of good foundations.

Superstructure: Brick masonry – stone masonry – beams – columns – lintels – roofing – flooring – plastering – Mechanics – Internal and external forces – stress – strain – elasticity – Types of Bridges and Dams – Basics of Interior Design and Landscaping.

TOTAL: 30 PERIODS

B – MECHANICAL ENGINEERING

UNIT III POWER PLANT ENGINEERING 10

Introduction, Classification of Power Plants – Working principle of steam, Gas, Diesel, Hydro-electric and Nuclear Power plants – Merits and Demerits – Pumps and turbines – working principle of Reciprocating pumps (single acting and double acting) – Centrifugal Pump.

UNIT IV I C ENGINES 10

Internal combustion engines as automobile power plant – Working principle of Petrol and Diesel Engines – Four stroke and two stroke cycles – Comparison of four stroke and two stroke engines – Boiler as a power plant.

UNIT V REFRIGERATION AND AIR CONDITIONING SYSTEM 10

Terminology of Refrigeration and Air Conditioning. Principle of vapour compression and absorption system – Layout of typical domestic refrigerator – Window and Split type room Air conditioner.

TOTAL: 30 PERIODS

REFERENCES:

1. Shanmugam G and Palanichamy M S, “Basic Civil and Mechanical Engineering”, Tata McGraw Hill Publishing Co., New Delhi, (1996).
2. Ramamrutham. S, “Basic Civil Engineering”, Dhanpat Rai Publishing Co. (P) Ltd. (1999).
3. Seetharaman S. “Basic Civil Engineering”, Anuradha Agencies, (2005).
4. Venugopal K and Prahu Raja V, “Basic Mechanical Engineering”, Anuradha Publishers, Kumbakonam, (2000).
5. Shantha Kumar S R J., “Basic Mechanical Engineering”, Hi-tech Publications, Mayiladuthurai, (2000).

**GE2155 COMPUTER PRACTICE LABORATORY – II L T P C
0 1 2 2**

LIST OF EXPERIMENTS

1. UNIX COMMANDS 15
Study of Unix OS - Basic Shell Commands - Unix Editor

2. SHELL PROGRAMMING 15
Simple Shell program - Conditional Statements - Testing and Loops

3. C PROGRAMMING ON UNIX

15

Dynamic Storage Allocation-Pointers-Functions-File Handling

TOTAL : 45 PERIODS

HARDWARE / SOFTWARE REQUIREMENTS FOR A BATCH OF 30 STUDENTS

Hardware

- 1 UNIX Clone Server
- 33 Nodes (thin client or PCs)
- Printer – 3 Nos.

Software

- OS – UNIX Clone (33 user license or License free Linux)
- Compiler - C

GS2165

PHYSICS LABORATORY – II

L T P C
0 0 3 2

LIST OF EXPERIMENTS

1. Determination of Young's modulus of the material – non uniform bending.
2. Determination of Band Gap of a semiconductor material.
3. Determination of specific resistance of a given coil of wire – Carey Foster Bridge.
4. Determination of viscosity of liquid – Poiseuille's method.
5. Spectrometer dispersive power of a prism.
6. Determination of Young's modulus of the material – uniform bending.
7. Torsional pendulum – Determination of rigidity modulus.
 - **A minimum of FIVE experiments shall be offered.**
 - **Laboratory classes on alternate weeks for Physics and Chemistry.**
 - **The lab examinations will be held only in the second semester.**

GS2165

CHEMISTRY LABORATORY – II

L T P C
0 0 3 2

LIST OF EXPERIMENTS

1. Conduct metric titration (Simple acid base)
2. Conduct metric titration (Mixture of weak and strong acids)
3. Conduct metric titration using BaCl_2 vs. Na_2SO_4
4. Potentiometric Titration (Fe^{2+} / KMnO_4 or $\text{K}_2\text{Cr}_2\text{O}_7$)
5. PH titration (acid & base)

6. Determination of water of crystallization of a crystalline salt (Copper sulphate)
7. Estimation of Ferric iron by spectrophotometry.
 - **A minimum of FIVE experiments shall be offered.**
 - **Laboratory classes on alternate weeks for Physics and Chemistry.**
 - **The lab examinations will be held only in the second semester.**

ME2155

**COMPUTER AIDED DRAFTING AND
MODELING LABORATORY**

**L T P C
0 1 2 2**

List of Exercises using software capable of Drafting and Modeling

1. Study of capabilities of software for Drafting and Modeling – Coordinate systems (absolute, relative, polar, etc.) – Creation of simple figures like polygon and general multi-line figures.
2. Drawing of a Title Block with necessary text and projection symbol.
3. Drawing of curves like parabola, spiral, involute using Bspline or cubic spline.
4. Drawing of front view and top view of simple solids like prism, pyramid, cylinder, cone, etc, and dimensioning.
5. Drawing front view, top view and side view of objects from the given pictorial views (eg. V-block, Base of a mixie, Simple stool, Objects with hole and curves).
6. Drawing of a plan of residential building (Two bed rooms, kitchen, hall, etc.)
7. Drawing of a simple steel truss.
8. Drawing sectional views of prism, pyramid, cylinder, cone, etc,
9. Drawing isometric projection of simple objects.
10. Creation of 3-D models of simple objects and obtaining 2-D multi-view drawings from 3-D model.

Note: Plotting of drawings must be made for each exercise and attached to the records written by students.

List of Equipments for a batch of 30 students:

1. Pentium IV computer or better hardware, with suitable graphics facility -30 No.
2. Licensed software for Drafting and Modeling. – 30 Licenses
3. Laser Printer or Plotter to print / plot drawings – 2 No.

EE2155

ELECTRICAL CIRCUIT LABORATORY
(Common to EEE, EIE and ICE)

L T P C
0 0 3 2

LIST OF EXPERIMENTS

1. Verification of ohm's laws and kirchoff's laws.
2. Verification of Thevemin's and Norton's Theorem
3. Verification of superposition Theorem
4. Verification of maximum power transfer theorem.
5. Verification of reciprocity theorem
6. Measurement of self inductance of a coil
7. Verification of mesh and nodal analysis.
8. Transient response of RL and RC circuits for DC input.
9. Frequency response of series and parallel resonance circuits.
10. Frequency response of single tuned coupled circuits.

TOTAL: 45 PERIODS

EC2155

CIRCUITS AND DEVICES LABORATORY

L T P C
0 0 3 2

1. Verification of KVL and KCL
2. Verification of Thevenin and Norton Theorems.
3. Verification of superposition Theorem.
4. Verification of Maximum power transfer and reciprocity theorems.
5. Frequency response of series and parallel resonance circuits.
6. Characteristics of PN and Zener diode
7. Characteristics of CE configuration
8. Characteristics of CB configuration
9. Characteristics of UJT and SCR
10. Characteristics of JFET and MOSFET
11. Characteristics of Diac and Triac.
12. Characteristics of Photodiode and Phototransistor.

TOTAL: 45 PERIODS

ENGLISH LANGUAGE LABORATORY (Optional)

L T P C
0 0 2 -

1. Listening: 5
Listening & answering questions – gap filling – Listening and Note taking- Listening to telephone conversations

2. Speaking: 5
Pronouncing words & sentences correctly – word stress – Conversation practice.

Classroom Session 20

1. Speaking: Introducing oneself, Introducing others, Role play, Debate
Presentations: Body language, gestures, postures.
Group Discussions etc
2. Goal setting – interviews – stress time management – situational reasons

Evaluation

(1) Lab Session – 40 marks

- Listening – 10 marks
- Speaking – 10 marks
- Reading – 10 marks
- Writing – 10 marks

(2) Classroom Session – 60 marks

- Role play activities giving real life context – 30 marks
- Presentation – 30 marks

Note on Evaluation:

1. Examples for role play situations:
 - a. Marketing engineer convincing a customer to buy his product.
 - b. Telephone conversation – Fixing an official appointment / Enquiry on availability of flight or train tickets / placing an order. etc.
2. Presentations could be just a Minute (JAM activity) or an Extempore on simple topics or visuals could be provided and students could be asked to talk about it.

REFERENCES:

1. Hartley, Peter, Group Communication, London: Routledge, (2004).
2. Doff, Adrian and Christopher Jones, Language in Use – (Intermediate level), Cambridge University Press, (1994).
3. Gammidge, Mick, Speaking Extra – A resource book of multi-level skills activities , Cambridge University Press, (2004).
4. Craven, Miles, Listening Extra - A resource book of multi-level skills activities, Cambridge, Cambridge University Press, (2004).
5. Naterop, Jean & Rod Revell, Telephoning in English, Cambridge University Press, (1987).

REFERENCES:

1. A. V. Aho, J. E. Hopcroft, and J. D. Ullman, "Data Structures and Algorithms", Pearson Education, First Edition Reprint 2003.
2. R. F. Gilberg, B. A. Forouzan, "Data Structures", Second Edition, Thomson India Edition, 2005.

CS 2202**DIGITAL PRINCIPLES AND SYSTEM DESIGN**
(Common to CSE & IT)**L T P C**
3 1 0 4**AIM:**

To provide an in-depth knowledge of the design of digital circuits and the use of Hardware Description Language in digital system design.

OBJECTIVES:

- To understand different methods used for the simplification of Boolean functions
- To design and implement combinational circuits
- To design and implement synchronous sequential circuits
- To design and implement asynchronous sequential circuits
- To study the fundamentals of VHDL / Verilog HDL

UNIT I BOOLEAN ALGEBRA AND LOGIC GATES 8

Review of binary number systems - Binary arithmetic – Binary codes – Boolean algebra and theorems - Boolean functions – Simplifications of Boolean functions using Karnaugh map and tabulation methods – Implementation of Boolean functions using logic gates.

UNIT II COMBINATIONAL LOGIC 9

Combinational circuits – Analysis and design procedures - Circuits for arithmetic operations - Code conversion – Introduction to Hardware Description Language (HDL)

UNIT III DESIGN WITH MSI DEVICES 8

Decoders and encoders - Multiplexers and demultiplexers - Memory and programmable logic - HDL for combinational circuits

UNIT IV SYNCHRONOUS SEQUENTIAL LOGIC 10

Sequential circuits – Flip flops – Analysis and design procedures - State reduction and state assignment - Shift registers – Counters – HDL for Sequential Circuits.

UNIT V ASYNCHRONOUS SEQUENTIAL LOGIC 10

Analysis and design of asynchronous sequential circuits - Reduction of state and flow tables – Race-free state assignment – Hazards. ASM Chart.

TUTORIAL: 15 TOTAL : 60 PERIODS**TEXT BOOK:**

1. M.Morris Mano, "Digital Design", 3rd edition, Pearson Education, 2007.

REFERENCES

1. Charles H.Roth, Jr. "Fundamentals of Logic Design", 4th Edition, Jaico Publishing House, Cengage Earning, 5th ed, 2005.
2. Donald D.Givone, "Digital Principles and Design", Tata McGraw-Hill, 2007.

CS 2203

OBJECT-ORIENTED PROGRAMMING (Common to CSE & IT)

L T P C
3 0 0 3

AIM:

To understand the concepts of object-oriented programming and master OOP using C++.

UNIT I

9

Object oriented programming concepts – objects – classes – methods and messages – abstraction and encapsulation – inheritance – abstract classes – polymorphism. Introduction to C++ – classes – access specifiers – function and data members – default arguments – function overloading – friend functions – const and volatile functions - static members – Objects – pointers and objects – constant objects – nested classes – local classes

UNIT II

9

Constructors – default constructor – Parameterized constructors – Constructor with dynamic allocation – copy constructor – destructors – operator overloading – overloading through friend functions – overloading the assignment operator – type conversion – explicit constructor

UNIT III

9

Function and class templates - Exception handling – try-catch-throw paradigm – exception specification – terminate and Unexpected functions – Uncaught exception.

UNIT IV

9

Inheritance – public, private, and protected derivations – multiple inheritance - virtual base class – abstract class – composite objects Runtime polymorphism – virtual functions – pure virtual functions – RTTI – typeid – dynamic casting – RTTI and templates – cross casting – down casting .

UNIT V

9

Streams and formatted I/O – I/O manipulators - file handling – random access – object serialization – namespaces - std namespace – ANSI String Objects – standard template library.

TOTAL: 45 PERIODS

TEXT BOOK:

1. B. Trivedi, "Programming with ANSI C++", Oxford University Press, 2007.

REFERENCES:

1. Ira Pohl, "Object Oriented Programming using C++", Pearson Education, Second Edition Reprint 2004..
2. S. B. Lippman, Josee Lajoie, Barbara E. Moo, "C++ Primer", Fourth Edition, Pearson Education, 2005.
3. B. Stroustrup, "The C++ Programming language", Third edition, Pearson Education, 2004.

CS2204	ANALOG AND DIGITAL COMMUNICATION	L T P C
		3 1 0 4

UNIT I FUNDAMENTALS OF ANALOG COMMUNICATION 9
Principles of amplitude modulation, AM envelope, frequency spectrum and bandwidth, modulation index and percent modulation, AM Voltage distribution, AM power distribution, Angle modulation - FM and PM waveforms, phase deviation and modulation index, frequency deviation and percent modulation, Frequency analysis of angle modulated waves. Bandwidth requirements for Angle modulated waves.

UNIT II DIGITAL COMMUNICATION 9
Introduction, Shannon limit for information capacity, digital amplitude modulation, frequency shift keying, FSK bit rate and baud, FSK transmitter, BW consideration of FSK, FSK receiver, phase shift keying – binary phase shift keying – QPSK, Quadrature Amplitude modulation, bandwidth efficiency, carrier recovery – squaring loop, Costas loop, DPSK.

UNIT III DIGITAL TRANSMISSION 9
Introduction, Pulse modulation, PCM – PCM sampling, sampling rate, signal to quantization noise rate, companding – analog and digital – percentage error, delta modulation, adaptive delta modulation, differential pulse code modulation, pulse transmission – Intersymbol interference, eye patterns.

UNIT IV DATA COMMUNICATIONS 9
Introduction, History of Data communications, Standards Organizations for data communication, data communication circuits, data communication codes, Error control, Error Detection, Error correction, Data communication Hardware, serial and parallel interfaces, data modems, Asynchronous modem, Synchronous modem, low-speed modem, medium and high speed modem, modem control.

UNIT V SPREAD SPECTRUM AND MULTIPLE ACCESS TECHNIQUES 9
Introduction, Pseudo-noise sequence, DS spread spectrum with coherent binary PSK, processing gain, FH spread spectrum, multiple access techniques – wireless communication, TDMA and CDMA in wireless communication systems, source coding of speech for wireless communications.

TOTAL: 60 PERIODS

TEXT BOOKS:

1. Wayne Tomasi, "Advanced Electronic Communication Systems", 6/e, Pearson Education, 2007.
2. Simon Haykin, "Communication Systems", 4th Edition, John Wiley & Sons. 2001.

REFERENCES:

1. H.Taub, D L Schilling ,G Saha ,”Principles of Communication”3/e,2007.
2. B.P.Lathi,”Modern Analog And Digital Communication systems”, 3/e, Oxford University Press, 2007
3. Blake, “Electronic Communication Systems”, Thomson Delmar Publications, 2002.
4. Martin S.Roden, “Analog and Digital Communication System”, 3rd Edition, PHI, 2002.
5. B.Sklar,”Digital Communication Fundamentals and Applications”2/e Pearson Education 2007.

GE 2021

ENVIRONMENTAL SCIENCE AND ENGINEERING

L T P C
3 0 0 3

AIM

- The aim of this course is to create awareness in every engineering graduate about the importance of environment, the effect of technology on the environment and ecological balance and make them sensitive to the environment problems in every professional Endeavour that they participates.

OBJECTIVE

- At the end of this course the student is expected to understand what constitutes the environment, what are precious resources in the environment, how to conserve these resources, what is the role of a human being in maintaining a clean environment and useful environment for the future generations and how to maintain ecological balance and preserve bio-diversity. The role of government and non-government organization in environment managements.

UNIT I ENVIRONMENT, ECOSYSTEMS AND BIODIVERSITY

14

Definition, scope and importance of environment – need for public awareness - concept of an ecosystem – structure and function of an ecosystem – producers, consumers and decomposers – energy flow in the ecosystem – ecological succession – food chains, food webs and ecological pyramids – Introduction, types, characteristic features, structure and function of the (a) forest ecosystem (b) grassland ecosystem (c) desert ecosystem (d) aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) – Introduction to biodiversity definition: genetic, species and ecosystem diversity – biogeographical classification of India – value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values – Biodiversity at global, national and local levels – India as a mega-diversity nation – hot-spots of biodiversity – threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts – endangered and endemic species of India – conservation of biodiversity: In-situ and ex-situ conservation of biodiversity.

Field study of common plants, insects, birds

Field study of simple ecosystems – pond, river, hill slopes, etc.

UNIT II ENVIRONMENTAL POLLUTION 8

Definition – causes, effects and control measures of: (a) Air pollution (b) Water pollution (c) Soil pollution (d) Marine pollution (e) Noise pollution (f) Thermal pollution (g) Nuclear hazards – solid waste management: causes, effects and control measures of municipal solid wastes – role of an individual in prevention of pollution – pollution case studies – disaster management: floods, earthquake, cyclone and landslides.

Field study of local polluted site – Urban / Rural / Industrial / Agricultural.

UNIT III NATURAL RESOURCES 10

Forest resources: Use and over-exploitation, deforestation, case studies- timber extraction, mining, dams and their effects on forests and tribal people – Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems – Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies – Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies – Energy resources: Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources. case studies – Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification – role of an individual in conservation of natural resources – Equitable use of resources for sustainable lifestyles.

Field study of local area to document environmental assets – river / forest / grassland / hill / mountain.

UNIT IV SOCIAL ISSUES AND THE ENVIRONMENT 7

From unsustainable to sustainable development – urban problems related to energy – water conservation, rain water harvesting, watershed management – resettlement and rehabilitation of people; its problems and concerns, case studies – role of non-governmental organization- environmental ethics: Issues and possible solutions – climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust, case studies. – wasteland reclamation – consumerism and waste products – environment protection act – Air (Prevention and Control of Pollution) act – Water (Prevention and control of Pollution) act – Wildlife protection act – Forest conservation act – enforcement machinery involved in environmental legislation- central and state pollution control boards- Public awareness.

UNIT V HUMAN POPULATION AND THE ENVIRONMENT 6

Population growth, variation among nations – population explosion – family welfare programme – environment and human health – human rights – value education – HIV / AIDS – women and child welfare – role of information technology in environment and human health – Case studies.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Gilbert M.Masters, 'Introduction to Environmental Engineering and Science', 2nd edition, Pearson Education (2004).
2. Benny Joseph, 'Environmental Science and Engineering', Tata McGraw-Hill, New Delhi, (2006).

REFERENCES BOOKS:

1. R.K. Trivedi, 'Handbook of Environmental Laws, Rules, Guidelines, Compliances and Standards', Vol. I and II, Enviro Media.
2. Cunningham, W.P. Cooper, T.H. Gorhani, 'Environmental Encyclopedia', Jaico Publ., House, Mumbai, 2001.
3. Dharmendra S. Sengar, 'Environmental law', Prentice hall of India PVT LTD, New Delhi, 2007.
4. Rajagopalan, R, 'Environmental Studies-From Crisis to Cure', Oxford University Press (2005)

CS 2207**DIGITAL LABORATORY**
(Common to CSE & IT)**L T P C**
0 0 3 2**LIST OF EXPERIMENTS**

1. Verification of Boolean theorems using digital logic gates
2. Design and implementation of combinational circuits using basic gates for arbitrary functions, code converters, etc.
3. Design and implementation of 4-bit binary adder / subtractor using basic gates and MSI devices
4. Design and implementation of parity generator / checker using basic gates and MSI devices
5. Design and implementation of magnitude comparator
6. Design and implementation of application using multiplexers/ Demultiplexers
7. Design and implementation of Shift registers
8. Design and implementation of Synchronous and Asynchronous counters
9. Simulation of combinational circuits using Hardware Description Language (VHDL/ Verilog HDL software required)
10. Simulation of sequential circuits using HDL (VHDL/ Verilog HDL software required)

(Common to Information Technology & Computer Science Engineering)

List of equipments and components for a batch of 30 students (2 per batch)

S.NO	Name of equipment/ component	Quantity Reqd	Remarks
1	Dual power supply/ single mode powersupply	15/30	+12/-12V
2	IC Trainer	15	10 bit
3	Bread Boards	15	
4	Multimeter	5	
6	IC 7400	60	
7	IC7402	60	
8	IC 7404	60	
9	IC 7486	60	
10	IC 7408	60	
11	IC 7432	60	
12	IC 7483	60	
13	IC74150	60	
14	IC74151	40	
15	IC74147	40	
16	IC7445	40	
17	IC7476	40	
18	IC7491	40	
19	IC555	40	
20	IC7494	40	
21	IC7447	40	
22	IC74180	40	
23	IC7485	40	
24	IC7473	40	
25	IC74138	40	
26	IC7411	40	
27	IC7474	40	
28	Computer with HDL software	30	
29	Seven segment display	40	
30	Assembled LED board/LEDs	40/200	
31	Wires		Single strand

AIM:

To develop programming skills in design and implementation of data structures and their applications.

1. Implement singly and doubly linked lists.
2. Represent a polynomial as a linked list and write functions for polynomial addition.
3. Implement stack and use it to convert infix to postfix expression
4. Implement a double-ended queue (dequeue) where insertion and deletion operations are possible at both the ends.
5. Implement an expression tree. Produce its pre-order, in-order, and post-order traversals.
6. Implement binary search tree.
7. Implement insertion in AVL trees.
8. Implement priority queue using binary heaps
9. Implement hashing with open addressing.
10. Implement Prim's algorithm using priority queues to find MST of an undirected graph.

TOTAL: 45 PERIODS

List of Equipments and components for A Batch of 30 students (1 per batch)

1. SOFTWARE REQUIRED – **TURBOC version 3 or GCC version 3.3.4.**
2. OPERATING SYSTEM – **WINDOWS 2000 / XP / NT OR LINUX**
3. COMPUTERS REQUIRED – **30 Nos.** (Minimum Requirement : Pentium III or Pentium IV with 256 RAM and 40 GB harddisk)

1. Design C++ classes with static members, methods with default arguments, friend functions. (For example, design matrix and vector classes with static allocation, and a friend function to do matrix-vector multiplication)
2. Implement complex number class with necessary operator overloadings and type conversions such as integer to complex, double to complex, complex to double etc.
3. Implement Matrix class with dynamic memory allocation and necessary methods. Give proper constructor, destructor, copy constructor, and overloading of assignment operator.
4. Overload the new and delete operators to provide custom dynamic allocation of memory.
5. Develop a template of linked-list class and its methods.

6. Develop templates of standard sorting algorithms such as bubble sort, insertion sort, merge sort, and quick sort.
7. Design stack and queue classes with necessary exception handling.
8. Define Point class and an Arc class. Define a Graph class which represents graph as a collection of Point objects and Arc objects. Write a method to find a minimum cost spanning tree in a graph.
9. Develop with suitable hierarchy, classes for Point, Shape, Rectangle, Square, Circle, Ellipse, Triangle, Polygon, etc. Design a simple test application to demonstrate dynamic polymorphism and RTTI.
10. Write a C++ program that randomly generates complex numbers (use previously designed Complex class) and writes them two per line in a file along with an operator (+, -, *, or /). The numbers are written to file in the format (a + ib). Write another program to read one line at a time from this file, perform the corresponding operation on the two complex numbers read, and write the result to another file (one per line).

(Common to Information Technology & Computer Science Engineering)

List of Equipments and software for a batch of 30 students

1. PC – 30 nos.
 - Processor – 2.0 GHz or higher
 - RAM – 256 MB or higher
 - Hard disk – 20 GB or higher
 - OS- Windows 2000/ Windows XP/ NT
2. Software – Turbo C (freeware) – to be installed in all PC's.

MA 2262

PROBABILITY AND QUEUEING THEORY
(Common to CSE & IT)

L T P C
3 1 0 4

AIM

The probabilistic models are employed in countless applications in all areas of science and engineering. Queuing theory provides models for a number of situations that arise in real life. The course aims at providing necessary mathematical support and confidence to tackle real life problems.

OBJECTIVES:

At the end of the course, the students would

- Have a well – founded knowledge of standard distributions which can describe real life phenomena.
- Acquire skills in handling situations involving more than one random variable and functions of random variables.
- Understand and characterize phenomena which evolve with respect to time in a probabilistic manner.
- Be exposed to basic characteristic features of a queuing system and acquire skills in analyzing queuing models.

UNIT II **9**
Divide and Conquer: General Method – Binary Search – Finding Maximum and Minimum – Merge Sort – Greedy Algorithms: General Method – Container Loading – Knapsack Problem.

UNIT III **9**
Dynamic Programming: General Method – Multistage Graphs – All-Pair shortest paths – Optimal binary search trees – 0/1 Knapsack – Travelling salesperson problem .

UNIT IV **9**
Backtracking: General Method – 8 Queens problem – sum of subsets – graph coloring – Hamiltonian problem – knapsack problem.

UNIT V **9**
Graph Traversals – Connected Components – Spanning Trees – Biconnected components – Branch and Bound: General Methods (FIFO & LC) – 0/1 Knapsack problem – Introduction to NP-Hard and NP-Completeness.

TUTORIAL= 15, TOTAL: 60 PERIODS

TEXT BOOKS:

1. Ellis Horowitz, Sartaj Sahni and Sanguthevar Rajasekaran, Computer Algorithms/ C++, Second Edition, Universities Press, 2007. (For Units II to V)
2. K.S. Easwarakumar, Object Oriented Data Structures using C++, Vikas Publishing House pvt. Ltd., 2000 (For Unit I)

REFERENCES:

1. T. H. Cormen, C. E. Leiserson, R.L.Rivest, and C. Stein, "Introduction to Algorithms", Second Edition, Prentice Hall of India Pvt. Ltd, 2003.
2. Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman, "The Design and Analysis of Computer Algorithms", Pearson Education, 1999.

CS2252 MICROPROCESSORS AND MICROCONTROLLERS L T P C
(Common to CSE & IT) **3 0 0 3**

UNIT I THE 8085 AND 8086 MICROPROCESSORS 9
8085 Microprocessor architecture-Addressing modes- Instruction set-Programming the 8085

UNIT II 8086 SOFTWARE ASPECTS 9
Intel 8086 microprocessor - Architecture - Signals- Instruction Set-Addressing Modes- Assembler Directives- Assembly Language Programming-Procedures-Macros-Interrupts And Interrupt Service Routines-BIOS function calls.

UNIT III PIPELINING 9

Basic concepts – Data hazards – Instruction hazards – Influence on instruction sets – Data path and control considerations – Performance considerations – Exception handling.

UNIT IV MEMORY SYSTEM 9

Basic concepts – Semiconductor RAM – ROM – Speed – Size and cost – Cache memories – Improving cache performance – Virtual memory – Memory management requirements – Associative memories – Secondary storage devices.

UNIT V I/O ORGANIZATION 9

Accessing I/O devices – Programmed Input/Output -Interrupts – Direct Memory Access – Buses – Interface circuits – Standard I/O Interfaces (PCI, SCSI, USB), I/O devices and processors.

TOTAL: 45 PERIODS

TEXT BOOK:

1. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Computer Organization", Fifth Edition, Tata McGraw Hill, 2002.

REFERENCES:

1. David A. Patterson and John L. Hennessy, "Computer Organization and Design: The Hardware/Software interface", Third Edition, Elsevier, 2005.
2. William Stallings, "Computer Organization and Architecture – Designing for Performance", Sixth Edition, Pearson Education, 2003.
3. John P. Hayes, "Computer Architecture and Organization", Third Edition, Tata McGraw Hill, 1998.
4. V.P. Heuring, H.F. Jordan, "Computer Systems Design and Architecture", Second Edition, Pearson Education, 2004.

CS 2254

OPERATING SYSTEMS
(Common to CSE & IT)

L T P C
3 0 0 3

AIM:

To learn the various aspects of operating systems such as process management, memory management, and I/O management

UNIT I PROCESSES AND THREADS 9

Introduction to operating systems – review of computer organization – operating system structures – system calls – system programs – system structure – virtual machines. Processes: Process concept – Process scheduling – Operations on processes – Cooperating processes – Interprocess communication – Communication in client-server systems. Case study: IPC in Linux. Threads: Multi-threading models – Threading issues. Case Study: Pthreads library

UNIT II PROCESS SCHEDULING AND SYNCHRONIZATION 10

CPU Scheduling: Scheduling criteria – Scheduling algorithms – Multiple-processor scheduling – Real time scheduling – Algorithm Evaluation. Case study: Process scheduling in Linux. Process Synchronization: The critical-section problem – Synchronization hardware – Semaphores – Classic problems of synchronization – critical regions – Monitors. Deadlock: System model – Deadlock characterization – Methods for handling deadlocks – Deadlock prevention – Deadlock avoidance – Deadlock detection – Recovery from deadlock.

UNIT III STORAGE MANAGEMENT 9

Memory Management: Background – Swapping – Contiguous memory allocation – Paging – Segmentation – Segmentation with paging. Virtual Memory: Background – Demand paging – Process creation – Page replacement – Allocation of frames – Thrashing. Case Study: Memory management in Linux

UNIT IV FILE SYSTEMS 9

File-System Interface: File concept – Access methods – Directory structure – File-system mounting – Protection. File-System Implementation : Directory implementation – Allocation methods – Free-space management – efficiency and performance – recovery – log-structured file systems. Case studies: File system in Linux – file system in Windows XP

UNIT V I/O SYSTEMS 8

I/O Systems – I/O Hardware – Application I/O interface – kernel I/O subsystem – streams – performance. Mass-Storage Structure: Disk scheduling – Disk management – Swap-space management – RAID – disk attachment – stable storage – tertiary storage. Case study: I/O in Linux

TOTAL: 45 PERIODS

TEXT BOOK:

1. Silberschatz, Galvin, and Gagne, "Operating System Concepts", Sixth Edition, Wiley India Pvt Ltd, 2003.

REFERENCES:

1. Andrew S. Tanenbaum, "Modern Operating Systems", Second Edition, Pearson Education, 2004.
2. Gary Nutt, "Operating Systems", Third Edition, Pearson Education, 2004.
3. Harvey M. Deital, "Operating Systems", Third Edition, Pearson Education, 2004.

CS 2255 DATABASE MANAGEMENT SYSTEMS L T P C
(Common to CSE & IT) **3 0 0 3**

UNIT I INTRODUCTION 9

Purpose of Database System – Views of data – Data Models – Database Languages – Database System Architecture – Database users and Administrator – Entity-Relationship model (E-R model) – E-R Diagrams -- Introduction to relational databases

(Implement the following on LINUX or other Unix like platform. Use C for high level language implementation)

1. Write programs using the following system calls of UNIX operating system: fork, exec, getpid, exit, wait, close, stat, opendir, readdir
2. Write programs using the I/O system calls of UNIX operating system (open, read, write, etc)
3. Write C programs to simulate UNIX commands like ls, grep, etc.
4. Given the list of processes, their CPU burst times and arrival times, display/print the Gantt chart for FCFS and SJF. For each of the scheduling policies, compute and print the average waiting time and average turnaround time. (2 sessions)
5. Given the list of processes, their CPU burst times and arrival times, display/print the Gantt chart for Priority and Round robin. For each of the scheduling policies, compute and print the average waiting time and average turnaround time. (2 sessions)
6. Developing Application using Inter Process communication (using shared memory, pipes or message queues)
7. Implement the Producer – Consumer problem using semaphores (using UNIX system calls).
8. Implement some memory management schemes – I
9. Implement some memory management schemes – II
10. Implement any file allocation technique (Linked, Indexed or Contiguous)

Example for exercises 8 & 9 :

Free space is maintained as a linked list of nodes with each node having the starting byte address and the ending byte address of a free block. Each memory request consists of the process-id and the amount of storage space required in bytes. Allocated memory space is again maintained as a linked list of nodes with each node having the process-id, starting byte address and the ending byte address of the allocated space. When a process finishes (taken as input) the appropriate node from the allocated list should be deleted and

this free disk space should be added to the free space list. [Care should be taken to merge contiguous free blocks into one single block. This results in deleting more than one node from the free space list and changing the start and end address in the appropriate node]. For allocation use first fit, worst fit and best fit.

Hardware and Software required for a batch of 30 students.

HARDWARE:

30 Personal Computers

SOFTWARE:

Linux:

- Ubuntu / OpenSUSE / Fedora / Red Hat / Debian / Mint OS

Linux could be loaded in individual PCs.

(OR)

A single server could be loaded with Linux and connected from the individual PCs.

TOTAL: 45 PERIODS

1. Data Definition, Table Creation, Constraints,
2. Insert, Select Commands, Update & Delete Commands.
3. Nested Queries & Join Queries
4. Views
5. High level programming language extensions (Control structures, Procedures and Functions).
6. Front end tools
7. Forms
8. Triggers
9. Menu Design
10. Reports.
11. Database Design and implementation (Mini Project).

(Common to Information Technology & Computer Science Engineering)

Hardware and Software required for a batch of 30 students:

Hardware:

30 Personal Computers

Software:

Front end : VB/VC ++/JAVA

Back end: Oracle 11g, my SQL, DB2

Platform: Windows 2000 Professional/XP

Oracle server could be loaded and can be connected from individual PCs.

AIM:

- To learn the assembly language programming of 8085,8086 and 8051 and also to give a practical training of interfacing the peripheral devices with the processor.

OBJECTIVES:

- To implement the assembly language programming of 8085,8086 and 8051.
- To study the system function calls like BIOS/DOS.
- To experiment the interface concepts of various peripheral device with the processor.

Experiments in the following:

1. Programming with 8085
2. Programming with 8086-experiments including BIOS/DOS calls: Keyboard control, Display, File Manipulation.
3. Interfacing with 8085/8086-8255,8253
4. Interfacing with 8085/8086-8279,8251
5. 8051 Microcontroller based experiments for Control Applications
6. Mini- Project

TOTAL: 45 PERIODS

List of equipments/components for 30 students (two per batch)

1. 8085 Trainer Kit with onboard 8255, 8253, 8279 and 8251 – 15 nos.
2. TASM/MASM simulator in PC (8086 programs) – 30 nos.
3. 8051 trainer kit – 15 nos.
4. Interfacing with 8086 – PC add-on cards with 8255, 8253, 8279 and 8251 – 15 nos.
5. Stepper motor interfacing module – 5 nos.
6. Traffic light controller interfacing module – 5 nos.
7. ADC, DAC interfacing module – 5 nos.
8. CRO's – 5 nos.

CS2301

SOFTWARE ENGINEERING

L T P C

3 0 0 3

UNIT I SOFTWARE PRODUCT AND PROCESS

9

Introduction – S/W Engineering Paradigm – Verification – Validation – Life Cycle Models – System Engineering – Computer Based System – Business Process Engineering Overview – Product Engineering Overview.

UNIT II SOFTWARE REQUIREMENTS

9

Functional and Non-Functional – Software Document – Requirement Engineering Process – Feasibility Studies – Software Prototyping – Prototyping in the Software Process – Data – Functional and Behavioral Models – Structured Analysis and Data Dictionary.

UNIT III ANALYSIS, DESIGN CONCEPTS AND PRINCIPLES

9

Systems Engineering - Analysis Concepts - Design Process And Concepts – Modular Design – Design Heuristic – Architectural Design – Data Design – User Interface Design – Real Time Software Design – System Design – Real Time Executives – Data Acquisition System – Monitoring And Control System.

UNIT IV TESTING

9

Taxonomy Of Software Testing – Types Of S/W Test – Black Box Testing – Testing Boundary Conditions – Structural Testing – Test Coverage Criteria Based On Data Flow Mechanisms – Regression Testing – Unit Testing – Integration Testing – Validation Testing – System Testing And Debugging – Software Implementation Techniques

UNIT V SOFTWARE PROJECT MANAGEMENT**9**

Measures And Measurements – ZIPF's Law – Software Cost Estimation – Function Point Models – COCOMO Model – Delphi Method – Scheduling – Earned Value Analysis – Error Tracking – Software Configuration Management – Program Evolution Dynamics – Software Maintenance – Project Planning – Project Scheduling– Risk Management – CASE Tools

TOTAL: 45 PERIODS**TEXT BOOKS:**

1. Ian Sommerville, "Software engineering", Seventh Edition, Pearson Education Asia, 2007.
2. Roger S. Pressman, "Software Engineering – A practitioner's Approach", Sixth Edition, McGraw-Hill International Edition, 2005.

REFERENCES:

1. Watts S.Humphrey,"A Discipline for Software Engineering", Pearson Education, 2007.
2. James F.Peters and Witold Pedrycz,"Software Engineering, An Engineering Approach", Wiley-India, 2007.
3. Stephen R.Schach, " Software Engineering", Tata McGraw-Hill Publishing Company Limited, 2007.
4. S.A.Kelkar,"Software Engineering", Prentice Hall of India Pvt, 2007.

MA2265**DISCRETE MATHEMATICS****L T P C****3 1 0 4****AIM**

To extend student's Logical and Mathematical maturity and ability to deal with abstraction and to introduce most of the basic terminologies used in computer science courses and application of ideas to solve practical problems.

OBJECTIVES:

At the end of the course, students would

- Have knowledge of the concepts needed to test the logic of a program..
- Have an understanding in identifying structures on many levels.
- Be aware of a class of functions which transform a finite set into another finite set which relates to input output functions in computer science.
- Be aware of the counting principles
- Be exposed to concepts and properties of algebraic structures such as semi groups, monoids and groups.

UNIT I LOGIC AND PROOFS 9 + 3

Propositional Logic – Propositional equivalences-Predicates and quantifiers-Nested Quantifiers-Rules of inference-introduction to Proofs-Proof Methods and strategy

UNIT II COMBINATORICS 9 + 3

Mathematical inductions-Strong induction and well ordering-.The basics of counting-The pigeonhole principle –Permutations and combinations-Recurrence relations-Solving Linear recurrence relations-generating functions-inclusion and exclusion and applications.

UNIT III GRAPHS 9 + 3

Graphs and graph models-Graph terminology and special types of graphs-Representing graphs and graph isomorphism -connectivity-Euler and Hamilton paths

UNIT IV ALGEBRAIC STRUCTURES 9 + 3

Algebraic systems-Semi groups and monoids-Groups-Subgroups and homomorphisms-Cosets and Lagrange’s theorem- Ring & Fields (Definitions and examples)

UNIT V LATTICES AND BOOLEAN ALGEBRA 9 + 3

Partial ordering-Posets-Lattices as Posets- Properties of lattices-Lattices as Algebraic systems –Sub lattices –direct product and Homomorphism-Some Special lattices-Boolean Algebra

L: 45, T: 15, TOTAL: 60 PERIODS

TEXT BOOKS:

1. Kenneth H.Rosen, “Discrete Mathematics and its Applications”, Special Indian edition, Tata McGraw-Hill Pub. Co. Ltd., New Delhi, (2007). (For the units 1 to 3, Sections 1.1 to 1.7 , 4.1 & 4.2, 5.1 to 5.3, 6.1, 6.2, 6.4 to 6.6, 8.1 to 8.5)
2. Trembly J.P and Manohar R, “Discrete Mathematical Structures with Applications to Computer Science”, Tata McGraw–Hill Pub. Co. Ltd, New Delhi, 30th Re-print (2007).(For units 4 & 5, Sections 2-3.8 & 2-3.9,3-1,3-2 & 3-5, 4-1 & 4-2)

REFERENCES:

1. Ralph. P. Grimaldi, “Discrete and Combinatorial Mathematics: An Applied Introduction”, Fourth Edition, Pearson Education Asia, Delhi, (2002).
2. Thomas Koshy, ”Discrete Mathematics with Applications”, Elsevier Publications, (2006).
3. Seymour Lipschutz and Mark Lipson, ”Discrete Mathematics”, Schaum’s Outlines, Tata McGraw-Hill Pub. Co. Ltd., New Delhi, Second edition, (2007).

CS2302

COMPUTER NETWORKS

**L T P C
3 0 0 3**

UNIT I 9

Network architecture – layers – Physical links – Channel access on links – Hybrid multiple access techniques - Issues in the data link layer - Framing – Error correction and detection – Link-level Flow Control

UNIT II **9**
Medium access – CSMA – Ethernet – Token ring – FDDI - Wireless LAN – Bridges and Switches

UNIT III **9**
Circuit switching vs. packet switching / Packet switched networks – IP – ARP – RARP – DHCP – ICMP – Queueing discipline – Routing algorithms – RIP – OSPF – Subnetting – CIDR – Interdomain routing – BGP – Ipv6 – Multicasting – Congestion avoidance in network layer

UNIT IV **9**
UDP – TCP – Adaptive Flow Control – Adaptive Retransmission - Congestion control – Congestion avoidance – QoS

UNIT V **9**
Email (SMTP, MIME, IMAP, POP3) – HTTP – DNS- SNMP – Telnet – FTP – Security – PGP - SSH

TOTAL: 45 PERIODS

TEXT BOOK :

1. Larry L. Peterson, Bruce S. Davie, “Computer Networks: A Systems Approach”, Third Edition, Morgan Kauffmann Publishers Inc., 2003.

REFERENCES:

1. James F. Kuross, Keith W. Ross, “Computer Networking, A Top-Down Approach Featuring the Internet”, Third Edition, Addison Wesley, 2004.
2. Nader F. Mir, “Computer and Communication Networks”, Pearson Education, 2007
3. Comer, “Computer Networks and Internets with Internet Applications”, Fourth Edition, Pearson Education, 2003.
4. Andrew S. Tanenbaum, “Computer Networks”, Fourth Edition, 2003.
5. William Stallings, “Data and Computer Communication”, Sixth Edition, Pearson Education, 2000

CS2303

THEORY OF COMPUTATION

L T P C
3 1 0 4

UNIT I **AUTOMATA** **9**
Introduction to formal proof – Additional forms of proof – Inductive proofs –Finite Automata (FA) – Deterministic Finite Automata (DFA) – Non-deterministic Finite Automata (NFA) – Finite Automata with Epsilon transitions.

UNIT II **REGULAR EXPRESSIONS AND LANGUAGES** **9**
Regular Expression – FA and Regular Expressions – Proving languages not to be regular – Closure properties of regular languages – Equivalence and minimization of Automata.

UNIT III CONTEXT-FREE GRAMMARS AND LANGUAGES 9

Context-Free Grammar (CFG) – Parse Trees – Ambiguity in grammars and languages – Definition of the Pushdown automata – Languages of a Pushdown Automata – Equivalence of Pushdown automata and CFG– Deterministic Pushdown Automata.

UNIT IV PROPERTIES OF CONTEXT-FREE LANGUAGES 9

Normal forms for CFG – Pumping Lemma for CFL – Closure Properties of CFL – Turing Machines – Programming Techniques for TM.

UNIT V UNDECIDABILITY 9

A language that is not Recursively Enumerable (RE) – An undecidable problem that is RE – Undecidable problems about Turing Machine – Post’s Correspondence Problem – The classes P and NP.

L: 45, T: 15, TOTAL: 60 PERIODS

TEXT BOOK:

1. J.E. Hopcroft, R. Motwani and J.D. Ullman, “Introduction to Automata Theory, Languages and Computations”, second Edition, Pearson Education, 2007.

REFERENCES:

1. H.R. Lewis and C.H. Papadimitriou, “Elements of the theory of Computation”, Second Edition, Pearson Education, 2003.
2. Thomas A. Sudkamp, “An Introduction to the Theory of Computer Science, Languages and Machines”, Third Edition, Pearson Education, 2007.
3. Raymond Greenlaw and H. James Hoover, “ Fundamentals of Theory of Computation, Principles and Practice”, Morgan Kaufmann Publishers, 1998.
4. Micheal Sipser, “Introduction of the Theory and Computation”, Thomson Brokecole, 1997.
5. J. Martin, “Introduction to Languages and the Theory of computation” Third Edition, Tata Mc Graw Hill, 2007

CS2304

SYSTEM SOFTWARE

L T P C

3 1 0 4

AIM

To have an understanding of foundations of design of assemblers, loaders, linkers, and macro processors.

OBJECTIVES

- To understand the relationship between system software and machine architecture.
- To know the design and implementation of assemblers
- To know the design and implementation of linkers and loaders.
- To have an understanding of macroprocessors.
- To have an understanding of system software tools.

UNIT I INTRODUCTION 8

System software and machine architecture – The Simplified Instructional Computer (SIC) - Machine architecture - Data and instruction formats - addressing modes - instruction sets - I/O and programming.

UNIT II ASSEMBLERS 10

Basic assembler functions - A simple SIC assembler – Assembler algorithm and data structures - Machine dependent assembler features - Instruction formats and addressing modes – Program relocation - Machine independent assembler features - Literals – Symbol-defining statements – Expressions - One pass assemblers and Multi pass assemblers - Implementation example - MASM assembler.

UNIT III LOADERS AND LINKERS 9

Basic loader functions - Design of an Absolute Loader – A Simple Bootstrap Loader - Machine dependent loader features - Relocation – Program Linking – Algorithm and Data Structures for Linking Loader - Machine-independent loader features - Automatic Library Search – Loader Options - Loader design options - Linkage Editors – Dynamic Linking – Bootstrap Loaders - Implementation example - MSDOS linker.

UNIT IV MACRO PROCESSORS 9

Basic macro processor functions - Macro Definition and Expansion – Macro Processor Algorithm and data structures - Machine-independent macro processor features - Concatenation of Macro Parameters – Generation of Unique Labels – Conditional Macro Expansion – Keyword Macro Parameters-Macro within Macro-Implementation example - MASM Macro Processor – ANSI C Macro language.

UNIT V SYSTEM SOFTWARE TOOLS 9

Text editors - Overview of the Editing Process - User Interface – Editor Structure. - Interactive debugging systems - Debugging functions and capabilities – Relationship with other parts of the system – User-Interface Criteria.

L: 45, T: 15, TOTAL: 60 PERIODS

TEXT BOOK

1. Leland L. Beck, “System Software – An Introduction to Systems Programming”, 3rd Edition, Pearson Education Asia, 2006.

REFERENCES

1. D. M. Dhamdhare, “Systems Programming and Operating Systems”, Second Revised Edition, Tata McGraw-Hill, 2000.
2. John J. Donovan “Systems Programming”, Tata McGraw-Hill Edition, 2000.
3. John R. Levine, Linkers & Loaders – Harcourt India Pvt. Ltd., Morgan Kaufmann Publishers, 2000.

AIM:

To understand the concepts of object-oriented, event driven, and concurrent programming paradigms and develop skills in using these paradigms using Java.

UNIT I OBJECT-ORIENTED PROGRAMMING – FUNDAMENTALS 9

Review of OOP - Objects and classes in Java – defining classes – methods - access specifiers – static members – constructors – finalize method – Arrays – Strings - Packages – JavaDoc comments

UNIT II OBJECT-ORIENTED PROGRAMMING – INHERITANCE 10

Inheritance – class hierarchy – polymorphism – dynamic binding – final keyword – abstract classes – the Object class – Reflection – interfaces – object cloning – inner classes – proxies

UNIT III EVENT-DRIVEN PROGRAMMING 10

Graphics programming – Frame – Components – working with 2D shapes – Using color, fonts, and images - Basics of event handling – event handlers – adapter classes – actions – mouse events – AWT event hierarchy – introduction to Swing – Model-View-Controller design pattern – buttons – layout management – Swing Components

UNIT IV GENERIC PROGRAMMING 8

Motivation for generic programming – generic classes – generic methods – generic code and virtual machine – inheritance and generics – reflection and generics – exceptions – exception hierarchy – throwing and catching exceptions – Stack Trace Elements - assertions - logging

UNIT V CONCURRENT PROGRAMMING 8

Multi-threaded programming – interrupting threads – thread states – thread properties – thread synchronization – thread-safe Collections – Executors – synchronizers – threads and event-driven programming

TOTAL:45 PERIODS**TEXT BOOK:**

1. Cay S. Horstmann and Gary Cornell, “Core Java: Volume I – Fundamentals”, Eighth Edition, Sun Microsystems Press, 2008.

REFERENCES:

1. K. Arnold and J. Gosling, “The JAVA programming language”, Third edition, Pearson Education, 2000.
2. Timothy Budd, “Understanding Object-oriented programming with Java”, Updated Edition, Pearson Education, 2000.
3. C. Thomas Wu, “An introduction to Object-oriented programming with Java”, Fourth Edition, Tata McGraw-Hill Publishing company Ltd., 2006.

1. Programs using TCP Sockets (like date and time server & client, echo server & client, etc..)
2. Programs using UDP Sockets (like simple DNS)
3. Programs using Raw sockets (like packet capturing and filtering)
4. Programs using RPC
5. Simulation of sliding window protocols
6. Experiments using simulators (like OPNET)
7. Performance comparison of MAC protocols
8. Performance comparison of Routing protocols
9. Study of TCP/UDP performance

TOTAL: 45 PERIODS

Requirement for a batch of 30 students

S.No.	Description of Equipment	Quantity required	Quantity available	Deficiency %
1.	SOFTWARE <ul style="list-style-type: none"> ➤ C++ Compiler ➤ J2SDK (freeware) ➤ Linux ➤ NS2/Glomosim/OPNET (Freeware) 	30		
2.	Hardware <ul style="list-style-type: none"> ➤ PCs 	30 Nos		

(Using C)

1. Implement a symbol table with functions to create, insert, modify, search, and display.
2. Implement pass one of a two pass assembler.
3. Implement pass two of a two pass assembler.
4. Implement a single pass assembler.
5. Implement a two pass macro processor
6. Implement a single pass macro processor.
7. Implement an absolute loader.
8. Implement a relocating loader.
9. Implement pass one of a direct-linking loader.
10. Implement pass two of a direct-linking loader.

11. Implement a simple text editor with features like insertion / deletion of a character, word, and sentence.
12. Implement a symbol table with suitable hashing

(For loader exercises, output the snap shot of the main memory as it would be, after the loading has taken place)

TOTAL:45 PERIODS

Requirement for a batch of 30 students

S.No.	Description of Equipment	Quantity required	Quantity available	Deficiency %
1.	Hardware – Pentium PC Desktops	30 Nos.		
2.	Software – Turbo C (Freely download)	Multiusers		

CS2309

JAVA LAB

**L T P C
0 0 3 2**

1. Develop Rational number class in Java. Use JavaDoc comments for documentation. Your implementation should use efficient representation for a rational number, i.e. (500 / 1000) should be represented as (1/2).
2. Develop Date class in Java similar to the one available in java.util package. Use JavaDoc comments.
3. Implement Lisp-like list in Java. Write basic operations such as 'car', 'cdr', and 'cons'. If L is a list [3, 0, 2, 5], L.car() returns 3, while L.cdr() returns [0,2,5].
4. Design a Java interface for ADT Stack. Develop two different classes that implement this interface, one using array and the other using linked-list. Provide necessary exception handling in both the implementations.
5. Design a Vehicle class hierarchy in Java. Write a test program to demonstrate polymorphism.
6. Design classes for Currency, Rupee, and Dollar. Write a program that randomly generates Rupee and Dollar objects and write them into a file using object serialization. Write another program to read that file, convert to Rupee if it reads a Dollar, while leave the value as it is if it reads a Rupee.

7. Design a scientific calculator using event-driven programming paradigm of Java.
8. Write a multi-threaded Java program to print all numbers below 100,000 that are both prime and fibonacci number (some examples are 2, 3, 5, 13, etc.). Design a thread that generates prime numbers below 100,000 and writes them into a pipe. Design another thread that generates fibonacci numbers and writes them to another pipe. The main thread should read both the pipes to identify numbers common to both.
9. Develop a simple OPAC system for library using even-driven and concurrent programming paradigms of Java. Use JDBC to connect to a back-end database.
10. Develop multi-threaded echo server and a corresponding GUI client in Java.
11. [Mini-Project] Develop a programmer's editor in Java that supports syntax-highlighting, compilation support, debugging support, etc.

TOTAL: 45 PERIODS

Requirement for a batch of 30 students

S. No.	Description of Equipment	Quantity Required	Quantity available	Deficiency %
1.	PC's	30		
2.	JUM & J2SE (Freeware)	30		
3.	MYSQL or any other DB	30		

CS2351

ARTIFICIAL INTELLIGENCE

L T P C

3 0 0 3

AIM:

To learn the basics of designing intelligent agents that can solve general purpose problems, represent and process knowledge, plan and act, reason under uncertainty and can learn from experiences

UNIT I PROBLEM SOLVING

9

Introduction – Agents – Problem formulation – uninformed search strategies – heuristics – informed search strategies – constraint satisfaction

UNIT II LOGICAL REASONING

9

Logical agents – propositional logic – inferences – first-order logic – inferences in first-order logic – forward chaining – backward chaining – unification – resolution

UNIT III PLANNING 9
Planning with state-space search – partial-order planning – planning graphs – planning and acting in the real world

UNIT IV UNCERTAIN KNOWLEDGE AND REASONING 9
Uncertainty – review of probability - probabilistic Reasoning – Bayesian networks – inferences in Bayesian networks – Temporal models – Hidden Markov models

UNIT V LEARNING 9
Learning from observation - Inductive learning – Decision trees – Explanation based learning – Statistical Learning methods - Reinforcement Learning

TOTAL: 45 PERIODS

TEXT BOOK:

1. S. Russel and P. Norvig, "Artificial Intelligence – A Modern Approach", Second Edition, Pearson Education, 2003.

REFERENCES:

1. David Poole, Alan Mackworth, Randy Goebel, "Computational Intelligence : a logical approach", Oxford University Press, 2004.
2. G. Luger, "Artificial Intelligence: Structures and Strategies for complex problem solving", Fourth Edition, Pearson Education, 2002.
3. J. Nilsson, "Artificial Intelligence: A new Synthesis", Elsevier Publishers, 1998.

CS2352 PRINCIPLES OF COMPILER DESIGN L T P C
3 0 2 4

UNIT I LEXICAL ANALYSIS 9
Introduction to Compiling- Compilers-Analysis of the source program-The phases-Cousins-The grouping of phases-Compiler construction tools. The role of the lexical analyzer- Input buffering-Specification of tokens-Recognition of tokens-A language for specifying lexical analyzer.

UNIT II SYNTAX ANALYSIS and RUN-TIME ENVIRONMENTS 9
Syntax Analysis- The role of the parser-Context-free grammars-Writing a grammar-Top-down parsing-Bottom-up Parsing-LR parsers-Constructing an SLR(1) parsing table. Type Checking- Type Systems-Specification of a simple type checker. Run-Time Environments-Source language issues-Storage organization-Storage-allocation strategies.

UNIT III INTERMEDIATE CODE GENERATION 9
Intermediate languages-Declarations-Assignment statements - Boolean expressions- Case statements- Backpatching-Procedure calls

UNIT III **9**
System sequence diagrams - Relationship between sequence diagrams and use cases
Logical architecture and UML package diagram – Logical architecture refinement - UML
class diagrams - UML interaction diagrams

UNIT IV **9**
GRASP: Designing objects with responsibilities – Creator – Information expert – Low
Coupling –Controller – High Cohesion – Designing for visibility - Applying GoF design
patterns – adapter, singleton, factory and observer patterns.

UNIT V **9**
UML state diagrams and modeling - Operation contracts- Mapping design to code -UML
deployment and component diagrams

TOTAL : 45 PERIODS

TEXT BOOK :

1. Craig Larman, "Applying UML and Patterns: An Introduction to object-oriented
Analysis and Design and iterative development", Third Edition, Pearson Education,
2005

REFERENCES:

1. Mike O'Docherty, "Object-Oriented Analysis & Design: Understanding System
Development with UML 2.0", John Wiley & Sons, 2005.
2. James W- Cooper, Addison-Wesley, "Java Design Patterns – A Tutorial", 2000.
3. Micheal Blaha, James Rumbaugh, "Object-Oriented Modeling and Design with UML",
Second Edition, Prentice Hall of India Private Limited, 2007
4. Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, "Design patterns:
Elements of Reusable object-oriented software", Addison-Wesley, 1995.

CS2354 **ADVANCED COMPUTER ARCHITECTURE** **L T P C**
3 0 0 3

UNIT I **INSTRUCTION LEVEL PARALLELISM** **9**
ILP – Concepts and challenges – Hardware and software approaches – Dynamic
scheduling – Speculation - Compiler techniques for exposing ILP – Branch prediction.

UNIT II **MULTIPLE ISSUE PROCESSORS** **9**
VLIW & EPIC – Advanced compiler support – Hardware support for exposing parallelism
– Hardware versus software speculation mechanisms – IA 64 and Itanium processors –
Limits on ILP.

UNIT III **MULTIPROCESSORS AND THREAD LEVEL PARALLELISM** **9**
Symmetric and distributed shared memory architectures – Performance issues –
Synchronization – Models of memory consistency – Introduction to Multithreading.

UNIT IV MEMORY AND I/O 9

Cache performance – Reducing cache miss penalty and miss rate – Reducing hit time – Main memory and performance – Memory technology. Types of storage devices – Buses – RAID – Reliability, availability and dependability – I/O performance measures – Designing an I/O system.

UNIT V MULTI-CORE ARCHITECTURES 9

Software and hardware multithreading – SMT and CMP architectures – Design issues – Case studies – Intel Multi-core architecture – SUN CMP architecture - heterogenous multi-core processors – case study: IBM Cell Processor.

TOTAL : 45 PERIODS

TEXT BOOK:

1. John L. Hennessey and David A. Patterson, “ Computer architecture – A quantitative approach”, Morgan Kaufmann / Elsevier Publishers, 4th. edition, 2007.

REFERENCES:

1. David E. Culler, Jaswinder Pal Singh, “Parallel computing architecture : A hardware/software approach” , Morgan Kaufmann /Elsevier Publishers, 1999.
2. Kai Hwang and Zhi.Wei Xu, “Scalable Parallel Computing”, Tata McGraw Hill, New Delhi, 2003.

**CS2357 OBJECT ORIENTED ANALYSIS AND DESIGN LAB L T P C
0 0 3 2**

OBJECTIVES:

To develop a mini-project following the 12 exercises listed below.

1. To develop a problem statement.
2. Develop an IEEE standard SRS document. Also develop risk management and project plan (Gantt chart).
3. Identify Use Cases and develop the Use Case model.
4. Identify the business activities and develop an UML Activity diagram.
5. Identify the conceptual classes and develop a domain model with UML Class diagram.
6. Using the identified scenarios find the interaction between objects and represent them using UML Interaction diagrams.
7. Draw the State Chart diagram.
8. Identify the User Interface, Domain objects, and Technical services. Draw the partial layered, logical architecture diagram with UML package diagram notation.
9. Implement the Technical services layer.
10. Implement the Domain objects layer.
11. Implement the User Interface layer.
12. Draw Component and Deployment diagrams.

Suggested domains for Mini-project.

1. Passport automation system.
2. Book bank
3. Exam Registration
4. Stock maintenance system.
5. Online course reservation system
6. E-ticketing
7. Software personnel management system
8. Credit card processing
9. e-book management system
10. Recruitment system
11. Foreign trading system
12. Conference Management System
13. BPO Management System

Suggested Software Tools

1. ArgoUML, Eclipse IDE, Visual Paradigm, Visual case, and Rational Suite

GE2321**COMMUNICATION SKILLS LABORATORY
(Fifth / Sixth Semester)****L T P C
0 0 4 2**

Globalisation has brought in numerous opportunities for the teeming millions, with more focus on the students' overall capability apart from academic competence. Many students, particularly those from non-English medium schools, find that they are not preferred due to their inadequacy of communication skills and soft skills, despite possessing sound knowledge in their subject area along with technical capability. Keeping in view their pre-employment needs and career requirements, this course on Communication Skills Laboratory will prepare students to adapt themselves with ease to the industry environment, thus rendering them as prospective assets to industries. The course will equip the students with the necessary communication skills that would go a long way in helping them in their profession.

OBJECTIVES:

- To equip students of engineering and technology with effective speaking and listening skills in English.
- To help them develop their soft skills and interpersonal skills, which will make the transition from college to workplace smoother and help them excel in their job.
- To enhance the performance of students at Placement Interviews, Group Discussions and other recruitment exercises.

I. PC based session**(Weightage 40%)****24 periods**

A. English Language Lab (18 Periods)

1. Listening Comprehension: (6)

Listening and typing – Listening and sequencing of sentences – Filling in the blanks - Listening and answering questions.

2. Reading Comprehension: (6)

Filling in the blanks - Close exercises – Vocabulary building - Reading and answering questions.

3. Speaking: (6)

Phonetics: Intonation – Ear training - Correct Pronunciation – Sound recognition exercises – Common Errors in English.

Conversations: Face to Face Conversation – Telephone conversation – Role play activities (Students take on roles and engage in conversation)

B. Discussion of audio-visual materials (6 periods)
(Samples are available to learn and practice)

1. Resume / Report Preparation / Letter Writing

(1)

Structuring the resume / report - Letter writing / Email Communication - Samples.

2. Presentation skills: (1)

Elements of effective presentation – Structure of presentation - Presentation tools – Voice Modulation – Audience analysis - Body language – Video samples

3. Soft Skills: (2)

Time management – Articulateness – Assertiveness – Psychometrics – Innovation and Creativity - Stress Management & Poise - Video Samples

4. Group Discussion: (1)

Why is GD part of selection process ? - Structure of GD – Moderator – led and other GDs - Strategies in GD – Team work - Body Language - Mock GD -Video samples

5. Interview Skills: (1)

Kinds of interviews – Required Key Skills – Corporate culture – Mock interviews- Video samples.

II. Practice Session	(Weightage – 60%)	24 periods
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1. Resume / Report Preparation / Letter writing: Students prepare their own resume and report. (2)

2. Presentation Skills: Students make presentations on given topics. (8)

3. Group Discussion: Students participate in group discussions. (6)

4. Interview Skills: Students participate in Mock Interviews (8)

REFERENCES:

1. Anderson, P.V, **Technical Communication**, Thomson Wadsworth , Sixth Edition, New Delhi, 2007.

2. Prakash, P, **Verbal and Non-Verbal Reasoning**, Macmillan India Ltd., Second Edition, New Delhi, 2004.
3. John Seely, **The Oxford Guide to Writing and Speaking**, Oxford University Press, New Delhi, 2004.
4. Evans, D, **Decisionmaker**, Cambridge University Press, 1997.
5. Thorpe, E, and Thorpe, S, **Objective English**, Pearson Education, Second Edition, New Delhi, 2007.
6. Turton, N.D and Heaton, J.B, **Dictionary of Common Errors**, Addison Wesley Longman Ltd., Indian reprint 1998.

LAB REQUIREMENTS:

1. Teacher console and systems for students.
2. English Language Lab Software
3. Career Lab Software

GE2321

COMMUNICATION SKILLS LABORATORY

Guidelines for the course

1. A batch of 60 / 120 students is divided into two groups – one group for the PC- based session and the other group for the Class room session.
2. The English Lab (2 Periods) will be handled by a faculty member of the **English Department**. The Career Lab (2 Periods) may be handled by any competent teacher, **not necessarily from English Department**
3. **Record Notebook:** At the end of each session of English Lab, review exercises are given for the students to answer and the computer evaluated sheets are to be compiled as record notebook. Similar exercises for the career lab are to be compiled in the record notebook.
4. **Internal Assessment:** The 15 marks (the other 5 marks for attendance) allotted for the internal assessment will be based on the record notebook compiled by the candidate. 10 marks may be allotted for English Lab component and 5 marks for the Career Lab component.
5. **End semester Examination:** The end-semester examination carries 40% weightage for English Lab and 60% weightage for Career Lab.

Each candidate will have separate sets of questions assigned by the teacher using the teacher-console enabling PC-based evaluation for the 40% of marks allotted.

The Career Lab component will be evaluated for a maximum of 60% by a local examiner & an external examiner drafted from other Institutions, similar to any other lab examination conducted by Anna University.

LIST OF EXPERIMENTS

1. Create a web page with the following using HTML
 - i) To embed an image map in a web page
 - ii) To fix the hot spots
 - iii) Show all the related information when the hot spots are clicked.
2. Create a web page with all types of Cascading style sheets.
3. Client Side Scripts for Validating Web Form Controls using DHTML
4. Write programs in Java to create applets incorporating the following features:
5. Create a color palette with matrix of buttons
Set background and foreground of the control text area by selecting a color from color palette.
In order to select Foreground or background use check box control as radio buttons
To set background images
6. Write programs in Java using Servlets:
To invoke servlets from HTML forms
To invoke servlets from Applets
7. Write programs in Java to create three-tier applications using JSP and Databases
 - for conducting on-line examination.
 - for displaying student mark list. Assume that student information is available in a database which has been stored in a database server.
8. Programs using XML – Schema – XSLT/XSL
9. Programs using AJAX
10. Consider a case where we have two web Services- an airline service and a travel agent and the travel agent is searching for an airline. Implement this scenario using Web Services and Data base.

TOTAL 15 + 45 = 60 PERIODS**TEXT BOOK:**

1. Robert W. Sebesta, "Programming the world wide web", Pearson Education, 2006.

REFERENCE:

1. Deitel, "Internet and world wide web, How to Program", PHI, 3rd Edition, 2005.

MG2452 ENGINEERING ECONOMICS AND FINANCIAL ACCOUNTING L T P C
3 0 0 3

UNIT I INTRODUCTION 5
Managerial Economics - Relationship with other disciplines - Firms: Types, objectives and goals - Managerial decisions - Decision analysis.

UNIT II DEMAND & SUPPLY ANALYSIS 10
Demand - Types of demand - Determinants of demand - Demand function - Demand elasticity - Demand forecasting - Supply - Determinants of supply - Supply function - Supply elasticity.

UNIT III GRAPHICS PROGRAMMING 9
 Color Models – RGB, YIQ, CMY, HSV – Animations – General Computer Animation, Raster, Keyframe - Graphics programming using OPENGL – Basic graphics primitives – Drawing three dimensional objects - Drawing three dimensional scenes

UNIT IV RENDERING 9
 Introduction to Shading models – Flat and Smooth shading – Adding texture to faces – Adding shadows of objects – Building a camera in a program – Creating shaded objects – Rendering texture – Drawing Shadows.

UNIT V FRACTALS 9
 Fractals and Self similarity – Peano curves – Creating image by iterated functions – Mandelbrot sets – Julia Sets – Random Fractals – Overview of Ray Tracing – Intersecting rays with other primitives – Adding Surface texture – Reflections and Transparency – Boolean operations on Objects.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Donald Hearn, Pauline Baker, Computer Graphics – C Version, second edition, Pearson Education, 2004.
2. F.S. Hill, Computer Graphics using OPENGL, Second edition, Pearson Education, 2003.

REFERENCE:

1. James D. Foley, Andries Van Dam, Steven K. Feiner, John F. Hughes, Computer Graphics- Principles and practice, Second Edition in C, Pearson Education, 2007.

CS2402 MOBILE AND PERVASIVE COMPUTING L T P C
3 0 0 3

UNIT I MOBILE NETWORKS 9
 Cellular Wireless Networks – GSM – Architecture – Protocols – Connection Establishment – Frequency Allocation – Routing – Mobility Management – Security – GPRS.

UNIT II WIRELESS NETWORKS 9
 Wireless LANs and PANs – IEEE 802.11 Standard – Architecture – Services – Network – HiperLAN – Blue Tooth- Wi-Fi – WiMAX

UNIT III ROUTING 9
 Mobile IP – DHCP – AdHoc– Proactive and Reactive Routing Protocols – Multicast Routing.

UNIT IV TRANSPORT AND APPLICATION LAYERS 9
 Mobile TCP– WAP – Architecture – WWW Programming Model– WDP – WTLS – WTP – WSP – WAE – WTA Architecture – WML – WMLScripts.

UNIT V PERSVASIVE COMPUTING 9

Pervasive computing infrastructure-applications- Device Technology - Hardware, Human-machine Interfaces, Biometrics, and Operating systems– Device Connectivity – Protocols, Security, and Device Management- Pervasive Web Application architecture- Access from PCs and PDAs - Access via WAP

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Jochen Schiller, "Mobile Communications", PHI, Second Edition, 2003.
2. Jochen Burkhardt, Pervasive Computing: Technology and Architecture of Mobile Internet Applications, Addison-Wesley Professional; 3rd edition, 2007

REFERENCES:

1. Frank Adelstein, Sandeep KS Gupta, Golden Richard, Fundamentals of Mobile and Pervasive Computing, McGraw-Hill 2005
2. Debashis Saha, Networking Infrastructure for Pervasive Computing: Enabling Technologies, Kluwer Academic Publisher, Springer; First edition, 2002
3. Introduction to Wireless and Mobile Systems by Agrawal and Zeng, Brooks/ Cole (Thomson Learning), First edition, 2002
4. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, Principles of Mobile Computing, Springer, New York, 2003.

**CS2403 DIGITAL SIGNAL PROCESSING L T P C
3 0 0 3**

UNIT I SIGNALS AND SYSTEMS 9

Basic elements of DSP – concepts of frequency in Analog and Digital Signals – sampling theorem – Discrete – time signals, systems – Analysis of discrete time LTI systems – Z transform – Convolution (linear and circular) – Correlation.

UNIT II FREQUENCY TRANSFORMATIONS 9

Introduction to DFT – Properties of DFT – Filtering methods based on DFT – FFT Algorithms Decimation – in – time Algorithms, Decimation – in – frequency Algorithms – Use of FFT in Linear Filtering – DCT.

UNIT III IIR FILTER DESIGN 9

Structures of IIR – Analog filter design – Discrete time IIR filter from analog filter – IIR filter design by Impulse Invariance, Bilinear transformation, Approximation of derivatives – (HPF, BPF, BRF) filter design using frequency translation

UNIT IV FIR FILTER DESIGN 9

Structures of FIR – Linear phase FIR filter – Filter design using windowing techniques, Frequency sampling techniques – Finite word length effects in digital Filters

UNIT V APPLICATIONS

9

Multirate signal processing – Speech compression – Adaptive filter – Musical sound processing – Image enhancement.

TEXT BOOKS:

1. John G. Proakis & Dimitris G. Manolakis, "Digital Signal Processing – Principles, Algorithms & Applications", Fourth edition, Pearson education / Prentice Hall, 2007.
2. Emmanuel C. Ifeachor, & Barrie W. Jervis, "Digital Signal Processing", Second edition, Pearson Education / Prentice Hall, 2002.

REFERENCES:

1. Alan V. Oppenheim, Ronald W. Schaffer & John R. Buck, "Discrete Time Signal Processing", Pearson Education, 2nd edition, 2005.
2. Andreas Antoniou, "Digital Signal Processing", Tata McGraw Hill, 2001

CS2405

COMPUTER GRAPHICS LABORATORY

L T P C
0 0 3 2

1. Implementation of Bresenham's Algorithm – Line, Circle, Ellipse.
2. Implementation of Line, Circle and ellipse Attributes
3. Two Dimensional transformations - Translation, Rotation, Scaling, Reflection, Shear.
4. Composite 2D Transformations
5. Cohen Sutherland 2D line clipping and Windowing
6. Sutherland – Hodgeman Polygon clipping Algorithm
7. Three dimensional transformations - Translation, Rotation, Scaling
8. Composite 3D transformations
9. Drawing three dimensional objects and Scenes
10. Generating Fractal images

TOTAL : 60 PERIODS

CS2406

OPEN SOURCE LAB

L T P C
0 0 3 2

OBJECTIVE:

To expose students to FOSS environment and introduce them to use open source packages

1. **Kernel configuration, compilation and installation** : Download / access the latest kernel source code from kernel.org, compile the kernel and install it in the local system. Try to view the source code of the kernel

2. **Virtualisation environment** (e.g., xen, kqemu or lguest) to test an applications, new kernels and isolate applications. It could also be used to expose students to other alternate OSs like *BSD
3. **Compiling from source** : learn about the various build systems used like the auto* family, cmake, ant etc. instead of just running the commands. This could involve the full process like fetching from a cvs and also include autoconf, automake etc.,
4. **Introduction to packet management system** : Given a set of RPM or DEB, how to build and maintain, serve packages over http or ftp. and also how do you configure client systems to access the package repository.
5. **Installing various software packages**
 - Either the package is yet to be installed or an older version is existing. The student can practice installing the latest version. Of course, this might need internet access.
 - Install samba and share files to windows
 - Install Common Unix Printing System(CUPS)
6. **Write userspace drivers using fuse** -- easier to debug and less dangerous to the system (Writing full-fledged drivers is difficult at student level)
7. **GUI programming : a sample programme** – using Gambas since the students have VB knowledge. However, one should try using GTK or QT
8. **Version Control System setup and usage** using RCS, CVS, SVN
9. **Text processing with Perl:** simple programs, connecting with database e.g., MYSQL
10. **Running PHP** : simple applications like login forms after setting up a LAMP stack
11. **Running Python** : some simple exercise – e.g. Connecting with MySql database
12. **Set up the complete network interface** usinf ifconfig command liek setting gateway, DNS, IP tables, etc.,

RESOURCES :

An environment like **FOSS Lab Server** (developed by NRCFOSS containing the various packages)

OR

Equivalent system with Linux distro supplemented with relevant packages

Note:

Once the list of experiments are finalised, NRCFOSS can generate full lab manuals complete with exercises, necessary downloads, etc. These could be made available on NRCFOSS web portal.

CS2028

UNIX INTERNALS

L T P C
3 0 0 3

UNIT I

9

General Review of the System-History-System structure-User Perspective-Operating System Services- Assumptions About Hardware. Introduction to the Kernel-Architecture System Concepts-Data Structures- System Administration.

UNIT II **9**

The Buffer Cache-Headers-Buffer Pool-Buffer Retrieval-Reading and Writing Disk Blocks - Advantages and Disadvantages. Internal Representation of Files-Inodes-Structure-Directories-Path Name to Inode- Super Block-Inode Assignment-Allocation of Disk Blocks -Other File Types.

UNIT III **9**

System Calls for the File System-Open-Read-Write-Lseek-Close-Create-Special files Creation -Change Directory and Change Root-Change Owner and Change Mode-Stat-Fstat-Pipes-Dup-Mount-Unmount-Link-Unlink-File System Abstraction-Maintenance.

UNIT IV **9**

The System Representation of Processes-States-Transitions-System Memory-Context of a Process-Saving the Context-Manipulation of a Process Address Space-Sleep Process Control-signals-Process Termination-Awaiting-Invoking other Programs-The Shell-System Boot and the INIT Process.

UNIT V **9**

Memory Management Policies-Swapping-Demand Paging-a Hybrid System-I/O Subsystem-Driver Interfaces-Disk Drivers-Terminal Drivers.

TEXT BOOK:

1. Maurice J. Bach, "The Design of the Unix Operating System", Pearson Education, 2002.

REFERENCES:

1. Uresh Vahalia, "UNIX Internals: The New Frontiers", Prentice Hall, 2000.
2. John Lion, "Lion's Commentary on UNIX", 6th edition, Peer-to-Peer Communications, 2004.
3. Daniel P. Bovet & Marco Cesati, "Understanding the Linux Kernel", O'REILLY, Shroff Publishers & Distributors Pvt. Ltd, 2000.
4. M. Beck et al, "Linux Kernel Programming", Pearson Education Asia, 2002

MA2264

NUMERICAL METHODS

L T P C
3 1 0 4

AIM:

With the present development of the computer technology, it is necessary to develop efficient algorithms for solving problems in science, engineering and technology. This course gives a complete procedure for solving different kinds of problems occur in engineering numerically.

OBJECTIVES:

At the end of the course, the students would be acquainted with the basic concepts in numerical methods and their uses are summarized as follows:

- i. The roots of nonlinear (algebraic or transcendental) equations, solutions of large system of linear equations and eigen value problem of a matrix can be obtained numerically where analytical methods fail to give solution

- ii. When huge amounts of experimental data are involved, the methods discussed on interpolation will be useful in constructing approximate polynomial to represent the data and to find the intermediate values.
- iii. The numerical differentiation and integration find application when the function in the analytical form is too complicated or the huge amounts of data are given such as series of measurements, observations or some other empirical information.
- iv. Since many physical laws are couched in terms of rate of change of one/two or more independent variables, most of the engineering problems are characterized in the form of either nonlinear ordinary differential equations or partial differential equations. The methods introduced in the solution of ordinary differential equations and partial differential equations will be useful in attempting any engineering problem.

UNIT I SOLUTION OF EQUATIONS AND EIGENVALUE PROBLEMS 9

Solution of equation –Fixed point iteration: $x=g(x)$ method - Newton’s method – Solution of linear system by Gaussian elimination and Gauss-Jordon method– Iterative method - Gauss-Seidel method - Inverse of a matrix by Gauss Jordon method – Eigen value of a matrix by power method and by Jacobi method for symmetric matrix.

UNIT II INTERPOLATION AND APPROXIMATION 9

Lagrangian Polynomials – Divided differences – Interpolating with a cubic spline – Newton’s forward and backward difference formulas.

UNIT III NUMERICAL DIFFERENTIATION AND INTEGRATION 9

Differentiation using interpolation formulae –Numerical integration by trapezoidal and Simpson’s 1/3 and 3/8 rules – Romberg’s method – Two and Three point Gaussian quadrature formulae – Double integrals using trapezoidal and Simpsons’s rules.

UNIT IV INITIAL VALUE PROBLEMS FOR ORDINARY DIFFERENTIAL EQUATIONS 9

Single step methods: Taylor series method – Euler method for first order equation – Fourth order Runge – Kutta method for solving first and second order equations – Multistep methods: Milne’s and Adam’s predictor and corrector methods.

UNIT V BOUNDARY VALUE PROBLEMS IN ORDINARY AND PARTIAL DIFFERENTIAL EQUATIONS 9

Finite difference solution of second order ordinary differential equation – Finite difference solution of one dimensional heat equation by explicit and implicit methods – One dimensional wave equation and two dimensional Laplace and Poisson equations.

L = 45 , TOTAL: 45 PERIODS

TEXT BOOKS:

1. Veerarjan, T and Ramachandran, T. ‘Numerical methods with programming in ‘C’ Second Edition, Tata McGraw-Hill Publishing.Co.Ltd. (2007).
2. Sankara Rao K, ‘Numerical Methods for Scientisits and Engineers’ – 3rd edition Printice Hall of India Private Ltd, New Delhi, (2007).

REFERENCES:

1. Chapra, S. C and Canale, R. P. "Numerical Methods for Engineers", 5th Edition, Tata McGraw-Hill, New Delhi, 2007.
2. Gerald, C. F. and Wheatley, P.O., "Applied Numerical Analysis", 6th Edition, Pearson Education Asia, New Delhi, 2006.
3. Grewal, B.S. and Grewal, J.S., "Numerical methods in Engineering and Science", 6th Edition, Khanna Publishers, New Delhi, 2004

CS2021

MULTICORE PROGRAMMING

L T P C
3 0 0 3

UNIT I INTRODUCTION TO MULTIPROCESSORS AND SCALABILITY ISSUES

9

Scalable design principles – Principles of processor design – Instruction Level Parallelism, Thread level parallelism. Parallel computer models -- Symmetric and distributed shared memory architectures – Performance Issues – Multi-core Architectures - Software and hardware multithreading – SMT and CMP architectures – Design issues – Case studies – Intel Multi-core architecture – SUN CMP architecture.

UNIT II PARALLEL PROGRAMMING

9

Fundamental concepts – Designing for threads – scheduling - Threading and parallel programming constructs – Synchronization – Critical sections – Deadlock. Threading APIs.

UNIT III OPENMP PROGRAMMING

9

OpenMP – Threading a loop – Thread overheads – Performance issues – Library functions. Solutions to parallel programming problems – Data races, deadlocks and livelocks – Non-blocking algorithms – Memory and cache related issues.

UNIT IV MPI PROGRAMMING

9

MPI Model – collective communication – data decomposition – communicators and topologies – point-to-point communication – MPI Library.

UNIT V MULTITHREADED APPLICATION DEVELOPMENT

9

Algorithms, program development and performance tuning.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Shameem Akhter and Jason Roberts, "Multi-core Programming", Intel Press, 2006.
2. Michael J Quinn, Parallel programming in C with MPI and OpenMP, Tata Macgraw Hill, 2003.

REFERENCES:

1. John L. Hennessey and David A. Patterson, “ Computer architecture – A quantitative approach”, Morgan Kaufmann/Elsevier Publishers, 4th. edition, 2007.
2. David E. Culler, Jaswinder Pal Singh, “Parallel computing architecture : A hardware/ software approach” , Morgan Kaufmann/Elsevier Publishers, 1999.

CS2022	VISUAL PROGRAMMING	L T P C 3 0 0 3
UNIT I		9
Windows Programming Fundamentals – MFC – Windows – Graphics – Menus – Mouse and keyboard – Bitmaps – Palettes – Device-Independent Bitmaps		
UNIT II		9
Controls – Modal and Modeless Dialog – Property – Data I/O – Sound – Timer		
UNIT III		9
Memory management – SDI – MDI – MFC for Advanced windows user Interface – status bar and Toolbars – Tree view – List view – Threads		
UNIT IV		9
ODBC – MFC Database classes – DAO - DLLs – Working with Images		
UNIT V		9
COM Fundamentals – ActiveX control – ATL – Internet Programming		
		TOTAL: 45 PERIODS

TEXT BOOK:

1. Richard C.Leinecker and Tom Archer, “Visual C++ 6 Programming Bible”, Wiley Dream Tech Press, 2006.

REFERENCES:

1. Lars Klander, “Core Visual C++ 6”, Pearson Education, 2000
2. Deital, DEital, Liperi and Yaeger “Visual V++ .NET How to Program” , Pearson Education, 2004.

IT2354

EMBEDDED SYSTEMS

L T P C
3 0 0 3

UNIT I EMBEDDED COMPUTING 9

Challenges of Embedded Systems – Embedded system design process. Embedded processors – 8051 Microcontroller, ARM processor – Architecture, Instruction sets and programming.

UNIT II MEMORY AND INPUT / OUTPUT MANAGEMENT 9

Programming Input and Output – Memory system mechanisms – Memory and I/O devices and interfacing – Interrupts handling.

UNIT III PROCESSES AND OPERATING SYSTEMS 9

Multiple tasks and processes – Context switching – Scheduling policies – Interprocess communication mechanisms – Performance issues.

UNIT IV EMBEDDED SOFTWARE 9

Programming embedded systems in assembly and C – Meeting real time constraints – Multi-state systems and function sequences. Embedded software development tools – Emulators and debuggers.

UNIT V EMBEDDED SYSTEM DEVELOPMENT 9

Design issues and techniques – Case studies – Complete design of example embedded systems.

TOTAL: 45 PERIODS

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.

REFERENCES:

1. Steve Heath, "Embedded System Design", Elsevier, 2005.
2. Muhammed Ali Mazidi, Janice Gillispie Mazidi and Rolin D. McKinlay, "The 8051 Microcontroller and Embedded Systems", Pearson Education, Second edition, 2007.

CS2029

ADVANCED DATABASE TECHNOLOGY

L T P C
3 0 0 3

UNIT I RELATIONAL MODEL ISSUES 9

ER Model - Normalization – Query Processing – Query Optimization - Transaction Processing - Concurrency Control – Recovery - Database Tuning.

UNIT II DISTRIBUTED DATABASES 9

Parallel Databases – Inter and Intra Query Parallelism – Distributed Database Features – Distributed Database Architecture – Fragmentation – Distributed Query Processing – Distributed Transactions Processing – Concurrency Control – Recovery – Commit Protocols.

UNIT III OBJECT ORIENTED DATABASES 9

Introduction to Object Oriented Data Bases - Approaches - Modeling and Design - Persistence – Query Languages - Transaction - Concurrency – Multi Version Locks – Recovery – POSTGRES – JASMINE –GEMSTONE - ODMG Model.

UNIT IV EMERGING SYSTEMS 9

Enhanced Data Models - Client/Server Model - Data Warehousing and Data Mining - Web Databases – Mobile Databases- XML and Web Databases.

UNIT V CURRENT ISSUES 9

Rules - Knowledge Bases - Active and Deductive Databases - Multimedia Databases– Multimedia Data Structures – Multimedia Query languages - Spatial Databases.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Thomas Connolly and Carlolyn Begg, “Database Systems, A Practical Approach to Design, Implementation and Management”, Third Edition, Pearson Education 2003.

REFERENCES:

1. R. Elmasri, S.B. Navathe, “Fundamentals of Database Systems”, Fifth Edition, Pearson Education, 2006.
2. Abraham Silberschatz, Henry F. Korth, S. Sudharshan, “Database System Concepts”, Fifth Edition, Tata McGraw Hill, 2006.
3. C.J.Date, A.Kannan, S.Swamynathan, “An Introduction to Database Systems”, Eighth Edition, Pearson Education, 2006.

**IT2043 KNOWLEDGE MANAGEMENT L T P C
3 0 0 3**

UNIT I KNOWLEDGE MANAGEMENT 9

KM Myths – KM Life Cycle – Understanding Knowledge – Knowledge, intelligence – Experience – Common Sense – Cognition and KM – Types of Knowledge – Expert Knowledge – Human Thinking and Learning.

UNIT II KNOWLEDGE MANAGEMENT SYSTEM LIFE CYCLE 9

Challenges in Building KM Systems – Conventional Vrs KM System Life Cycle (KMSLS) – Knowledge Creation and Knowledge Architecture – Nonaka’s Model of Knowledge Creation and Transformation. Knowledge Architecture.

UNIT III CAPTURING KNOWLEDGE 9

Evaluating the Expert – Developing a Relationship with Experts – Fuzzy Reasoning and the Quality of Knowledge – Knowledge Capturing Techniques, Brain Storming – Protocol Analysis – Consensus Decision Making – Repertory Grid- Concept Mapping – Blackboarding.

UNIT IV KNOWLEDGE CODIFICATION 9

Modes of Knowledge Conversion – Codification Tools and Procedures – Knowledge Developer’s Skill Sets – System Testing and Deployment – Knowledge Testing – Approaches to Logical Testing, User Acceptance Testing – KM System Deployment Issues – User Training – Post implementation.

UNIT V KNOWLEDGE TRANSFER AND SHARING 9

Transfer Methods – Role of the Internet – Knowledge Transfer in e-world – KM System Tools – Neural Network – Association Rules – Classification Trees – Data Mining and Business Intelligence – Decision Making Architecture – Data Management – Knowledge Management Protocols – Managing Knowledge Workers.

TOTAL: 45 PERIODS

TEXT BOOK:

1. Elias. M. Award & Hassan M. Ghaziri – “Knowledge Management” Pearson Education 2003.

REFERENCES:

1. Guus Schreiber, Hans Akkermans, Anjo Anjewierden, Robert de Hoog, Nigel Shadbolt, Walter Van de Velde and Bob Wielinga, “Knowledge Engineering and Management”, Universities Press, 2001.
2. C.W. Holsapple, “Handbooks on Knowledge Management”, International Handbooks on Information Systems, Vol 1 and 2, 2003

**CS2030 HIGH PERFORMANCE MICROPROCESSORS L T P C
3 0 0 3**

AIM

To do a detailed study of CISC and RISC principles, study the architecture & special features of the Pentium processors and typical RISC processors and to study the architecture of special purpose processors.

OBJECTIVES

- To study the principles of CISC
- To study the Pentium processor family
- To study the principles of RISC
- To study the architecture & special features of typical RISC processors.
- To study the architecture & function of special purpose processors.

UNIT I CISC PRINCIPLES 9

Classic CISC microprocessors, Intel x86 Family: Architecture - register set - Data formats - Addressing modes - Instruction set - Assembler directives – Interrupts - Segmentation, Paging, Real and Virtual mode execution – Protection mechanism, Task management 80186, 286, 386 and 486 architectures.

UNIT II PENTIUM PROCESSORS 10

Introduction to Pentium microprocessor – Special Pentium Registers – Pentium Memory Management – New Pentium instructions – Introduction to Pentium Pro and its special features – Architecture of Pentium-II, Pentium-III and Pentium4 microprocessors.

UNIT III RISC PRINCIPLES 10

RISC Vs CISC – RISC properties and evaluation – On chip register File Vs Cache evaluation – Study of a typical RISC processor – The PowerPC – Architecture & special features – Power PC 601 – IBM RS/6000, Sun SPARC Family – Architecture – Super SPARC.

UNIT IV RISC PROCESSOR 8

MIPS Rx000 family – Architecture – Special features – MIPS R4000 and R4400 – Motorola 88000 Family – Architecture – MC 88110 – MC 88100 and MC 88200.

UNIT V SPECIAL PURPOSE PROCESSORS 8

EPIC Architecture – ASIPs – Network Processors – DSPs – Graphics / Image Processors.

TOTAL : 45 PERIODS

TEXT BOOK:

1. Daniel Tabak, “Advanced Microprocessors”, Tata McGraw-Hill, 1995, 2nd Edition.

REFERENCES:

1. www.intel.com/products/server/processors/server/itanium2 (Unit V:EPIC)
2. www.hpl.hp.com/techreports/1999/HPL-1999-111.html (UnitV: Network Processor)
3. www.intel.com/design/network/products/npfamily (Unit V: Network Processor)
4. www.national.com/appinfo/imaging/processors.html (Unit V: Image Processor)
5. Barry B.Brey, “The Intel Microprocessors, 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, PentiumPro Processor, PentiumII, PentiumIII, PentiumIV, Architecture, Programming & Interfacing”, 6th Edition, Pearson Education/PHI, 2002.

CS2023

ADVANCED JAVA PROGRAMMING

**L T P C
3 0 0 3**

AIM:

To enable the students to design and develop enterprise strength distributed and multi-tier applications – Using Java Technology.

OBJECTIVES:

- To learn advanced Java programming concepts like interface, threads,Swings etc.
- To develop network programs in Java
- To understand Concepts needed for distributed and multi-tier applications
- To understand issues in enterprise applications development.

UNIT II MESSAGE-PASSING PROGRAMMING 9

The message-passing model – the message-passing interface – MPI standard – basic concepts of MPI: MPI_Init, MPI_Comm_size, MPI_Comm_rank, MPI_Send, MPI_Recv, MPI_Finalize – timing the MPI programs: MPI_Wtime, MPI_Wtick – collective communication: MPI_Reduce, MPI_Barrier, MPI_Bcast, MPI_Gather, MPI_Scatter – case studies: the sieve of Eratosthenes, Floyd's algorithm, Matrix-vector multiplication

UNIT III SHARED-MEMORY PROGRAMMING 9

Shared-memory model – OpenMP standard – parallel for loops – parallel for pragma – private variables – critical sections – reductions – parallel loop optimizations – general data parallelism – functional parallelism – case studies: the sieve of Eratosthenes, Floyd's algorithm, matrix-vector multiplication – distributed shared-memory programming – DSM primitives

UNIT IV PARALLEL ALGORITHMS – I 9

Monte Carlo methods – parallel random number generators – random number distributions – case studies – Matrix multiplication – rowwise block-stripped algorithm – Cannon's algorithm – solving linear systems – back substitution – Gaussian elimination – iterative methods – conjugate gradient method

UNIT V PARALLEL ALGORITHMS – II 9

Sorting algorithms – quicksort – parallel quicksort – hyperquicksort – sorting by regular sampling – Fast fourier transform – combinatorial search – divide and conquer – parallel backtrack search – parallel branch and bound – parallel alpha-beta search.

TOTAL: 45 PERIODS

TEXT BOOK:

1. Michael J. Quinn, "Parallel Programming in C with MPI and OpenMP", Tata McGraw-Hill Publishing Company Ltd., 2003.

REFERENCES:

1. B. Wilkinson and M. Allen, "Parallel Programming – Techniques and applications using networked workstations and parallel computers", Second Edition, Pearson Education, 2005.
2. M. J. Quinn, "Parallel Computing – Theory and Practice", Second Edition, Tata McGraw-Hill Publishing Company Ltd., 2002.

IT2353

WEB TECHNOLOGY

**L T P C
3 0 0 3**

UNIT I 9

Web Essentials: Clients, Servers, and Communication. The Internet-Basic Internet Protocols -The World Wide Web-HTTP request message-response message-Web Clients Web Servers-Case Study. Markup Languages: XHTML. An Introduction to HTML History-Versions-Basic XHTML Syntax and Semantics-Some Fundamental HTML Elements-Relative URLs-Lists-tables-Frames-Forms-XML Creating HTML Documents Case Study.

UNIT II**9**

Style Sheets: CSS-Introduction to Cascading Style Sheets-Features-Core Syntax-Style Sheets and HTML Style Rle Cascading and Inheritance-Text Properties-Box Model Normal Flow Box Layout-Beyond the Normal Flow-Other Properties-Case Study.

Client-Side Programming: The JavaScript Language-History and Versions Introduction JavaScript in Perspective-Syntax-Variables and Data Types-Statements-Operators-Literals-Functions-Objects-Arrays-Built-in Objects-JavaScript Debuggers.

UNIT III**9**

Host Objects : Browsers and the DOM-Introduction to the Document Object Model DOM History and Levels-Intrinsic Event Handling-Modifying Element Style-The Document Tree-DOM Event Handling-Accommodating Noncompliant Browsers Properties of window-Case Study. Server-Side Programming: Java Servlets- Architecture -Overview-A Servlet-Generating Dynamic Content-Life Cycle- Parameter Data-Sessions-Cookies-URL Rewriting-Other Capabilities-Data Storage Servlets and Concurrency-Case Study-Related Technologies.

UNIT IV**9**

Representing Web Data: XML-Documents and Vocabularies-Versions and Declaration-Namespaces JavaScript and XML: Ajax-DOM based XML processing Event-oriented Parsing: SAX-Transforming XML Documents-Selecting XML Data:XPath-Template-based Transformations: XSLT-Displaying XML Documents in Browsers-Case Study-Related Technologies. Separating Programming and Presentation: JSP Technology Introduction-JSP and Servlets-Running JSP Applications Basic JSP-JavaBeans Classes and JSP-Tag Libraries and Files-Support for the Model-View-Controller Paradigm-Case Study-Related Technologies.

UNIT V**9**

Web Services: JAX-RPC-Concepts-Writing a Java Web Service-Writing a Java Web Service Client-Describing Web Services: WSDL- Representing Data Types: XML Schema-Communicating Object Data: SOAP Related Technologies-Software Installation-Storing Java Objects as Files-Databases and Java Servlets.

TEXT BOOK:

1. Jeffrey C. Jackson, "Web Technologies--A Computer Science Perspective", Pearson Education, 2006.

REFERENCES:

1. Robert. W. Sebesta, "Programming the World Wide Web", Fourth Edition, Pearson Education, 2007 .
2. Deitel, Deitel, Goldberg, "Internet & World Wide Web How To Program", Third Edition, Pearson Education, 2006.
3. Marty Hall and Larry Brown, "Core Web Programming" Second Edition, Volume I and II, Pearson Education, 2001.
4. Bates, "Developing Web Applications", Wiley, 2006.

UNIT III DATA MINING 8

Introduction – Data – Types of Data – Data Mining Functionalities – Interestingness of Patterns – Classification of Data Mining Systems – Data Mining Task Primitives – Integration of a Data Mining System with a Data Warehouse – Issues –Data Preprocessing.

UNIT IV ASSOCIATION RULE MINING AND CLASSIFICATION 11

Mining Frequent Patterns, Associations and Correlations – Mining Methods – Mining Various Kinds of Association Rules – Correlation Analysis – Constraint Based Association Mining – Classification and Prediction - Basic Concepts - Decision Tree Induction - Bayesian Classification – Rule Based Classification – Classification by Backpropagation – Support Vector Machines – Associative Classification – Lazy Learners – Other Classification Methods - Prediction

UNIT V CLUSTERING AND APPLICATIONS AND TRENDS IN DATA MINING 8

Cluster Analysis - Types of Data – Categorization of Major Clustering Methods - K-means – Partitioning Methods – Hierarchical Methods - Density-Based Methods –Grid Based Methods – Model-Based Clustering Methods – Clustering High Dimensional Data - Constraint – Based Cluster Analysis – Outlier Analysis – Data Mining Applications.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Alex Berson and Stephen J. Smith, “ Data Warehousing, Data Mining & OLAP”, Tata McGraw – Hill Edition, Tenth Reprint 2007.
2. Jiawei Han and Micheline Kamber, “Data Mining Concepts and Techniques”, Second Edition, Elsevier, 2007.

REFERENCES:

1. Pang-Ning Tan, Michael Steinbach and Vipin Kumar, “ Introduction To Data Mining”, Person Education, 2007.
2. K.P. Soman, Shyam Diwakar and V. Ajay “, Insight into Data mining Theory and Practice”, Easter Economy Edition, Prentice Hall of India, 2006.
3. G. K. Gupta, “ Introduction to Data Mining with Case Studies”, Easter Economy Edition, Prentice Hall of India, 2006.
4. Daniel T.Larose, “Data Mining Methods and Models”, Wile-Interscience, 2006.

CS2033

REAL TIME SYSTEMS

L T P C

3 0 0 3

UNIT I INTRODUCTION 9

Introduction - Issues in Real Time Computing, Structure of a Real Time System. Task Classes, Performance Measures for Real Time Systems, Estimating Program Run times. Task Assignment and Scheduling - Classical Uniprocessor scheduling algorithms, UniProcessor scheduling of IRIS Tasks, Task Assignment, Mode Changes, and Fault Tolerant Scheduling.

UNIT II PROGRAMMING LANGUAGES AND TOOLS 9

Programming Language and Tools – Desired Language characteristics, Data Typing, Control structures, Facilitating Hierarchical Decomposition, Packages, Run-time (Exception) Error handling, Overloading and Generics, Multitasking, Low Level programming, Task scheduling, Timing Specifications, Programming Environments, Run-time Support.

UNIT III REAL TIME DATABASES 9

Real time Databases - Basic Definition, Real time Vs General Purpose Databases, Main Memory Databases, Transaction priorities, Transaction Aborts, Concurrency Control Issues, Disk Scheduling Algorithms, Two-phase Approach to improve Predictability, Maintaining Serialization Consistency, Databases for Hard Real Time systems.

UNIT IV COMMUNICATION 9

Real-Time Communication - Communications Media, Network Topologies Protocols, Fault Tolerant Routing. Fault Tolerance Techniques - Fault Types, Fault Detection. Fault Error containment Redundancy, Data Diversity, Reversal Checks, Integrated Failure handling.

UNIT V EVALUATION TECHNIQUES 9

Reliability Evaluation Techniques - Obtaining Parameter Values, Reliability Models for Hardware Redundancy, Software Error models. Clock Synchronization - Clock, A Nonfault-Tolerant Synchronization Algorithm, Impact of Faults, Fault Tolerant Synchronization in Hardware, Fault Tolerant Synchronization in Software

TOTAL: 45 PERIODS

TEXT BOOK:

1. C.M. Krishna, Kang G. Shin, “Real-Time Systems”, McGraw-Hill International Editions, 1997.

REFERENCES:

1. Stuart Bennett, “Real Time Computer Control-An Introduction”, Second edition Perntice Hall PTR, 1994.
2. Peter D. Lawrence, “Real time Micro Computer System Design – An Introduction”, McGraw Hill, 1988.
3. S.T. Allworth and R.N. Zobel, “Introduction to real time software design”, Macmillan, II Edition, 1987.
4. R.J.A Buhur, D.L. Bailey, “ An Introduction to Real-Time Systems”, Prentice-Hall International, 1999.
5. Philip.A.Laplante “Real Time System Design and Analysis” PHI , III Edition, April 2004.

**CS2034 TCP/IP DESIGN AND IMPLEMENTATION L T P C
3 0 0 3**

UNIT I INTRODUCTION 9

Internetworking concepts and architecture model – classful Internet address – CIDR – Subnetting and Supernetting – AARP – RARP- IP- IP Routing – ICMP – IPV6.

UNIT II TCP 9
 Services – header – connection establishment and termination – interactive data flow – bulk data flow – timeout and retransmission – persist timer – keep alive timer – futures and performance.

UNIT III IP IMPLEMENTATION 9
 IP global software organization – routing table – routing algorithms – fragmentation and reassembly – error processing (ICMP) – Multicast Processing (IGMP).

UNIT IV TCP IMPLEMENTATION I 9
 Data structure and input processing – transmission control blocks – segment format – comparison – finite state machine implementation – Output processing – mutual exclusion – computing the TCP Data length.

UNIT V TCP IMPLEMENTATION II 9
 Timers – events and messages – timer process – deleting and inserting timer event – flow control and adaptive retransmission – congestion avoidance and control – urgent data processing and push function.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Douglas E Comer, "Internetworking with TCP/IP Principles, Protocols and Architecture", Vol 1 and 2, Vth Edition
2. W.Richard Stevans "TCP/IP Illustrated" Vol 1.2003.

REFERENCES:

1. Forouzan, "TCP/IP Protocol Suite" Second Edition, Tate MC Graw Hill, 2003.
2. W.Richard Stevens "TCP/IP Illustrated" Volume 2, Pearson Education 2003

CS2041 C# AND .NET FRAMEWORK L T P C
3 0 0 3

UNIT I 9
 Review of OOP Concepts - Overview of .NET Framework - Basic Elements of C# - Program Structure and simple Input and Output Operations – Operators and Expressions – Statements – Arrays and Structures.

UNIT II 9
 Inheritance - Namespace – Polymorphism – Interface and Overloading – Multiple Inheritance – Property – Indexes – Delegates – Publish/Subscribe Design Patterns- Operator Overloading-Method Overloading

UNIT III 9
 C# Concepts for creating Data Structures - File Operation – File Management systems – Stream Oriented Operations- Multitasking – Multithreading – Thread Operation – Synchronization.

UNIT IV **9**
Working with XML – Techniques for Reading and Writing XML Data - Using XPath and Search XML - ADO.NET Architecture – ADO.NET Connected and Disconnected Models – XML and ADO.NET – Simple and Complex Data Binding– Data Grid View Class.

UNIT V **9**
Application Domains – Remoting – Leasing and Sponsorship - .NET Coding Design Guidelines –Assemblies – Security – Application Development – Web Services - Building an XML Web Service - Web Service Client – WSDL and SOAP – Web Service with Complex Data Types – Web Service Performance.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. S. Thamarai Selvi and R. Murugesan “A Textbook on C# “, Pearson Education,2003.
2. Stephen C. Perry “ Core C# and .NET”, Pearson Education,2006.

REFERENCES:

1. Jesse Liberty, “Programming C#”, Second Edition, O’Reilly Press, 2002.
2. Robinson et al, “Professional C#”, Fifth Edition, Wrox Press, 2002.
3. Herbert Schildt, “The Complete Reference: C#”, Tata McGraw Hill, 2004.
4. Andrew Troelsen, “C# and the .NET Platform”, A! Press, 2003.
5. Thuan Thai and Hoang Q. Lam, “. NET Framework Essentials”, Second Edition, O’Reilly, 2002.

IT2352 **CRYPTOGRAPHY AND NETWORK SECURITY** **L T P C**
3 0 0 3

UNIT I **9**
Security trends – Attacks and services – Classical crypto systems – Different types of ciphers – LFSR sequences – Basic Number theory – Congruences – Chinese Remainder theorem – Modular exponentiation – Fermat and Euler's theorem – Legendre and Jacobi symbols – Finite fields – continued fractions.

UNIT II **9**
Simple DES – Differential cryptanalysis – DES – Modes of operation – Triple DES – AES – RC4 – RSA – Attacks – Primality test – factoring.

UNIT III **9**
Discrete Logarithms – Computing discrete logs – Diffie-Hellman key exchange – ElGamal Public key cryptosystems – Hash functions – Secure Hash – Birthday attacks - MD5 – Digital signatures – RSA – ElGamal – DSA.

UNIT IV **9**
Authentication applications – Kerberos, X.509, PKI – Electronic Mail security – PGP, S/MIME – IP security – Web Security – SSL, TLS, SET.

UNIT V**9**

System security – Intruders – Malicious software – viruses – Firewalls – Security Standards.

TOTAL: 45 PERIODS**TEXT BOOKS:**

1. Wade Trappe, Lawrence C Washington, “ Introduction to Cryptography with coding theory”, 2nd ed, Pearson, 2007.
2. William Stallings, “Cryptography and Network security Principles and Practices”, Pearson/PHI, 4th ed, 2006.

REFERENCES:

1. W. Mao, “Modern Cryptography – Theory and Practice”, Pearson Education, Second Edition, 2007.
2. Charles P. Pfleeger, Shari Lawrence Pfleeger – Security in computing Third Edition – Prentice Hall of India, 2006

CS2035**NATURAL LANGUAGE PROCESSING****L T P C
3 0 0 3****UNIT I****9**

Introduction – Models -and Algorithms - The Turing Test -Regular Expressions Basic Regular Expression Patterns -Finite State Automata -Regular Languages and FSAs – Morphology -Inflectional Morphology - Derivational Morphology -Finite-State Morphological Parsing - Combining an FST Lexicon and Rules -Porter Stemmer

UNIT II**9**

N-grams Models of Syntax - Counting Words - Unsmoothed N-grams – Smoothing-Backoff - Deleted Interpolation – Entropy - English Word Classes - Tagsets for English - Part of Speech Tagging -Rule-Based Part of Speech Tagging - Stochastic Part of Speech Tagging - Transformation-Based Tagging -

UNIT III**9**

Context Free Grammars for English Syntax- Context-Free Rules and Trees - Sentence-Level Constructions –Agreement – Sub Categorization – Parsing – Top-down – Earley Parsing -Feature Structures - Probabilistic Context-Free Grammars

UNIT IV**9**

Representing Meaning - Meaning Structure of Language - First Order Predicate Calculus - Representing Linguistically Relevant Concepts -Syntax-Driven Semantic Analysis - Semantic Attachments - Syntax-Driven Analyzer - Robust Analysis - Lexemes and Their Senses - Internal Structure - Word Sense Disambiguation -Information Retrieval

UNIT V**9**

Discourse -Reference Resolution - Text Coherence -Discourse Structure - Dialog and Conversational Agents - Dialog Acts – Interpretation – Coherence -Conversational Agents - Language Generation – Architecture -Surface Realizations - Discourse Planning – Machine Translation -Transfer Metaphor – Interlingua – Statistical Approaches.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. D. Jurafsky and J. Martin “Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics, and Speech Recognition”,
2. C. Manning and H. Schutze, “Foundations of Statistical Natural Language Processing”,

REFERENCE:

1. James Allen. “Natural Language Understanding”, Addison Wesley, 1994.

IT2061**SYSTEM MODELING AND SIMULATION****L T P C****3 0 0 3****UNIT I INTRODUCTION TO SIMULATION****9**

Introduction – Simulation Terminologies- Application areas – Model Classification – Types of Simulation- Steps in a Simulation study- Concepts in Discrete Event Simulation - Simulation Examples

UNIT II MATHEMATICAL MODELS**9**

Statistical Models - Concepts – Discrete Distribution- Continuous Distribution – Poisson Process- Empirical Distributions- Queueing Models – Characteristics- Notation – Queueing Systems – Markovian Models- Properties of random numbers- Generation of Pseudo Random numbers- Techniques for generating random numbers-Testing random number generators- Generating Random-Variates- Inverse Transform technique – Acceptance- Rejection technique – Composition & Convolution Method.

UNIT III ANALYSIS OF SIMULATION DATA**9**

Input Modeling - Data collection - Assessing sample independence - Hypothesizing distribution family with data - Parameter Estimation - Goodness-of-fit tests - Selecting input models in absence of data- Output analysis for a Single system – Terminating Simulations – Steady state simulations.

UNIT IV VERIFICATION AND VALIDATION**9**

Model Building – Verification of Simulation Models – Calibration and Validation of Models – Validation of Model Assumptions – Validating Input – Output Transformations.

UNIT V SIMULATION OF COMPUTER SYSTEMS AND CASE STUDIES**9**

Simulation Tools – Model Input – High level computer system simulation – CPU – Memory Simulation – Comparison of systems via simulation – Simulation Programming techniques - Development of Simulation models.

TOTAL: 45 PERIODS**TEXT BOOKS:**

1. Jerry Banks and John Carson, “ Discrete Event System Simulation”, Fourth Edition, PHI, 2005.
2. Geoffrey Gordon, “System Simulation”, Second Edition, PHI, 2006 (Unit – V).

REFERENCES:

1. Frank L. Severance, "System Modeling and Simulation", Wiley, 2001.
2. Averill M. Law and W.David Kelton, "Simulation Modeling and Analysis, Third Edition, McGraw Hill, 2006.
3. Jerry Banks, "Handbook of Simulation: Principles, Methodology, Advances, Applications and Practice", Wiley, 1998.

IT2024

USER INTERFACE DESIGN

**L T P C
3 0 0 3**

UNIT I INTRODUCTION

8

Human-Computer Interface – Characteristics Of Graphics Interface –Direct Manipulation Graphical System – Web User Interface –Popularity –Characteristic & Principles.

UNIT II HUMAN COMPUTER INTERACTION

10

User Interface Design Process – Obstacles –Usability –Human Characteristics In Design – Human Interaction Speed –Business Functions –Requirement Analysis – Direct – Indirect Methods – Basic Business Functions – Design Standards – System Timings – Human Consideration In Screen Design – Structures Of Menu – Functions Of Menu– Contents Of Menu– Formatting – Phrasing The Menu – Selecting Menu Choice– Navigating Menus– Graphical Menus.

UNIT III WINDOWS

9

Characteristics– Components– Presentation Styles– Types– Managements– Organizations– Operations– Web Systems– Device– Based Controls Characteristics– Screen – Based Controls – Operate Control – Text Boxes– Selection Control– Combination Control– Custom Control– Presentation Control.

UNIT IV MULTIMEDIA

9

Text For Web Pages – Effective Feedback– Guidance & Assistance– Internationalization– Accesssibility– Icons– Image– Multimedia – Coloring.

UNIT V WINDOWS LAYOUT– TEST

9

Prototypes – Kinds Of Tests – Retest – Information Search – Visualization – Hypermedia – WWW– Software Tools.

TOTAL:45 PERIODS

TEXT BOOKS:

1. Wilbent. O. Galitz ,“The Essential Guide To User Interface Design”, John Wiley& Sons, 2001.
2. Ben Sheiderman, “Design The User Interface”, Pearson Education, 1998.

REFERENCE:

1. Alan Cooper, “The Essential Of User Interface Design”, Wiley – Dream Tech Ltd., 2002.

UNIT I	INTRODUCTION	9
Introduction - Need for quality - Evolution of quality - Definition of quality - Dimensions of manufacturing and service quality - Basic concepts of TQM - Definition of TQM – TQM Framework - Contributions of Deming, Juran and Crosby – Barriers to TQM.		
UNIT II	TQM PRINCIPLES	9
Leadership – Strategic quality planning, Quality statements - Customer focus – Customer orientation, Customer satisfaction, Customer complaints, Customer retention - Employee involvement – Motivation, Empowerment, Team and Teamwork, Recognition and Reward, Performance appraisal - Continuous process improvement – PDSA cycle, 5s, Kaizen - Supplier partnership – Partnering, Supplier selection, Supplier Rating.		
UNIT III	TQM TOOLS & TECHNIQUES I	9
The seven traditional tools of quality – New management tools – Six-sigma: Concepts, methodology, applications to manufacturing, service sector including IT – Bench marking – Reason to bench mark, Bench marking process – FMEA – Stages, Types.		
UNIT IV	TQM TOOLS & TECHNIQUES II	9
Quality circles – Quality Function Deployment (QFD) – Taguchi quality loss function – TPM – Concepts, improvement needs – Cost of Quality – Performance measures.		
UNIT V	QUALITY SYSTEMS	9
Need for ISO 9000- ISO 9000-2000 Quality System – Elements, Documentation, Quality auditing- QS 9000 – ISO 14000 – Concepts, Requirements and Benefits – Case studies of TQM implementation in manufacturing and service sectors including IT.		

TOTAL: 45 PERIODS

TEXT BOOK:

1. Dale H.Besterfield, et al., "Total Quality Management", Pearson Education Asia, 3rd Edition, Indian Reprint (2006).

REFERENCES:

1. James R. Evans and William M. Lindsay, "The Management and Control of Quality", 6th Edition, South-Western (Thomson Learning), 2005.
2. Oakland, J.S., "TQM – Text with Cases", Butterworth – Heinemann Ltd., Oxford, 3rd Edition, 2003.
3. Suganthi,L and Anand Samuel, "Total Quality Management", Prentice Hall (India) Pvt. Ltd.,2006.
4. Janakiraman, B and Gopal, R.K, "Total Quality Management – Text and Cases", Prentice Hall (India) Pvt. Ltd., 2006.

UNIT I INTRODUCTION**9**

Testing as an Engineering Activity – Role of Process in Software Quality – Testing as a Process – Basic Definitions – Software Testing Principles – The Tester’s Role in a Software Development Organization – Origins of Defects – Defect Classes – The Defect Repository and Test Design – Defect Examples – Developer/Tester Support for Developing a Defect Repository.

UNIT II TEST CASE DESIGN**9**

Introduction to Testing Design Strategies – The Smarter Tester – Test Case Design Strategies – Using Black Box Approach to Test Case Design Random Testing – Requirements based testing – positive and negative testing — Boundary Value Analysis – decision tables - Equivalence Class Partitioning state-based testing– cause-effect graphing – error guessing - compatibility testing – user documentation testing – domain testing Using White-Box Approach to Test design – Test Adequacy Criteria – static testing vs. structural testing – code functional testing - Coverage and Control Flow Graphs – Covering Code Logic – Paths – Their Role in White-box Based Test Design – code complexity testing – Evaluating Test Adequacy Criteria.

UNIT III LEVELS OF TESTING**9**

The Need for Levels of Testing – Unit Test – Unit Test Planning –Designing the Unit Tests. The Test Harness – Running the Unit tests and Recording results – Integration tests – Designing Integration Tests – Integration Test Planning – scenario testing – defect bash elimination -System Testing – types of system testing - Acceptance testing – performance testing - Regression Testing – internationalization testing – ad-hoc testing - Alpha – Beta Tests – testing OO systems – usability and accessibility testing

UNIT IV TEST MANAGEMENT**9**

People and organizational issues in testing – organization structures for testing teams – testing services - Test Planning – Test Plan Components – Test Plan Attachments – Locating Test Items – test management – test process - Reporting Test Results – The role of three groups in Test Planning and Policy Development – Introducing the test specialist – Skills needed by a test specialist – Building a Testing Group.

UNIT V CONTROLLING AND MONITORING**9**

Software test automation – skills needed for automation – scope of automation – design and architecture for automation – requirements for a test tool – challenges in automation - Test metrics and measurements –project, progress and productivity metrics – Status Meetings – Reports and Control Issues – Criteria for Test Completion – SCM – Types of reviews – Developing a review program – Components of Review Plans– Reporting Review Results. – evaluating software quality – defect prevention – testing maturity model

TOTAL: 45 PERIODS**TEXT BOOKS:**

1. Srinivasan Desikan and Gopaldaswamy Ramesh, “ Software Testing – Principles and Practices”, Pearson education, 2006.
2. Aditya P.Mathur, “Foundations of Software Testing”, Pearson Education,2008.

REFERENCES:

1. Boris Beizer, "Software Testing Techniques", Second Edition, Dreamtech, 2003
2. Elfriede Dustin, "Effective Software Testing", First Edition, Pearson Education, 2003.
3. Renu Rajani, Pradeep Oak, "Software Testing – Effective Methods, Tools and Techniques", Tata McGraw Hill, 2004.

IT2401**SERVICE ORIENTED ARCHITECTURE****L T P C
3 0 0 3****OBJECTIVES:**

- To gain understanding of the basic principles of service orientation
- To learn service oriented analysis techniques
- To learn technology underlying the service design
- To learn advanced concepts such as service composition, orchestration and Choreography
- To know about various WS-* specification standards

UNIT I**9**

Roots of SOA – Characteristics of SOA - Comparing SOA to client-server and distributed internet architectures – Anatomy of SOA- How components in an SOA interrelate - Principles of service orientation

UNIT II**9**

Web services – Service descriptions – Messaging with SOAP –Message exchange Patterns – Coordination –Atomic Transactions – Business activities – Orchestration – Choreography - Service layer abstraction – Application Service Layer – Business Service Layer – Orchestration Service Layer

UNIT III**9**

Service oriented analysis – Business-centric SOA – Deriving business services- service modeling - Service Oriented Design – WSDL basics – SOAP basics – SOA composition guidelines – Entity-centric business service design – Application service design – Task-centric business service design

UNIT IV**9**

SOA platform basics – SOA support in J2EE – Java API for XML-based web services (JAX-WS) - Java architecture for XML binding (JAXB) – Java API for XML Registries (JAXR) - Java API for XML based RPC (JAX-RPC)- Web Services Interoperability Technologies (WSIT) - SOA support in .NET – Common Language Runtime - ASP.NET web forms – ASP.NET web services – Web Services Enhancements (WSE).

UNIT V**9**

WS-BPEL basics – WS-Coordination overview - WS-Choreography, WS-Policy, WS-Security

TOTAL: 45 PERIODS

TEXT BOOK:

1. Thomas Erl, "Service-Oriented Architecture: Concepts, Technology, and Design", Pearson Education, 2005.

REFERENCES:

1. Thomas Erl, "SOA Principles of Service Design "(The Prentice Hall Service-Oriented Computing Series from Thomas Erl), 2005.
2. Newcomer, Lomow, "Understanding SOA with Web Services", Pearson Education, 2005.
3. Sandeep Chatterjee, James Webber, "Developing Enterprise Web Services, An Architect's Guide", Pearson Education, 2005.
4. Dan Woods and Thomas Mattern, " Enterprise SOA Designing IT for Business Innovation" O'REILLY, First Edition, 2006

CS2040**ADVANCED OPERATING SYSTEMS****L T P C
3 0 0 3****AIM**

To understand the principles in the design of modern operating systems, distributed and multiprocessor operating systems

OBJECTIVES

- To get a comprehensive knowledge of the architecture of distributed systems.
- To understand the deadlock and shared memory issues and their solutions in distributed environments.
- To know the security issues and protection mechanisms for distributed environments.
- To get a knowledge of multiprocessor operating system and database operating systems.

UNIT I**9**

Architectures of Distributed Systems - System Architecture types - issues in distributed operating systems - communication networks – communication primitives. Theoretical Foundations - inherent limitations of a distributed system – lamp ports logical clocks – vector clocks – casual ordering of messages – global state – cuts of a distributed computation – termination detection. Distributed Mutual Exclusion – introduction – the classification of mutual exclusion and associated algorithms – a comparative performance analysis.

UNIT II**9**

Distributed Deadlock Detection -Introduction - deadlock handling strategies in distributed systems – issues in deadlock detection and resolution – control organizations for distributed deadlock detection – centralized and distributed deadlock detection algorithms –hierarchical deadlock detection algorithms. Agreement protocols – introduction-the system model, a classification of agreement problems, solutions to the Byzantine agreement problem, applications of agreement algorithms. Distributed resource management: introduction-architecture – mechanism for building distributed file systems – design issues – log structured file systems.

UNIT III**9**

Distributed shared memory-Architecture– algorithms for implementing DSM – memory coherence and protocols – design issues. Distributed Scheduling – introduction – issues in load distributing – components of a load distributing algorithm – stability – load distributing algorithm – performance comparison – selecting a suitable load sharing algorithm – requirements for load distributing -task migration and associated issues. Failure Recovery and Fault tolerance: introduction– basic concepts – classification of failures – backward and forward error recovery, backward error recovery- recovery in concurrent systems – consistent set of check points – synchronous and asynchronous check pointing and recovery – check pointing for distributed database systems- recovery in replicated distributed databases.

UNIT IV**9**

Protection and security -preliminaries, the access matrix model and its implementations.- safety in matrix model- advanced models of protection. Data security – cryptography: Model of cryptography, conventional cryptography- modern cryptography, private key cryptography, data encryption standard- public key cryptography – multiple encryption – authentication in distributed systems.

UNIT-V**9**

Multiprocessor operating systems - basic multiprocessor system architectures – inter connection networks for multiprocessor systems – caching – hypercube architecture. Multiprocessor Operating System - structures of multiprocessor operating system, operating system design issues- threads- process synchronization and scheduling.

Database Operating systems :Introduction- requirements of a database operating system Concurrency control : theoretical aspects – introduction, database systems – a concurrency control model of database systems- the problem of concurrency control – serializability theory- distributed database systems, concurrency control algorithms – introduction, basic synchronization primitives, lock based algorithms-timestamp based algorithms, optimistic algorithms – concurrency control algorithms, data replication.

TOTAL : 45 PERIODS**TEXT BOOK:**

1. Mukesh Singhal, Niranjan G.Shivaratri, "Advanced concepts in operating systems: Distributed, Database and multiprocessor operating systems", TMH, 2001

REFERENCES:

1. Andrew S.Tanenbaum, "Modern operating system", PHI, 2003
2. Pradeep K.Sinha, "Distributed operating system-Concepts and design", PHI, 2003.
3. Andrew S.Tanenbaum, "Distributed operating system", Pearson education, 2003.

UNIT I	WIRELESS COMMUNICATION	7
Cellular systems- Frequency Management and Channel Assignment- types of handoff and their characteristics, dropped call rates & their evaluation - MAC – SDMA – FDMA – TDMA – CDMA – Cellular Wireless Networks		
UNIT II	WIRELESS LAN	9
IEEE 802.11 Standards – Architecture – Services – Mobile Ad hoc Networks- WiFi and WiMAX - Wireless Local Loop		
UNIT III	MOBILE COMMUNICATION SYSTEMS	11
GSM-architecture-Location tracking and call setup- Mobility management- Handover-Security-GSM SMS –International roaming for GSM- call recording functions-subscriber and service data mgt --Mobile Number portability -VoIP service for Mobile Networks – GPRS –Architecture-GPRS procedures-attach and detach procedures-PDP context procedure-combined RA/LA update procedures-Billing		
UNIT IV	MOBILE NETWORK AND TRANSPORT LAYERS	9
Mobile IP – Dynamic Host Configuration Protocol-Mobile Ad Hoc Routing Protocols– Multicast routing-TCP over Wireless Networks – Indirect TCP – Snooping TCP – Mobile TCP – Fast Retransmit / Fast Recovery – Transmission/Timeout Freezing-Selective Retransmission – Transaction Oriented TCP- TCP over 2.5 / 3G wireless Networks		
UNIT V	APPLICATION LAYER	9
WAP Model- Mobile Location based services -WAP Gateway –WAP protocols – WAP user agent profile- caching model-wireless bearers for WAP - WML – WMLScripts - WTA - iMode- SyncML		

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Jochen Schiller, "Mobile Communications", Second Edition, Pearson Education, 2003.
2. William Stallings, "Wireless Communications and Networks", Pearson Education, 2002.

REFERENCES:

1. Kaveh Pahlavan, Prasanth Krishnamoorthy, "Principles of Wireless Networks", First Edition, Pearson Education, 2003.
2. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, "Principles of Mobile Computing", Springer, 2003.
3. C.K.Toh, "AdHoc Mobile Wireless Networks", First Edition, Pearson Education, 2002.

UNIT I**5**

Introduction – Invention and Creativity – Intellectual Property (IP) – Importance – Protection of IPR – Basic types of property (i). Movable Property ii. Immovable Property and iii. Intellectual Property.

UNIT II**10**

IP – Patents – Copyrights and related rights – Trade Marks and rights arising from Trademark registration – Definitions – Industrial Designs and Integrated circuits – Protection of Geographical Indications at national and International levels – Application Procedures.

UNIT III**10**

International convention relating to Intellectual Property – Establishment of WIPO– Mission and Activities – History – General Agreement on Trade and Tariff (GATT).

UNIT IV**10**

Indian Position Vs WTO and Strategies – Indian IPR legislations – commitments to WTO-Patent Ordinance and the Bill – Draft of a national Intellectual Property Policy – Present against unfair competition.

UNIT V**10**

Case Studies on – Patents (Basumati rice, turmeric, Neem, etc.) – Copyright and related rights – Trade Marks – Industrial design and Integrated circuits – Geographic indications – Protection against unfair competition.

TOTAL: 45 PERIODS**TEXT BOOKS:**

1. Subbaram N.R. "Handbook of Indian Patent Law and Practice ", S. Viswanathan Printers and Publishers Pvt. Ltd., 1998.

REFERENCES:

1. Eli Whitney, United States Patent Number: 72X, Cotton Gin, March 14, 1794.
2. Intellectual Property Today: Volume 8, No. 5, May 2001, [www.iptoday.com].
3. Using the Internet for non-patent prior art searches, Derwent IP Matters, July 2000. www.ipmatters.net/features/000707_gibbs.html.

UNIT I**INTRODUCTION****9**

Graphs – Introduction – Isomorphism – Sub graphs – Walks, Paths, Circuits – Connectedness – Components – Euler Graphs – Hamiltonian Paths and Circuits – Trees – Properties of trees – Distance and Centers in Tree – Rooted and Binary Trees.

UNIT II TREES, CONNECTIVITY, PLANARITY 9

Spanning trees – Fundamental Circuits – Spanning Trees in a Weighted Graph – Cut Sets – Properties of Cut Set – All Cut Sets – Fundamental Circuits and Cut Sets – Connectivity and Separability – Network flows – 1-Isomorphism – 2-Isomorphism – Combinational and Geometric Graphs – Planer Graphs – Different Representation of a Planer Graph.

UNIT III MATRICES, COLOURING AND DIRECTED GRAPH 9

Incidence matrix – Submatrices – Circuit Matrix – Path Matrix – Adjacency Matrix – Chromatic Number – Chromatic partitioning – Chromatic polynomial – Matching – Covering – Four Color Problem – Directed Graphs – Types of Directed Graphs – Digraphs and Binary Relations – Directed Paths and Connectedness – Euler Graphs – Adjacency Matrix of a Digraph.

UNIT IV ALGORITHMS 9

Algorithms: Connectedness and Components – Spanning tree – Finding all Spanning Trees of a Graph – Set of Fundamental Circuits – Cut Vertices and Separability – Directed Circuits.

UNIT V ALGORITHMS 9

Algorithms: Shortest Path Algorithm – DFS – Planarity Testing – Isomorphism.

TOTAL: 45 PERIODS

TEXT BOOK:

1. Narsingh Deo, "Graph Theory: With Application to Engineering and Computer Science", Prentice Hall of India, 2003.

REFERENCE:

1. R.J. Wilson, "Introduction to Graph Theory", Fourth Edition, Pearson Education, 2003.

IT2042

INFORMATION SECURITY

**L T P C
3 0 0 3**

AIM

To study the critical need for ensuring Information Security in Organizations

OBJECTIVES

- To understand the basics of Information Security
- To know the legal, ethical and professional issues in Information Security
- To know the aspects of risk management
- To become aware of various standards in this area
- To know the technological aspects of Information Security

UNIT I	INTRODUCTION	9
History, What is Information Security?, Critical Characteristics of Information, NSTISSC Security Model, Components of an Information System, Securing the Components, Balancing Security and Access, The SDLC, The Security SDLC		
UNIT II	SECURITY INVESTIGATION	9
Need for Security, Business Needs, Threats, Attacks, Legal, Ethical and Professional Issues		
UNIT III	SECURITY ANALYSIS	9
Risk Management: Identifying and Assessing Risk, Assessing and Controlling Risk		
UNIT IV	LOGICAL DESIGN	9
Blueprint for Security, Information Security Policy, Standards and Practices, ISO 17799/BS 7799, NIST Models, VISA International Security Model, Design of Security Architecture, Planning for Continuity		
UNIT V	PHYSICAL DESIGN	9
Security Technology, IDS, Scanning and Analysis Tools, Cryptography, Access Control Devices, Physical Security, Security and Personnel		

TOTAL: 45 PERIODS

TEXT BOOK:

1. Michael E Whitman and Herbert J Mattord, "Principles of Information Security", Vikas Publishing House, New Delhi, 2003

REFERENCES:

1. Micki Krause, Harold F. Tipton, "Handbook of Information Security Management", Vol 1-3 CRC Press LLC, 2004.
2. Stuart Mc Clure, Joel Scrambray, George Kurtz, "Hacking Exposed", Tata McGraw-Hill, 2003
3. Matt Bishop, "Computer Security Art and Science", Pearson/PHI, 2002.

CS2060	HIGH SPEED NETWORKS	L T P C
		3 0 0 3

UNIT I	HIGH SPEED NETWORKS	9
Frame Relay Networks – Asynchronous transfer mode – ATM Protocol Architecture, ATM logical Connection – ATM Cell – ATM Service Categories – AAL. High Speed LAN's: Fast Ethernet – Gigabit Ethernet– Fibre Channel – Wireless LAN's, WiFi and WiMax Networks applications, requirements – Architecture of 802.11.		
UNIT II	CONGESTION AND TRAFFIC MANAGEMENT	8
Queuing Analysis – Queuing Models – Single Server Queues – Effects of Congestion – Congestion Control – Traffic Management – Congestion Control in Packet Switching Networks – Frame Relay Congestion Control.		

UNIT III TCP AND ATM CONGESTION CONTROL 12

TCP Flow control – TCP Congestion Control – Retransmission – Timer Management – Exponential RTO backoff – KARN's Algorithm – Window management – Performance of TCP over ATM. Traffic and Congestion control in ATM – Requirements – Attributes – Traffic Management Frame work, Traffic Control – ABR traffic Management – ABR rate control, RM cell formats – ABR Capacity allocations – GFR traffic management.

UNIT IV INTEGRATED AND DIFFERENTIATED SERVICES 8

Integrated Services Architecture – Approach, Components, Services- Queuing Discipline – FQ – PS – BRFQ – GPS – WFQ – Random Early Detection – Differentiated Services.

UNIT V PROTOCOLS FOR QOS SUPPORT 8

RSVP – Goals & Characteristics, Data Flow, RSVP operations – Protocol Mechanisms – Multiprotocol Label Switching – Operations, Label Stacking – Protocol details – RTP – Protocol Architecture – Data Transfer Protocol– RTCP.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. William Stallings, "High speed networks and internet", Second Edition, Pearson Education, 2002.

REFERENCES:

1. Warland, Pravin Varaiya, "High performance communication networks", Second Edition , Jean Harcourt Asia Pvt. Ltd., , 2001.
2. Irvan Pepelnjk, Jim Guichard, Jeff Apcar, "MPLS and VPN architecture", Cisco Press, Volume 1 and 2, 2003.
3. Abhijit S. Pandya, Ercan Sea, "ATM Technology for Broad Band Telecommunication Networks", CRC Press, New York, 2004.

CS2061

ROBOTICS

**L T P C
3 0 0 3**

UNIT I SCOPE OF ROBOTS 4

The scope of industrial Robots - Definition of an industrial robot - Need for industrial robots - applications.

UNIT II ROBOT COMPONENTS 9

Fundamentals opf Robot Technology - Automation and Robotics - Robot anatomy - Work volume - Precsion of movement - End effectors - Sensors.

UNIT III ROBOT PROGRAMMING 9

Robot Programming - Methods - interlocks textual languages. Characteristics of Robot level languages, characteristic of task level languages.

UNIT IV ROBOT WORK CELL 9

Robot Cell Design and Control - Remote Cemter complance - Safety in Robotics.

UNIT V FUTURE TRENDS**14**

Advanced robotics, Advanced robotics in Space - Specific features of space robotics systems - long-term technical developments, Advanced robotics in under - water operations. Robotics Technology of the Future - Future Applications.

TOTAL : 45 PERIODS**TEXT BOOK**

1. Barry Leatham - Jones, "Elements of industrial Robotics" PITMAN Publishing, 987.

REFERENCES

1. Mikell P.Groover, Mitchell Weiss, Roger N.Nagel Nicholas G.Odrey, "Industrial Robotics Technology, Programming and Applications ", McGraw Hill Book Company 1986.
2. Fu K.S. Gonzaleaz R.C. and Lee C.S.G., "Robotics Control Sensing, Visioon and Intelligence " McGraw Hill International Editions, 1987.
3. Bernard Hodges and Paul Hallam, " Industrial Robotics", British Library Cataloging in Publication 1990.
4. Deb, S.R. Robotics Technology and flexible automation, Tata Mc GrawHill, 1994.

CS2053**SOFT COMPUTING****L T P C
3 0 0 3****UNIT I FUZZY SET THEORY****10**

Introduction to Neuro – Fuzzy and Soft Computing – Fuzzy Sets – Basic Definition and Terminology – Set-theoretic Operations – Member Function Formulation and Parameterization – Fuzzy Rules and Fuzzy Reasoning – Extension Principle and Fuzzy Relations – Fuzzy If-Then Rules – Fuzzy Reasoning – Fuzzy Inference Systems – Mamdani Fuzzy Models – Sugeno Fuzzy Models – Tsukamoto Fuzzy Models – Input Space Partitioning and Fuzzy Modeling.

UNIT II OPTIMIZATION**8**

Derivative-based Optimization – Descent Methods – The Method of Steepest Descent – Classical Newton’s Method – Step Size Determination – Derivative-free Optimization – Genetic Algorithms – Simulated Annealing – Random Search – Downhill Simplex Search.

UNIT III ARTIFICIAL INTELLIGENCE**10**

Introduction, Knowledge Representation – Reasoning, Issues and Acquisition: Propositional and Predicate Calculus Rule Based knowledge Representation Symbolic Reasoning Under Uncertainty Basic knowledge Representation Issues Knowledge acquisition – Heuristic Search: Techniques for Heuristic search Heuristic Classification - State Space Search: Strategies Implementation of Graph Search Search based on Recursion Patent-directed Search Production System and Learning.

UNIT IV NEURO FUZZY MODELING 9

Adaptive Neuro-Fuzzy Inference Systems – Architecture – Hybrid Learning Algorithm – Learning Methods that Cross-fertilize ANFIS and RBFN – Coactive Neuro Fuzzy Modeling – Framework Neuron Functions for Adaptive Networks – Neuro Fuzzy Spectrum.

UNIT V APPLICATIONS OF COMPUTATIONAL INTELLIGENCE 8

Printed Character Recognition – Inverse Kinematics Problems – Automobile Fuel Efficiency Prediction – Soft Computing for Color Recipe Prediction.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. J.S.R.Jang, C.T.Sun and E.Mizutani, “Neuro-Fuzzy and Soft Computing”, PHI, 2004, Pearson Education 2004.
2. N.P.Padhy, “Artificial Intelligence and Intelligent Systems”, Oxford University Press, 2006.

REFERENCES:

1. Elaine Rich & Kevin Knight, Artificial Intelligence, Second Edition, Tata Mcgraw Hill Publishing Comp., 2006, New Delhi.
2. Timothy J.Ross, “Fuzzy Logic with Engineering Applications”, McGraw-Hill, 1997.
3. Davis E.Goldberg, “Genetic Algorithms: Search, Optimization and Machine Learning”, Addison Wesley, N.Y., 1989.
4. S. Rajasekaran and G.A.V.Pai, “Neural Networks, Fuzzy Logic and Genetic Algorithms”, PHI, 2003.
5. R.Eberhart, P.Simpson and R.Dobbins, “Computational Intelligence - PC Tools”, AP Professional, Boston, 1996.
6. Amit Konar, “Artificial Intelligence and Soft Computing Behaviour and Cognitive model of the human brain”, CRC Press, 2008.

**IT2023 DIGITAL IMAGE PROCESSING L T P C
3 0 0 3**

AIM:

The aim is to inculcate a basic training in the processing of images for practical applications in the domain of medical, remoting sessions and in general.

OBJECTIVES:

- To introduce basic concepts in acquiring, storage and Process of images
- To introduce for enhancing the quality of images.
- To introduce techniques for extraction and processing of region of interest
- To introduce case studies of Image Processing.

UNIT I FUNDAMENTALS OF IMAGE PROCESSING 9

Introduction – Steps in Image Processing Systems – Image Acquisition – Sampling and Quantization – Pixel Relationships – Colour Fundamentals and Models, File Formats, Image operations – Arithmetic, Geometric and Morphological.

UNIT II IMAGE ENHANCEMENT 9

Spatial Domain Gray level Transformations Histogram Processing Spatial Filtering – Smoothing and Sharpening. Frequency Domain : Filtering in Frequency Domain – DFT, FFT, DCT – Smoothing and Sharpening filters – Homomorphic Filtering.

UNIT III IMAGE SEGMENTATION AND FEATURE ANALYSIS 9

Detection of Discontinuities – Edge Operators – Edge Linking and Boundary Detection – Thresholding – Region Based Segmentation – Morphological WaterSheds – Motion Segmentation, Feature Analysis and Extraction.

UNIT IV MULTI RESOLUTION ANALYSIS AND COMPRESSIONS 9

Multi Resolution Analysis : Image Pyramids – Multi resolution expansion – Wavelet Transforms.

Image Compression : Fundamentals – Models – Elements of Information Theory – Error Free Compression – Lossy Compression – Compression Standards.

UNIT V APPLICATIONS OF IMAGE PROCESSING 9

Image Classification – Image Recognition – Image Understanding – Video Motion Analysis – Image Fusion – Steganography – Digital Compositing – Mosaics – Colour Image Processing..

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Rafael C.Gonzalez and Richard E.Woods, “Digital Image Processing” Second Edition, Pearson Education, 2003.

REFERENCES:

1. Milan Sonka, Vaclav Hlavac and Roger Boyle, “Image Processing, Analysis and Machine Vision”, Second Edition, Thomson Learning, 2001
2. Anil K.Jain, “Fundamentals of Digital Image Processing”, PHI, 2006.
3. Sanjit K. Mitra, & Giovanni L. Sicuranza, “Non Linear Image Processing”, Elsevier, 2007.
4. Richard O. Duda, Peter E. HOF, David G. Stork, “Pattern Classification” Wiley Student Edition, 2006.

**CS2055 SOFTWARE QUALITY ASSURANCE L T P C
3 0 0 3**

UNIT I FUNDAMENTALS OF SOFTWARE QUALITY ASSURANCE 9

The Role of SQA – SQA Plan – SQA considerations – SQA people – Quality Management – Software Configuration Management

UNIT II MANAGING SOFTWARE QUALITY 9

Managing Software Organizations – Managing Software Quality – Defect Prevention – Software Quality Assurance Management

UNIT III SOFTWARE QUALITY ASSURANCE METRICS 9

Software Quality – Total Quality Management (TQM) – Quality Metrics – Software Quality Metrics Analysis

UNIT IV SOFTWARE QUALITY PROGRAM 9
Software Quality Program Concepts – Establishment of a Software Quality Program – Software Quality Assurance Planning – An Overview – Purpose & Scope.

UNIT V SOFTWARE QUALITY ASSURANCE STANDARDIZATION 9
Software Standards–ISO 9000 Quality System Standards - Capability Maturity Model and the Role of SQA in Software Development Maturity – SEI CMM Level 5 – Comparison of ISO 9000 Model with SEI’s CMM

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Mordechai Ben-Menachem / Garry S Marliss, “Software Quality”, Vikas Publishing House, Pvt, Ltd., New Delhi.(UNIT III to V)
2. Watts S Humphrey, “ Managing the Software Process”, Pearson Education Inc.(UNIT I and II)

REFERENCES:

1. Gordon G Schulmeyer, “Handbook of Software Quality Assurance”, Third Edition, Artech House Publishers 2007
2. Nina S Godbole, “Software Quality Assurance: Principles and Practice”, Alpha Science International, Ltd, 2004

**IT2403 SOFTWARE PROJECT MANAGEMENT L T P C
3 0 0 3**

UNIT I INTRODUCTION TO SOFTWARE PROJECT MANAGEMENT 9
Project Definition – Contract Management – Activities Covered By Software Project Management – Overview Of Project Planning – Stepwise Project Planning.

UNIT II PROJECT EVALUATION 9
Strategic Assessment – Technical Assessment – Cost Benefit Analysis –Cash Flow Forecasting – Cost Benefit Evaluation Techniques – Risk Evaluation.

UNIT III ACTIVITY PLANNING 9
Objectives – Project Schedule – Sequencing and Scheduling Activities –Network Planning Models – Forward Pass – Backward Pass – Activity Float – Shortening Project Duration – Activity on Arrow Networks – Risk Management – Nature Of Risk – Types Of Risk – Managing Risk – Hazard Identification – Hazard Analysis – Risk Planning And Control.

UNIT IV MONITORING AND CONTROL 9
Creating Framework – Collecting The Data – Visualizing Progress – Cost Monitoring – Earned Value – Priortizing Monitoring – Getting Project Back To Target – Change Control – Managing Contracts – Introduction – Types Of Contract – Stages In Contract Placement – Typical Terms Of A Contract – Contract Management – Acceptance.

UNIT V **9**
 Distributed Shared Memory-Introduction-Design and implementation issues-Sequential consistency and Ivy case study Release consistency and Munin case study-Other consistency models.
 CORBA Case Study- Introduction-CORBA RMI-CORBA services.

TOTAL: 45 PERIODS

TEXT BOOK:

1. George Coulouris, Jean Dollimore, Tim Kindberg, , "Distributed Systems: Concepts and Design", 4th Edition, Pearson Education, 2005.

REFERENCES:

1. A.tS. Tanenbaum and M. V. Steen, "Distributed Systems: Principles and Paradigms", Second Edition, Prentice Hall, 2006.
2. M.L.Liu, "Distributed Computing Principles and Applications", Pearson Addison Wesley, 2004.
3. Mukesh Singhal, "Advanced Concepts In Operating Systems", McGrawHill Series in Computer Science, 1994.
4. Nancy A. Lynch, "Distributed Algorithms", The Morgan Kaufmann Series in Data Management System, Morgan Kaufmann Publishers, 2000.

CS2062 **QUANTUM COMPUTING** **L T P C**
3 0 0 3

UNIT I **FOUNDATION** **9**
 Overview of traditional computing – Church-Turing thesis – circuit model of computation – reversible computation – quantum physics – quantum physics and computation – Dirac notation and Hilbert Spaces – dual vectors – operators – the spectral theorem – functions of operators – tensor products – Schmidt decomposition theorem

UNIT II **QUBITS AND QUANTUM MODEL OF COMPUTATION** **9**
 State of a quantum system – time evolution of a closed system – composite systems – measurement – mixed states and general quantum operations – quantum circuit model – quantum gates – universal sets of quantum gates – unitary transformations – quantum circuits

UNIT III **QUANTUM ALGORITHMS – I** **9**
 Superdense coding – quantum teleportation – applications of teleportation – probabilistic versus quantum algorithms – phase kick-back – the Deutsch algorithm – the Deutsch-Jozsa algorithm – Simon's algorithm – Quantum phase estimation and quantum Fourier Transform – eigenvalue estimation

UNIT IV **QUANTUM ALGORITHMS – II** **9**
 Order-finding problem – eigenvalue estimation approach to order finding – Shor's algorithm for order finding – finding discrete logarithms – hidden subgroups – Grover's quantum search algorithm – amplitude amplification – quantum amplitude estimation – quantum counting – searching without knowing the success probability

REFERENCES:

1. Decision Support Systems – V.S. Janakiraman & K. Sarukesi
2. Decision Support systems and Data warehouse Systems by Efrem G Mallach- Mc Graw Hill

CS 2063

GRID COMPUTING

L T P C
3 0 0 3

UNIT I CONCEPTS AND ARCHITECTURE 9

Introduction-Parallel and Distributed Computing-Cluster Computing-Grid Computing-Anatomy and Physiology of Grid-Review of Web Services-OGSA-WSRF.

UNIT II GRID MONITORING 9

Grid Monitoring Architecture (GMA) - An Overview of Grid Monitoring Systems- Grid ICE – JAMM -MDS-Network Weather Service-R-GMA-Other Monitoring Systems-Ganglia and GridMon

UNIT III GRID SECURITY AND RESOURCE MANAGEMENT 9

Grid Security-A Brief Security Primer-PKI-X509 Certificates-Grid Security-Grid Scheduling and Resource Management-Scheduling Paradigms- Working principles of Scheduling -A Review of Condor, SGE, PBS and LSF-Grid Scheduling with QoS.

UNIT IV DATA MANAGEMENT AND GRID PORTALS 9

Data Management-Categories and Origins of Structured Data-Data Management Challenges-Architectural Approaches-Collective Data Management Services-Federation Services-Grid Portals-First-Generation Grid Portals-Second-Generation Grid Portals.

UNIT V GRID MIDDLEWARE 9

List of globally available Middlewares - Case Studies-Recent version of Globus Toolkit and gLite - Architecture, Components and Features.

TOTAL: 45 PERIODS

TEXT BOOK:

1. Maozhen Li, Mark Baker, The Grid Core Technologies, John Wiley & Sons ,2005.

REFERENCES:

1. Ian Foster & Carl Kesselman, The Grid 2 – Blueprint for a New Computing Infrascture , Morgan Kaufman – 2004
2. Joshy Joseph & Craig Fellenstein, “Grid Computing”, Pearson Education 2004.
3. Fran Berman,Geoffrey Fox, Anthony J.G.Hey, “Grid Computing: Making the Global Infrastructure a reality”, John Wiley and sons, 2003.

UNIT III ENGINEER'S RESPONSIBILITY FOR SAFETY 9
Safety and Risk – Assessment of Safety and Risk – Risk Benefit Analysis – Reducing Risk – The Government Regulator's Approach to Risk - Chernobyl Case Studies and Bhopal

UNIT IV RESPONSIBILITIES AND RIGHTS 9
Collegiality and Loyalty – Respect for Authority – Collective Bargaining – Confidentiality – Conflicts of Interest – Occupational Crime – Professional Rights – Employee Rights – Intellectual Property Rights (IPR) - Discrimination

UNIT V GLOBAL ISSUES 9
Multinational Corporations – Business Ethics - Environmental Ethics – Computer Ethics - Role in Technological Development – Weapons Development – Engineers as Managers – Consulting Engineers – Engineers as Expert Witnesses and Advisors – Honesty – Moral Leadership – Sample Code of Conduct

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Mike Martin and Roland Schinzinger, "Ethics in Engineering", McGraw Hill, New York, 2005.
2. Charles E Harris, Michael S Pritchard and Michael J Rabins, "Engineering Ethics – Concepts and Cases", Thompson Learning, 2000.

REFERENCES:

1. Charles D Fleddermann, "Engineering Ethics", Prentice Hall, New Mexico, 1999.
2. John R Boatright, "Ethics and the Conduct of Business", Pearson Education, 2003
3. Edmund G Seebauer and Robert L Barry, "Fundamentals of Ethics for Scientists and Engineers", Oxford University Press, 2001.
4. Prof. (Col) P S Bajaj and Dr. Raj Agrawal, "Business Ethics – An Indian Perspective", Biztantra, New Delhi, 2004.
5. David Ermann and Michele S Shauf, "Computers, Ethics and Society", Oxford University Press, (2003)

GE2023 FUNDAMENTALS OF NANOSCIENCE L T P C
3 0 0 3

UNIT I INTRODUCTION 10
Nanoscale Science and Technology- Implications for Physics, Chemistry, Biology and Engineering-Classifications of nanostructured materials- nano particles- quantum dots, nanowires-ultra-thinfilms-multilayered materials. Length Scales involved and effect on properties: Mechanical, Electronic, Optical, Magnetic and Thermal properties. Introduction to properties and motivation for study (qualitative only).

UNIT II PREPARATION METHODS 10
Bottom-up Synthesis-Top-down Approach: Precipitation, Mechanical Milling, Colloidal routes, Self-assembly, Vapour phase deposition, MOCVD, Sputtering, Evaporation, Molecular Beam Epitaxy, Atomic Layer Epitaxy, MOMBE.

UNIT III PATTERNING AND LITHOGRAPHY FOR NANOSCALE DEVICES 5
Introduction to optical/UV electron beam and X-ray Lithography systems and processes, Wet etching, dry (Plasma /reactive ion) etching, Etch resists-dip pen lithography

UNIT IV PREPARATION ENVIRONMENTS 10
Clean rooms: specifications and design, air and water purity, requirements for particular processes, Vibration free environments: Services and facilities required. Working practices, sample cleaning, Chemical purification, chemical and biological contamination, Safety issues, flammable and toxic hazards, biohazards.

UNIT V CHARACTERISATION TECHNIQUES 10
X-ray diffraction technique, Scanning Electron Microscopy - environmental techniques, Transmission Electron Microscopy including high-resolution imaging, Surface Analysis techniques- AFM, SPM, STM, SNOM, ESCA, SIMS-Nanoindentation

TOTAL: 45 PERIODS

TEXT BOOKS:

1. A.S. Edelstein and R.C. Cammearata, eds., Nanomaterials: Synthesis, Properties and Applications, (Institute of Physics Publishing, Bristol and Philadelphia, 1996)
2. N John Dinardo, Nanoscale charecterisation of surfaces & Interfaces, Second edition, Weinheim Cambridge, Wiley-VCH, 2000

REFERENCES:

1. G Timp (Editor), Nanotechnology, AIP press/Springer, 1999
2. Akhlesh Lakhtakia (Editor) The Hand Book of Nano Technology, "Nanometer Structure", Theory, Modeling and Simulations. Prentice-Hall of India (P) Ltd, New Delhi, 2007.

**GE2072 INDIAN CONSTITUTION AND SOCIETY L T P C
3 0 0 3**

UNIT I 9
Historical Background – Constituent Assembly of India – Philosophical foundations of the Indian Constitution – Preamble – Fundamental Rights – Directive Principles of State Policy – Fundamental Duties – Citizenship – Constitutional Remedies for citizens.

UNIT II 9
Union Government – Structures of the Union Government and Functions – President – Vice President – Prime Minister – Cabinet – Parliament – Supreme Court of India – Judicial Review.

UNIT III 9
State Government – Structure and Functions – Governor – Chief Minister – Cabinet – State Legislature – Judicial System in States – High Courts and other Subordinate Courts.

UNIT IV **9**
Indian Federal System – Center – State Relations – President’s Rule – Constitutional Amendments – Constitutional Functionaries - Assessment of working of the Parliamentary System in India.

UNIT V **9**
Society : Nature, Meaning and definition; Indian Social Structure; Caste, Religion, Language in India; Constitutional Remedies for citizens – Political Parties and Pressure Groups; Right of Women, Children and Scheduled Castes and Scheduled Tribes and other Weaker Sections.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Durga Das Basu, “Introduction to the Constitution of India “, Prentice Hall of India, New Delhi.
2. R.C.Agarwal, (1997) “Indian Political System”, S.Chand and Company, New Delhi.
3. Maciver and Page, “ Society: An Introduction Analysis “, Mac Milan India Ltd., New Delhi.
4. K.L.Sharma, (1997) “Social Stratification in India: Issues and Themes”, Jawaharlal Nehru University, New Delhi.

REFERENCES:

1. Sharma, Brij Kishore, “ Introduction to the Constitution of India:., Prentice Hall of India, New Delhi.
2. U.R.Gahai, “Indian Political System “, New Academic Publishing House, Jalaendhar.
3. R.N. Sharma, “Indian Social Problems “, Media Promoters and Publishers Pvt. Ltd.

IT2033

BIO INFORMATICS

L T P C
3 0 0 3

UNIT I **9**
Introduction to molecular biology – the genetic material – gene structure – protein structure – chemical bonds – molecular biology tools – genomic information content

UNIT II **9**
Data searches – simple alignments – gaps – scoring matrices – dynamic programming – global and local alignments – database searches – multiple sequence alignments
Patterns for substitutions – estimating substitution numbers – evolutionary rates – molecular clocks – evolution in organelles

UNIT III **9**
Phylogenetics – history and advantages – phylogenetic trees – distance matrix methods – maximum likelihood approaches – multiple sequence alignments – Parsimony – ancestral sequences – strategies for faster searches – consensus trees – tree confidence – comparison of phylogenetic methods – molecular phylogenies

UNIT IV **9**
Genomics – prokaryotic genomes: prokaryotic gene structure – GC content - gene density – eukaryotic genomes: gene structure – open reading frames – GC content – gene expression – transposition – repeated elements – gene density

UNIT V **9**
Amino acids – polypeptide composition – secondary structure – tertiary and quaternary structure – algorithms for modeling protein folding – structure prediction – predicting RNA secondary structures
Proteomics – protein classification – experimental techniques – inhibitors and drug design – ligand screening – NMR structures – empirical methods and prediction techniques – post-translational modification prediction

TOTAL: 45 PERIODS

TEXT BOOK:

1. D. E. Krane and M. L. Raymer, "Fundamental concepts of Bioinformatics", Pearson Education, 2003.

REFERENCES:

1. Arthur M. Lesk, "Introduction to Bioinformatics", Second Edition, Oxford University Press, 2005.
2. T. K. Attwood, D. J. Parry-Smith, and S. Phukan, "Introduction to Bioinformatics", Pearson Education, 1999.
3. Vittal R. Srinivas, "Bioinformatics – A Modern Approach", Prentice-Hall of India Pvt. Ltd., 2005.

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SPEECH PROCESSING

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UNIT I **MECHANICS OF SPEECH** **9**
Speech production: Mechanism of speech production, Acoustic phonetics - Digital models for speech signals - Representations of speech waveform: Sampling speech signals, basics of quantization, delta modulation, and Differential PCM - Auditory perception: psycho acoustics.

UNIT II **TIME DOMAIN METHODS FOR SPEECH PROCESSING** **9**
Time domain parameters of Speech signal – Methods for extracting the parameters Energy, Average Magnitude, Zero crossing Rate – Silence Discrimination using ZCR and energy – Short Time Auto Correlation Function – Pitch period estimation using Auto Correlation Function.

UNIT III **FREQUENCY DOMAIN METHOD FOR SPEECH PROCESSING** **9**
Short Time Fourier analysis: Fourier transform and linear filtering interpretations, Sampling rates - Spectrographic displays - Pitch and formant extraction - Analysis by Synthesis - Analysis synthesis systems: Phase vocoder, Channel Vocoder - Homomorphic speech analysis: Cepstral analysis of Speech, Formant and Pitch Estimation, Homomorphic Vocoders.

