SEMESTER 3

COMPUTER SCIENCE AND DESIGN

SEMESTER S3

MATHEMATICS FOR COMPUTER AND INFORMATION SCIENCE-3

(Group A)

Course Code	GAMAT301	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2Hr. 30 Min.
Prerequisites (if any)	Basic calculus	Course Type	Theory

Course Objectives:

1. To familiarize students with the foundations of probability and analysis of random processes used in various applications in engineering and science.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Random variables, Discrete random variables and their probability distributions, Cumulative distribution function, Expectation, Mean and variance, the Binomial probability distribution, the Poisson probability distribution, Poisson distribution as a limit of the binomial distribution, Joint pmf of two discrete random variables, Marginal pmf, Independent random variables, Expected value of a function of two discrete variables. **[Text 1: Relevant topics from sections 3.1 to 3.4, 3.6, 5.1, 5.2]**	9
2	Continuous random variables and their probability distributions, Cumulative distribution function, Expectation, Mean and variance, Uniform, Normal and Exponential distributions, Joint pdf of two Continuous random variables, Marginal pdf, Independent random variables, Expectation value of a function of two continuous variables.	9

	[Text 1: Relevant topics from sections 3.1, 4.1, 4.2, 4.3, 4.4, 5.1, 5.2]	
3	Limit theorems : Markov's Inequality, Chebyshev's Inequality, Strong Law of Large Numbers (Without proof), Central Limit Theorem (without proof), Stochastic Processes: Discrete-time process, Continuous-time process, Counting Processes, The Poisson Process, Interarrival times (Theorems without proof) **[Text 2: Relevant topics from sections 2.7, 2.9, 5.3]**	**9**
4	Markov Chains, Random Walk Model, Chapman–Kolmogorov Equations, Classification of States, Irreducible Markov chain, Recurrent state, Transient state, Long-Run Proportions. (Theorems without proof) **[Text 2: Relevant topics from sections 4.1, 4.2, 4.3, 4.4]**	**9**

Course Assessment Method
(CIE: 40 marks , ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Understand the concept, properties and important models of discrete random variables and to apply in suitable random phenomena.	**K3**
CO2	Understand the concept, properties and important models of continuous random variables and to apply in suitable random phenomena.	**K3**
CO3	Familiarize and apply limit theorems and to understand the fundamental characteristics of stochastic processes.	**K3**
CO4	Solve problems involving Markov Chains, to understand their theoretical foundations and to apply them to model and predict the behaviour of various stochastic processes.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	-	2	-	-	-	-	-	-	-	2
CO2	3	3	-	2	-	-	-	-	-	-	-	2
CO3	3	3	-	2	-	-	-	-	-	-	-	2
CO4	3	3	-	2	-	-	-	-	-	-	-	2

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Probability and Statistics for Engineering and the Sciences	Devore J. L	Cengage Learning	9th edition, 2016
2	Introduction to Probability Models	Sheldon M. Ross	Academic Press	13th edition, 2024

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Probability and Random Processes for Electrical and Computer Engineers	John A. Gubner	Cambridge University Press	2012
2	Probability Models for Computer Science	Sheldon M. Ross	Academic Press	1st edition, 2001
3	Probability, Random Variables and Stochastic Processes	Papoulis, A. & Pillai, S.U.,	Tata McGrawHill.	4th edition, 2002
4	Probability, Statistics and Random Processes	Kousalya Pappu	Pearson	2013

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://onlinecourses.nptel.ac.in/noc22_mg31/preview
2	https://onlinecourses.nptel.ac.in/noc22_mg31/preview
3	https://archive.nptel.ac.in/courses/108/103/108103112/
4	https://archive.nptel.ac.in/courses/108/103/108103112/

SEMESTER S3

THEORY OF COMPUTATION

(Common to CS/CA/CM/CD/CN/CC)

Course Code	**PCCST302**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:1:0:0	**ESE Marks**	60
Credits	4	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	PCCST205	**Course Type**	Theory

Course Objectives:

1. To introduce the concept of formal languages.
2. To discuss the Chomsky classification of formal languages with a discussion on grammar and automata for regular, context-free, context-sensitive, and unrestricted languages.
3. To discuss the notions of decidability and halting problem.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Foundations (Linz, Hopcroft)** Motivation for studying computability, need for mathematical modeling - automata, Introducing automata through simple models - On/Off switch, coffee vending machine. Three basic concepts: Alphabet, Strings, and Languages **Finite Automata (Linz, Hopcroft)** Formal definition of a finite automaton, Deterministic Finite Automata (DFA), Regular languages, Nondeterminism (guess and verify paradigm), Formal definition of a nondeterministic finite automaton, NFA with epsilon transitions, Eliminating epsilon transitions (Proof not expected), Equivalence of NFAs and DFAs (Proof not expected) - The Subset Construction. DFA State Minimization, Applications of finite automata - text search, keyword	11

	recognition	
2	**Regular Expressions (Linz)** The formal definition of a regular expression, Building Regular Expressions, Equivalence with finite automata (Proof not expected) - Converting FA to Regular Expressions, Converting Regular Expressions to FA, Pattern Matching and Regular Expressions, Regular grammar, Equivalence with FA - Conversion in both directions **Properties of Regular Languages (Linz)** Closure and Decision Properties of Regular Languages (with proofs), The Pumping Lemma for Regular Languages (with formal proof), Pumping lemma as a tool to prove non regularity of languages **Context-Free Grammars and Applications (Linz)** Formal definition of a context-free grammar, Designing context-free grammars, Leftmost and Rightmost Derivations Using a Grammar, Parse Trees, Ambiguous Grammars, Resolving ambiguity, Inherent ambiguity, CFGs, and programming languages	**11**
3	**Pushdown Automata (Linz)** Formal definition of a pushdown automaton, DPDA and NPDA, Examples of pushdown automata Equivalence NPDAs and CFGs (Proof not expected) - conversions in both directions **Simplification of Context-Free Languages (Linz)** Elimination of useless symbols and productions, Eliminating epsilon productions, Eliminating unit productions, Chomsky normal form, Greibach normal form, **Properties of Context-Free Languages (Linz)** The Pumping Lemma for Context-Free Languages (with formal proof), Closure and Decision Properties of Context-Free Languages (with formal proofs)	**11**
4	**Turing Machines (Kozen)** The formal definition of a Turing machine, Examples of Turing machines - Turing machines as language acceptors, Turing machines as computers of functions, Variants of Turing Machines (Proofs for equivalence with basic	**11**

	model not expected), Recursive and recursively enumerable languages Chomskian hierarchy, Linear bounded automaton as a restricted TM. **Computability (Kozen)** Church Turing thesis, Encoding of TMs, Universal Machine and Diagonalization, Reductions, Decidable and Undecidable Problems, Halting problem, Post Correspondence Problem and the proofs for their undecidability.	

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Classify formal languages into regular, context-free, context-sensitive, and unrestricted languages.	**K2**
CO2	Design finite state automata, regular grammar, regular expression, and Myhill- Nerode relation representations for regular languages.	**K3**
CO3	Design push-down automata and context-free grammar representations for context-free languages.	**K3**
CO4	Design Turing Machines to accept recursive and recursively enumerable languages.	**K3**
CO5	Understand the notions of decidability and undecidability of problems, Halting problem.	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3								3
CO2	3	3	3	3								3
CO3	3	3	3	3								3
CO4	3	3	3	3								3
CO5	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	An Introduction to Formal Languages and Automata	Peter Linz and Susan H. Rodger	Jones and Bartlett Publishers, Inc	7/e, 2022
2	Introduction to Automata Theory Languages and Computation	John E.Hopcroft, Jeffrey D.Ullman	Rainbow Book Distributions	3/e, 2015
3	Automata and Computability	Dexter C. Kozen	Springer	1/e,2007

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to the Theory of Computation	Michael Sipser	Cengage India Private Limited	3/e, 2014
2	Introduction to Languages and the Theory of Computation	John C Martin	McGraw-Hill Education	4/e, 2010
3	Theory of Computation: A Problem-Solving Approach	Kavi Mahesh	Wiley	1/e, 2012
4	Elements of the Theory of Computation	Harry R. Lewis, Christos Papadimitriou	Pearson Education	2/e, 2015

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/104/106104148/ https://nptel.ac.in/courses/106106049
2	https://archive.nptel.ac.in/courses/106/104/106104148/ https://nptel.ac.in/courses/106106049
3	https://archive.nptel.ac.in/courses/106/104/106104148/ https://nptel.ac.in/courses/106106049
4	https://archive.nptel.ac.in/courses/106/104/106104148/ https://nptel.ac.in/courses/106106049

SEMESTER 3

DATA STRUCTURES AND ALGORITHMS

(Common to CS/CA/CM/CD/CR/AI/AM/AD/CB/CN/CC/CU/CI/CG)

Course Code	**PCCST303**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:1:0:0	**ESE Marks**	60
Credits	4	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	UCEST105	**Course Type**	Theory

Course Objectives:

1. To provide the learner a comprehensive understanding of data structures and algorithms.
2. To prepare them for advanced studies or professional work in computer science and related fields.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Basic Concepts of Data Structures** Definitions; Data Abstraction; Performance Analysis - Time & Space Complexity, Asymptotic Notations; Polynomial representation using Arrays, Sparse matrix (*Tuple representation*); Stacks and Queues - Stacks, Multi-Stacks, Queues, Circular Queues, Double Ended Queues; Evaluation of Expressions- Infix to Postfix, Evaluating Postfix Expressions.	**11**
2	**Linked List and Memory Management** Singly Linked List - Operations on Linked List, Stacks and Queues using Linked List, Polynomial representation using Linked List; Doubly Linked List; Circular Linked List; Memory allocation - First-fit, Best-fit, and Worst-fit allocation schemes; Garbage collection and compaction.	**11**
3	**Trees and Graphs** Trees :- Representation Of Trees; Binary Trees - Types and Properties, Binary Tree Representation, Tree Operations, Tree Traversals; Expression Trees;	**11**

	Binary Search Trees - Binary Search Tree Operations; Binary Heaps - Binary Heap Operations, Priority Queue. Graphs :- Definitions; Representation of Graphs; Depth First Search and Breadth First Search; Applications of Graphs - Single Source All Destination.	
4	**Sorting and Searching** Sorting Techniques :- Selection Sort, Insertion Sort, Quick Sort, Merge Sort, Heap Sort, Radix Sort. Searching Techniques :- Linear Search, Binary Search, Hashing - Hashing functions : Mid square, Division, Folding, Digit Analysis; Collision Resolution : Linear probing, Quadratic Probing, Double hashing, Open hashing.	**11**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Identify appropriate data structures for solving real world problems.	K3
CO2	Describe and implement linear data structures such as arrays, linked lists, stacks, and queues.	K3
CO3	Describe and Implement non linear data structures such as trees and graphs.	K3
CO4	Select appropriate searching and sorting algorithms to be used in specific circumstances.	K3

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fundamentals of Data Structures in C	Ellis Horowitz, Sartaj Sahni and Susan Anderson-Freed,	Universities press,	2/e, 2007
2	Introduction to Algorithms	Thomas H Cormen, Charles Leisesrson, Ronald L Rivest, Clifford Stein	PHI	3/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Classic Data Structures	Samanta D.	Prentice Hall India.	2/e, 2018
2	Data Structures and Algorithms	Aho A. V., J. E. Hopcroft and J. D. Ullman	Pearson Publication.	1/e, 2003
3	Introduction to Data Structures with Applications	Tremblay J. P. and P. G. Sorenson	Tata McGraw Hill.	2/e, 2017
4	Theory and Problems of Data Structures	Lipschuts S.	Schaum's Series	2/e, 2014

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://nptel.ac.in/courses/106102064
2	https://ocw.mit.edu/courses/6-851-advanced-data-structures-spring-2012/

SEMESTER 3

OBJECT ORIENTED PROGRAMMING

(Common to CS/CA/CD/AM/CB/CN/CU/CG)

Course Code	**PBCST304**	**CIE Marks**	60
Teaching Hours/Week (L:T:P:R)	3:0:0:1	**ESE Marks**	40
Credits	4	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To teach the core object-oriented principles such as abstraction, encapsulation, inheritance, and polymorphism, robust error-handling using exception mechanisms to ensure program reliability.
2. To equip the learner to develop object oriented programs encompassing fundamental structures, environments, and the effective utilization of data types, arrays, strings, operators, and control statements for program flow in Java.
3. To enable the learner to design and develop event-driven graphical user interface (GUI) database applications using Swing and database connection components.

SYLLABUS

Module No.	**Syllabus Description**	**Contact Hours**
1	**Introduction to Java:** Structure of a simple java program; Java programming Environment and Runtime Environment (Command Line & IDE); Java compiler; Java Virtual Machine; Primitive Data types and Wrapper Types; Casting and Autoboxing; Arrays; Strings; Vector class; Operators - Arithmetic, Bitwise, Relational, Boolean Logical, Assignment, Conditional (Ternary); Operator Precedence; Control Statements - Selection Statements, Iteration Statements and Jump Statements; Functions; Command Line Arguments; Variable Length Arguments; Classes; Abstract Classes; Interfaces. [***Use proper naming***	**10**

	conventions] **OOP Concepts :-** Data abstraction, encapsulation, inheritance, polymorphism, Procedural and object oriented programming paradigm; Microservices. **Object Oriented Programming in Java :-** Declaring Objects; Object Reference; Introduction to Methods; Constructors; Access Modifiers; ***this*** keyword.	
2	**Polymorphism :-** Method Overloading, Using Objects as Parameters, Returning Objects, Recursion**.** Static Members, Final Variables, Inner Classes. **Inheritance -** Super Class, Sub Class, Types of Inheritance, The ***super*** keyword, protected Members, Calling Order of Constructors. Method Overriding, Dynamic Method Dispatch, Using ***final*** with Inheritance.	**8**
3	**Packages and Interfaces –** Packages - Defining a Package, CLASSPATH, Access Protection, Importing Packages. **Interfaces -** Interfaces v/s Abstract classes, defining an interface, implementing interfaces, accessing implementations through interface references, extending interface(s). **Exception Handling -** Checked Exceptions, Unchecked Exceptions, ***try*** Block and ***catch*** Clause, Multiple catch Clauses, Nested ***try*** Statements, ***throw***, ***throws*** and ***finally***, Java Built-in Exceptions, Custom Exceptions**.** **Introduction to design patterns in Java :** Singleton and Adaptor.	**9**
4	**SOLID Principles in Java (https://www.javatpoint.com/solid-principles-java)** **Swings fundamentals –** Overview of AWT, Swing v/s AWT, Swing Key Features, Model View Controller (MVC), Swing Controls, Components and Containers, Swing Packages, Event Handling in Swings, Swing Layout Managers, Exploring Swings–JFrame, JLabel, The Swing Buttons, JTextField. **Event handling –** Event Handling Mechanisms, Delegation Event Model,	**10**

	Event Classes, Sources of Events, Event Listener Interfaces, Using the Delegation Event Model**.** **Developing Database Applications using JDBC –** JDBC overview, Types, Steps, Common JDBC Components, Connection Establishment, SQL Fundamentals [***For projects only***] **-** Creating and Executing basic SQL Queries, Working with Result Set, Performing CRUD Operations with JDBC.	

Suggestion on Project Topics

Student should Identify a topic to be implemented as project having the following nature

i. It must accept a considerable amount of information from the user for processing.

ii. It must have a considerable amount of data to be stored permanently within the computer - as plain files / using databases..

iii. It must process the user provided data and the stored data to generate some output to be displayed to the user.

Examples : -

1. Design and implement the Circulation function in a Library Management System using Object-Oriented Programming (OOP) principles in Java and limited use of SQL. The system should manage the operations of a library, such as book & user management, borrowing and returning books.

   Requirements

   I. Class Design

   - Book: Attributes like title, author, ISBN, genre, and status (available/borrowed).
   - User: Attributes like user ID, name, contact information, and a list of borrowed books.
   - Library: Attributes like a list of books and a list of users.
   - Librarian: Inherits from User, with additional functionalities like adding/removing books and managing users.
   - Borrow Transaction: Attributes like transaction ID, book, user, borrow date, and return date.

II. Functionalities

a. Book Management:

- Add, remove, and update book details.
- Search books by title, author, ISBN, and genre.

b. User Management:

- Register new users.
- Search users by user ID and name.

c. Borrowing and Returning:

- Borrow a book: Check if the book is available and if the user can borrow more books.
- Return a book: Update the book's status and remove it from the user's borrowed list.

III. Deliverables

1. Design Document: Describe the classes, their attributes, methods and relationships.

2. Source Code: Well-documented Java code implementing the described functionalities.

3. User Manual: Instructions on how to set up, run and use the system.

4. Test Cases: A suite of test cases demonstrating the functionality of the system.

2. Design and implement an Online Payment Processing System using Object-Oriented Programming(OOP) principles in Java, with a focus on dynamic polymorphism. The system should support different types of payment methods and demonstrate polymorphism in processing payments.

Requirements

a. Class Design

- Payment: An abstract base class with common attributes and an abstract method for processing payments.
- Credit Card Payment: Inherits from Payment, with specific implementation for processing credit card payments.
- PayPal Payment: Inherits from Payment, with specific implementation for processing PayPal payments.
- Bank Transfer Payment: Inherits from Payment, with specific implementation for processing bank transfer payments.

- Payment Processor: A class to manage and process different types of payments.

b. Functionalities
   - Add Payment Method: Add new payment methods (Credit Card Payment, PayPal payment, Bank Transfer Payment) to the system.
   - Process Payment: Demonstrate dynamic polymorphism by processing payments using different methods.

c. Deliverables
   - Design Document: Describe the classes, their attributes, methods and relationships.
   - Source Code: Well-documented Java code implementing the described functionalities.
   - User Manual: Instructions on how to set up, run and use the system.
   - Test Cases: A suite of test cases demonstrating the functionality of the system.

Course Assessment Method
(CIE: 60 marks, ESE: 40 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Project	Internal Ex-1	Internal Ex-2	Total
5	30	12.5	12.5	60

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 2 marks **(8x2 =16 marks)**	• 2 questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 2 subdivisions. Each question carries 6 marks. **(4x6 = 24 marks)**	**40**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Explain the process of writing, compiling, and executing basic Java programs, including their structure and components, to demonstrate proficiency.	**K2**
CO2	Utilize object-oriented programming principles in the design and implementation of Java applications.	**K3**
CO3	Develop and manage Java packages and interfaces, enhancing code modularity and reusability.	**K3**
CO4	Implement error handling using Java's exception mechanisms and leverage interfaces for modular applications.	**K3**
CO5	Develop event-driven Java GUI applications with database connectivity using Swing and JDBC.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3										3
CO2	3	3	3									3
CO3	3	3	3		3							3
CO4	3	3	3		3							3
CO5	3	3	3		3							3

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Java: The Complete Reference	Herbert Schildt	Tata McGraw Hill	13/e, 2024
2	Introduction to Java Programming, Comprehensive Version	Y Daniel Liang	Pearson	10/e, 2014
3	Head First Design Patterns	Eric Freeman, Elisabeth Robson, Bert Bates, Kathy Sierra	O'Reilly Media	1/e, 2004

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Head First Java: A Brain Friendly Guide	Kathy Sierra & Bert Bates	O'Reilly	3/e, 2022
2	JAVA™ for Programmers	Paul Deitel	PHI	11/e, 2018
3	Clean Code : A Handbook of Agile Software Craftsmanship	Robert C. Martin	Prentice Hall	1/e, 2008
4	Programming with Java	E Balagurusamy	McGraw Hill Education	6/e, 2019
5	Java For Dummies	Barry A. Burd	Wiley	8/e.2022
6	Effective Java	Joshua Bloch	Pearson	3/e, 2018

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://nptel.ac.in/courses/106105191 (Lecture no: 9, 10, 1, 2, 3, 4)
2	https://nptel.ac.in/courses/106105191 (Lecture no: 1, 7, 8, 11, 12, 13, 14, 15, 16)
3	https://nptel.ac.in/courses/106105191 (Lecture no: 17, 18, 19, 20, 21, 22, 23, 24, 25, 26)
4	https://nptel.ac.in/courses/106105191 (Lecture no: 43, 44, 45, 46, 47, 50, 51, 52, 53, 54, 55)

PBL Course Elements

L: Lecture (3 Hrs.)	**R: Project (1 Hr.), 2 Faculty Members**		
	Tutorial	**Practical**	**Presentation**
Lecture delivery	Project identification	Simulation/ Laboratory Work/ Workshops	Presentation (Progress and Final Presentations)
Group discussion	Project Analysis	Data Collection	Evaluation
Question answer Sessions/ Brainstorming Sessions	Analytical thinking and self-learning	Testing	Project Milestone Reviews, Feedback, Project reformation (If required)
Guest Speakers (Industry Experts)	Case Study/ Field Survey Report	Prototyping	Poster Presentation/ Video Presentation: Students present their results in a 2 to 5 minutes video

Assessment and Evaluation for Project Activity

Sl. No	**Evaluation for**	**Allotted Marks**
1	Project Planning and Proposal	5
2	Contribution in Progress Presentations and Question Answer Sessions	4
3	Involvement in the project work and Team Work	3
4	Execution and Implementation	10
5	Final Presentations	5
6	Project Quality, Innovation and Creativity	3
Total		**30**

1. **Project Planning and Proposal (5 Marks)**

    - Clarity and feasibility of the project plan
    - Research and background understanding
    - Defined objectives and methodology

2. **Contribution in Progress Presentation and Question Answer Sessions (4 Marks)**

    - Individual contribution to the presentation
    - Effectiveness in answering questions and handling feedback

3. **Involvement in the Project Work and Team Work (3 Marks)**

    - Active participation and individual contribution
    - Teamwork and collaboration

4. **Execution and Implementation (10 Marks)**

    - Adherence to the project timeline and milestones
    - Application of theoretical knowledge and problem-solving
    - Final Result

5. **Final Presentation (5 Marks)**

    - Quality and clarity of the overall presentation
    - Individual contribution to the presentation
    - Effectiveness in answering questions

6. **Project Quality, Innovation, and Creativity (3 Marks)**

    - Overall quality and technical excellence of the project
    - Innovation and originality in the project
    - Creativity in solutions and approaches

SEMESTER 3

DIGITAL ELECTRONICS AND LOGIC DESIGN

(Common to Group A)

Course Code	GAEST305	CIE Marks	40
Teaching Hours/Week (L:T:P: R)	3:1:0:0	ESE Marks	60
Credits	4	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To familiarize the basic concepts of Boolean algebra and digital systems.
2. To enable the learner to design simple combinational and sequential logic circuits which is essential in understanding organization & design of computer systems.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to digital Systems :-** Digital abstraction Number Systems – Binary, Hexadecimal, grouping bits, Base conversion; Binary Arithmetic – Addition and subtraction, Unsigned and Signed numbers; Fixed-Point Number Systems; Floating-Point Number Systems Basic gates- Operation of a Logic circuit; Buffer; Gates - Inverter, AND gate, OR gate, NOR gate, NAND gate, XOR gate, XNOR gate; Digital circuit operation - logic levels, output dc specifications, input dc specifications, noise margins, power supplies; Driving loads - driving	11

	other gates, resistive loads and LEDs. **Verilog (Part 1)** :- HDL Abstraction; Modern digital design flow - Verilog constructs: data types, the module, Verilog operators.	
2	**Combinational Logic Design: –** Boolean Algebra - Operations, Axioms, Theorems; Combinational logic analysis - Canonical SOP and POS, Minterm and Maxterm equivalence; Logic minimization - Algebraic minimization, K-map minimization, Dont cares, Code convertors. **Modeling concurrent functionality in Verilog:-** Continuous assignment - Continuous Assignment with logical operators, Continuous assignment with conditional operators, Continuous assignment with delay.	**11**
3	**MSI Logic and Digital Building Blocks** MSI logic - Decoders (One-Hot decoder, 7 segment display decoder), Encoders, Multiplexers, Demultiplexers; Digital Building Blocks - Arithmetic Circuits - Half adder, Full adder, half subtractor, full subtractor; Comparators. Structural design and hierarchy - lower level module instantiation, gate level primitives, user defined primitives, adding delay to primitives.	**8**
4	**Sequential Logic Design** :- Latches and Flip-Flops- SR latch, SR latch with enable, JK flipflop, D flipflop, Register Enabled Flip-Flop, Resettable Flip-Flop. Sequential logic timing considerations; Common circuits based on sequential storage devices - toggle flop clock divider, asynchronous ripple counter, shift register. **Finite State Machines :-** Finite State Machines - logic synthesis for an FSM, FSM design process and design examples; Synchronous Sequential Circuits - Counters; **Verilog (Part 2)** : -	**14**

	Procedural assignment; Conditional Programming constructs; Test benches; Modeling a D flipflop in Verilog; Modeling an FSM in Verilog.	

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks. **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Summarize the basic concept of different number systems and perform conversion and arithmetic operations between different bases.	**K2**
CO2	Interpret a combinational logic circuit to determine its logic expression, truth table, and timing information and to synthesize a minimal logic circuit through algebraic manipulation or with a Karnaugh map.	**K2**
CO3	Illustrate the fundamental role of hardware description languages in modern digital design and be able to develop the hardware models for different digital circuits.	**K3**
CO4	Develop MSI logic circuits using both the classical digital design approach and the modern HDL-based approach.	**K3**
CO5	Develop common circuits based on sequential storage devices including counter, shift registers and a finite state machine using the classical digital design approach and an HDL-based structural approach.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3	3								3
CO3	3	3	3	3	3							3
CO4	3	3	3	3	3							3
CO5	3	3	3	3	3							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Logic Circuits & Logic Design with Verilog	Brock J. LaMeres	Springer International Publishing	2/e, 2017
2	Digital Design and Computer Architecture - RISC-V Edition	Sarah L. Harris, David Harris	Morgan Kaufmann	1/e, 2022

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Digital Design with an Introduction to the Verilog HDL, VHDL, and System Verilog	M Morris Mano, Michael D Ciletti	Pearson	6/e, 2018
2	Digital Fundamentals	Thomas Floyd	Pearson	11/e, 2015
3	Fundamentals of Digital Logic with Verilog Design	Stephen Brown, Zvonko Vranesic	McGrawHill	3/e, 2014
4	Switching and Finite Automata Theory	Zvi Kohavi Niraj K. Jha	Cambridge University Press	3/e, 2010

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://nptel.ac.in/courses/117105080
2	https://onlinecourses.nptel.ac.in/noc21_ee39/
3	https://onlinecourses.nptel.ac.in/noc24_cs61/

SEMESTER S3/S4

ECONOMICS FOR ENGINEERS

(Common to All Branches)

Course Code	UCHUT346	CIE Marks	50
Teaching Hours/Week (L: T:P: R)	2:0:0:0	ESE Marks	50
Credits	2	Exam Hours	2 Hrs. 30 min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. Understanding of finance and costing for engineering operation, budgetary planning and control
2. Provide fundamental concept of micro and macroeconomics related to engineering industry
3. Deliver the basic concepts of Value Engineering.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Basic Economics Concepts - Basic economic problems – Production Possibility Curve – Utility – Law of diminishing marginal utility – Law of Demand - Law of supply – Elasticity - measurement of elasticity and its applications – Equilibrium- Changes in demand and supply and its effects Production function - Law of variable proportion – Economies of Scale – Internal and External Economies – Cobb-Douglas Production Function	6
2	Cost concepts – Social cost, private cost – Explicit and implicit cost – Sunk cost - Opportunity cost - short run cost curves - Revenue concepts Firms and their objectives – Types of firms – Markets - Perfect Competition – Monopoly - Monopolistic Competition - Oligopoly (features and	6

	equilibrium of a firm)	
3	Monetary System – Money – Functions - Central Banking –Inflation - Causes and Effects – Measures to Control Inflation - Monetary and Fiscal policies – Deflation Taxation – Direct and Indirect taxes (merits and demerits) - GST National income – Concepts - Circular Flow – Methods of Estimation and Difficulties - Stock Market – Functions- Problems faced by the Indian stock market-Demat Account and Trading Account – Stock market Indicators-SENSEX and NIFTY	6
4	Value Analysis and value Engineering - Cost Value, Exchange Value, Use Value, Esteem Value - Aims, Advantages and Application areas of Value Engineering - Value Engineering Procedure - Break-even Analysis - Cost-Benefit Analysis - Capital Budgeting - Process planning	6

Course Assessment Method

(CIE: 50 marks, ESE: 50 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Case study/Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
10	15	12.5	12.5	50

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total

● Minimum 1 and Maximum 2 Questions from each module. ● Total of 6 Questions, each carrying 3 marks **(6x3 =18marks)**	• 2 questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 2 sub divisions. Each question carries 8 marks. **(4x8 = 32 marks)**	**50**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Understand the fundamentals of various economic issues using laws and learn the concepts of demand, supply, elasticity and production function.	**K2**
CO2	Develop decision making capability by applying concepts relating to costs and revenue, and acquire knowledge regarding the functioning of firms in different market situations.	**K3**
CO3	Outline the macroeconomic principles of monetary and fiscal systems, national income and stock market.	**K2**
CO4	Make use of the possibilities of value analysis and engineering, and solve simple business problems using break even analysis, cost benefit analysis and capital budgeting techniques.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	-	-	-	-	-	1	-	-	-	-	1	-
CO2	-	-	-	-	-	1	1	-	-	-	1	-
CO3	-	-	-	-	1	-	-	-	-	-	2	-
CO4	-	-	-	-	1	1	-	-	-	-	2	-

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Managerial Economics	Geetika, Piyali Ghosh and Chodhury	Tata McGraw Hill,	2015
2	Engineering Economy	H. G. Thuesen, W. J. Fabrycky	PHI	1966
3	Engineering Economics	R. Paneerselvam	PHI	2012

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Engineering Economy	Leland Blank P.E, Anthony Tarquin P. E.	Mc Graw Hill	7^{TH} Edition
2	Indian Financial System	Khan M. Y.	Tata McGraw Hill	2011
3	Engineering Economics and analysis	Donald G. Newman, Jerome P. Lavelle	Engg. Press, Texas	2002
4	Contemporary Engineering Economics	Chan S. Park	Prentice Hall of India Ltd	2001

SEMESTER S3/S4

ENGINEERING ETHICS AND SUSTAINABLE DEVELOPMENT

Course Code	**UCHUT347**	**CIE Marks**	50
Teaching Hours/Week (L: T:P: R)	2:0:0:0	**ESE Marks**	50
Credits	2	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. Equip with the knowledge and skills to make ethical decisions and implement gender-sensitive practices in their professional lives.
2. Develop a holistic and comprehensive interdisciplinary approach to understanding engineering ethics principles from a perspective of environment protection and sustainable development.
3. Develop the ability to find strategies for implementing sustainable engineering solutions.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Fundamentals of ethics -** Personal vs. professional ethics, Civic Virtue, Respect for others, **Profession and Professionalism,** Ingenuity, diligence and responsibility, Integrity in design, development, and research domains, Plagiarism, a balanced outlook on law - challenges - case studies, **Technology and digital revolution-**Data, information, and knowledge, Cybertrust and cybersecurity, Data collection & management, **High technologies: connecting people and places-**accessibility and social impacts, **Managing conflict**, Collective bargaining, **Confidentiality**, Role of confidentiality in moral integrity, **Codes of Ethics**. **Basic concepts in Gender Studies -** sex, gender, sexuality, gender spectrum: beyond the binary, gender identity, gender expression, gender stereotypes, **Gender disparity and discrimination in education**,	6

	employment and everyday life, History of women in Science & Technology, Gendered technologies & innovations**, Ethical values and practices in connection with gender -** equity, diversity & gender justice, **Gender policy and women/transgender empowerment initiatives.**	
2	**Introduction to Environmental Ethics:** Definition, importance and historical development of environmental ethics, key philosophical theories (anthropocentrism, biocentrism, ecocentrism). **Sustainable Engineering Principles:** Definition and scope, triple bottom line (economic, social and environmental sustainability), life cycle analysis and sustainability metrics. **Ecosystems and Biodiversity:** Basics of ecosystems and their functions, Importance of biodiversity and its conservation, Human impact on ecosystems and biodiversity loss, An overview of various ecosystems in Kerala/India, and its significance. **Landscape and Urban Ecology:** Principles of landscape ecology, Urbanization and its environmental impact, Sustainable urban planning and green infrastructure.	**6**
3	**Hydrology and Water Management:** Basics of hydrology and water cycle, Water scarcity and pollution issues, Sustainable water management practices, Environmental flow, disruptions and disasters. **Zero Waste Concepts and Practices:** Definition of zero waste and its principles, Strategies for waste reduction, reuse, reduce and recycling, Case studies of successful zero waste initiatives. **Circular Economy and Degrowth:** Introduction to the circular economy model, Differences between linear and circular economies, degrowth principles, Strategies for implementing circular economy practices and degrowth principles in engineering. **Mobility and Sustainable Transportation:** Impacts of transportation on the environment and climate, Basic tenets of a Sustainable Transportation design, Sustainable urban mobility solutions, Integrated mobility systems, E-Mobility, Existing and upcoming models of sustainable mobility solutions.	**6**
4	**Renewable Energy and Sustainable Technologies:** Overview of renewable energy sources (solar, wind, hydro, biomass), Sustainable technologies in energy production and consumption, Challenges and opportunities in renewable energy adoption. **Climate Change and Engineering Solutions:** Basics of climate change science, Impact of climate change on natural and human systems, Kerala/India and the Climate crisis, Engineering solutions to mitigate, adapt and build resilience to climate change. **Environmental**	**6**

	Policies and Regulations: Overview of key environmental policies and regulations (national and international), Role of engineers in policy implementation and compliance, Ethical considerations in environmental policy-making. **Case Studies and Future Directions:** Analysis of real-world case studies, Emerging trends and future directions in environmental ethics and sustainability, Discussion on the role of engineers in promoting a sustainable future.	

Course Assessment Method
(CIE: 50 marks , ESE: 50)

Continuous Internal Evaluation Marks (CIE):

Continuous internal evaluation will be based on individual and group activities undertaken throughout the course and the portfolio created documenting their work and learning. The portfolio will include reflections, project reports, case studies, and all other relevant materials.

- The students should be grouped into groups of size 4 to 6 at the beginning of the semester. These groups can be the same ones they have formed in the previous semester.
- Activities are to be distributed between 2 class hours and 3 Self-study hours.
- The portfolio and reflective journal should be carried forward and displayed during the 7th Semester Seminar course as a part of the experience sharing regarding the skills developed through various courses.

Sl. No.	Item	Particulars	Group/Individual (G/I)	Marks
1	Reflective Journal	Weekly entries reflecting on what was learned, personal insights, and how it can be applied to local contexts.	I	5
2	Micro project (Detailed documentation of	1 a) Perform an Engineering Ethics Case Study analysis and prepare a report 1 b) Conduct a literature survey on ‘Code of Ethics for Engineers’ and prepare a sample code of ethics	G	8

	the project, including methodologies, findings, and reflections)	2. Listen to a TED talk on a Gender-related topic, do a literature survey on that topic and make a report citing the relevant papers with a specific analysis of the Kerala context	G	5
		3. Undertake a project study based on the concepts of sustainable development* - Module II, Module III & Module IV	G	12
3	Activities	2. One activity* each from Module II, Module III & Module IV	G	15
4	Final Presentation	A comprehensive presentation summarising the key takeaways from the course, personal reflections, and proposed future actions based on the learnings.	G	5
		Total Marks		**50**

*Can be taken from the given sample activities/projects

Evaluation Criteria:

- **Depth of Analysis**: Quality and depth of reflections and analysis in project reports and case studies.
- **Application of Concepts**: Ability to apply course concepts to real-world problems and local contexts.
- **Creativity**: Innovative approaches and creative solutions proposed in projects and reflections.
- **Presentation Skills**: Clarity, coherence, and professionalism in the final presentation.

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Develop the ability to apply the principles of engineering ethics in their professional life.	**K3**
CO2	Develop the ability to exercise gender-sensitive practices in their professional lives	**K4**
CO3	Develop the ability to explore contemporary environmental issues and sustainable practices.	**K5**
CO4	Develop the ability to analyse the role of engineers in promoting sustainability and climate resilience.	**K4**

CO5	Develop interest and skills in addressing pertinent environmental and climate-related challenges through a sustainable engineering approach.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1						3	2	3	3	2		2
CO2		1				3	2	3	3	2		2
CO3						3	3	2	3	2		2
CO4		1				3	3	2	3	2		2
CO5						3	3	2	3	2		2

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Ethics in Engineering Practice and Research	Caroline Whitbeck	Cambridge University Press & Assessment	2nd edition & August 2011
2	Virtue Ethics and Professional Roles	Justin Oakley	Cambridge University Press & Assessment	November 2006
3	Sustainability Science	Bert J. M. de Vries	Cambridge University Press & Assessment	2nd edition & December 2023
4	Sustainable Engineering Principles and Practice	Bhavik R. Bakshi,	Cambridge University Press & Assessmen	2019

5	Engineering Ethics	M Govindarajan, S Natarajan and V S Senthil Kumar	PHI Learning Private Ltd, New Delhi	2012
6	Professional ethics and human values	RS Naagarazan	New age international (P) limited New Delhi	2006.
7	Ethics in Engineering	Mike W Martin and Roland Schinzinger,	Tata McGraw Hill Publishing Company Pvt Ltd, New Delhi	4" edition, 2014

Suggested Activities/Projects:

Module-II

- Write a reflection on a local environmental issue (e.g., plastic waste in Kerala backwaters or oceans) from different ethical perspectives (anthropocentric, biocentric, ecocentric).
- Write a life cycle analysis report of a common product used in Kerala (e.g., a coconut, bamboo or rubber-based product) and present findings on its sustainability.
- Create a sustainability report for a local business, assessing its environmental, social, and economic impacts
- Presentation on biodiversity in a nearby area (e.g., a local park, a wetland, mangroves, college campus etc) and propose conservation strategies to protect it.
- Develop a conservation plan for an endangered species found in Kerala.
- Analyze the green spaces in a local urban area and propose a plan to enhance urban ecology using native plants and sustainable design.
- Create a model of a sustainable urban landscape for a chosen locality in Kerala.

Module-III

- Study a local water body (e.g., a river or lake) for signs of pollution or natural flow disruption and suggest sustainable management and restoration practices.
- Analyse the effectiveness of water management in the college campus and propose improvements - calculate the water footprint, how to reduce the footprint, how to increase supply through rainwater harvesting, and how to decrease the supply-demand ratio
- Implement a zero waste initiative on the college campus for one week and document the challenges and outcomes.
- Develop a waste audit report for the campus. Suggest a plan for a zero-waste approach.
- Create a circular economy model for a common product used in Kerala (e.g., coconut oil, cloth etc).
- Design a product or service based on circular economy and degrowth principles and present a business plan.
- Develop a plan to improve pedestrian and cycling infrastructure in a chosen locality in Kerala

Module-IV

- Evaluate the potential for installing solar panels on the college campus including cost-benefit analysis and feasibility study.
- Analyse the energy consumption patterns of the college campus and propose sustainable alternatives to reduce consumption - What gadgets are being used? How can we reduce demand using energy-saving gadgets?

- Analyse a local infrastructure project for its climate resilience and suggest improvements.
- Analyse a specific environmental regulation in India (e.g., Coastal Regulation Zone) and its impact on local communities and ecosystems.
- Research and present a case study of a successful sustainable engineering project in Kerala/India (e.g., sustainable building design, water management project, infrastructure project).
- Research and present a case study of an unsustainable engineering project in Kerala/India highlighting design and implementation faults and possible corrections/alternatives (e.g., a housing complex with water logging, a water management project causing frequent floods, infrastructure project that affects surrounding landscapes or ecosystems).

SEMESTER 3

DATA STRUCTURES LAB

(Common to CS/CA/CM/CD/CR/AI/AM/AD/CB/CN/CC/CU/CI/CG)

Course Code	**PCCSL307**	**CIE Marks**	50
Teaching Hours/Week (L: T:P: R)	0:0:3:0	**ESE Marks**	50
Credits	2	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	GYEST204	**Course Type**	Lab

Course Objectives :

1. To give practical experience for learners on implementing different linear and non linear data structures, and algorithms for searching and sorting.

Expt. No.	Experiments
1	Find the sum of two sparse polynomials using arrays
2	Find the transpose of a sparse matrix and sum of two sparse matrices.
3	Convert infix expression to postfix (or prefix) and then evaluate using stack,
4	Implement Queue, DEQUEUE, and Circular Queue using arrays.
5	Implement backward and forward navigation of visited web pages in a web browser (i.e. back and forward buttons) using doubly linked list operations.
6	Implement addition and multiplication of polynomials using singly linked lists.
7	Create a binary tree for a given simple arithmetic expression and find the prefix / postfix equivalent.
8	Implement a dictionary of word-meaning pairs using binary search trees.
9	Find the shortest distance of every cell from a landmine inside a maze.
10	We have three containers whose sizes are 10 litres, 7 litres, and 4 litres, respectively. The 7-litre and 4-litre containers start out full of water, but the 10-litre container is initially empty. We are allowed one type of operation: pouring the contents of one container into another, stopping only when the source container is empty or the destination container is full. We want to know if there is a sequence of pourings that leaves exactly 2 litres in the 7

	or 4-litre container. Model this as a graph problem and solve.
11	Implement the find and replace feature in a text editor.
12	Given an array of sorted items, implement an efficient algorithm to search for specific item in the array.
13	Implement Bubble sort, Insertion Sort, Radix sort, Quick Sort, and Merge Sort and compare the number of steps involved.
14	The General post office wishes to give preferential treatment to its customers. They have identified the customer categories as Defence personnel, Differently abled, Senior citizen, Ordinary. The customers are to be given preference in the decreasing order - Differently abled, Senior citizen, Defence personnel, Normal person. Generate the possible sequence of completion.
15	Implement a spell checker using a hash table to store a dictionary of words for fast lookup. Implement functions to check if a word is valid and to suggest corrections for misspelled words.
16	Simulation of a basic memory allocator and garbage collector using doubly linked list
17	The CSE dept is organizing a tech fest with so many exciting events. By participating in an event, you can claim for activity points as stipulated by KTU. Each event i gives you A[i] activity points where A is an array. If you are not allowed to participate in more than k events, what's the max number of points that you can earn?
18	Merge K sorted lists into a single sorted list using a heap. Use a min-heap to keep track of the smallest element from each list. Repeatedly extract the smallest element and insert the next element from the corresponding list into the heap until all lists are merged.

Course Assessment Method

(CIE: 50 marks, ESE: 50 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Preparation/Pre-Lab Work experiments, Viva and Timely completion of Lab Reports / Record (Continuous Assessment)	Internal Examination	Total
5	25	20	50

End Semester Examination Marks (ESE):

Procedure/ Preparatory work/Design/ Algorithm	Conduct of experiment/ Execution of work/ troubleshooting/ Programming	Result with valid inference/ Quality of Output	Viva voce	Record	Total
10	15	10	10	5	50

- ***Submission of Record: Students shall be allowed for the end semester examination only upon submitting the duly certified record.***
- ***Endorsement by External Examiner:*** *The external examiner shall endorse the record*

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Model a real world problem using suitable data structure and implement the solution.	**K3**
CO2	Compare efficiency of different data structures in terms of time and space complexity.	**K4**
CO3	Evaluate the time complexities of various searching and sorting algorithms.	**K5**
CO4	Differentiate static and dynamic data structures in terms of their advantages and application.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO- PO Mapping (Mapping of Course Outcomes with Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3				3				3
CO2	3	3	3	3				3				3
CO3	3	3	3	3				3				3
CO4	3	3	3	3				3				3

1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fundamentals of Data Structures in C	Ellis Horowitz, Sartaj Sahni and Susan Anderson-Freed,	Universities Press,	2/e, 2007
2	Introduction to Algorithms	Thomas H Cormen, Charles Leisesrson, Ronald L Rivest, Clifford Stein	PHI	3/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Classic Data Structures	Samanta D.	Prentice Hall India.	2/e, 2018
2	Data Structures and Algorithms	Aho A. V., J. E. Hopcroft and J. D. Ullman	Pearson Publication.	1/e, 2003
3	Introduction to Data Structures with Applications	Tremblay J. P., P. G. Sorenson	Tata McGraw Hill.	2/e, 2017
4	Theory and Problems of Data Structures	Lipschutz S.	Schaum's Series	2/e, 2014

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://nptel.ac.in/courses/106102064
2	https://ocw.mit.edu/courses/6-851-advanced-data-structures-spring-2012/

Continuous Assessment (25 Marks)

1. **Preparation and Pre-Lab Work (7 Marks)**

   - Pre-Lab Assignments: Assessment of pre-lab assignments or quizzes that test understanding of the upcoming experiment.
   - Understanding of Theory: Evaluation based on students' preparation and understanding of the theoretical background related to the experiments.

2. **Conduct of Experiments (7 Marks)**

   - Procedure and Execution: Adherence to correct procedures, accurate execution of experiments, and following safety protocols.
   - Skill Proficiency: Proficiency in handling equipment, accuracy in observations, and troubleshooting skills during the experiments.
   - Teamwork: Collaboration and participation in group experiments.

3. **Lab Reports and Record Keeping (6 Marks)**

   - Quality of Reports: Clarity, completeness and accuracy of lab reports. Proper documentation of experiments, data analysis and conclusions.
   - Timely Submission: Adhering to deadlines for submitting lab reports/rough record and maintaining a well-organized fair record.

4. **Viva Voce (5 Marks)**

   - Oral Examination: Ability to explain the experiment, results and underlying principles during a viva voce session.

Final Marks Averaging: The final marks for preparation, conduct of experiments, viva, and record are the average of all the specified experiments in the syllabus.

Evaluation Pattern for End Semester Examination (50 Marks)

1. **Procedure/Preliminary Work/Design/Algorithm (10 Marks)**

   - Procedure Understanding and Description: Clarity in explaining the procedure and understanding each step involved.
   - Preliminary Work and Planning: Thoroughness in planning and organizing materials/equipment.
   - Algorithm Development: Correctness and efficiency of the algorithm related to the experiment.
   - Creativity and logic in algorithm or experimental design.

2. **Conduct of Experiment/Execution of Work/Programming (15 Marks)**

   - Setup and Execution: Proper setup and accurate execution of the experiment or programming task.

3. **Result with Valid Inference/Quality of Output (10 Marks)**

   - Accuracy of Results: Precision and correctness of the obtained results.
   - Analysis and Interpretation: Validity of inferences drawn from the experiment or quality of program output.

4. **Viva Voce (10 Marks)**

   - Ability to explain the experiment, procedure results and answer related questions
   - Proficiency in answering questions related to theoretical and practical aspects of the subject.

5. **Record (5 Marks)**

   - Completeness, clarity, and accuracy of the lab record submitted

SEMESTER 3

DIGITAL LAB

(Common to CS/CM/AM/CN)

Course Code	**PCCSL308**	**CIE Marks**	50
Teaching Hours/Week (L: T:P: R)	0:0:3:0	**ESE Marks**	50
Credits	2	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Lab

Course Objectives:

1. To enable the learner to design and implement basic digital logic circuits using logic gates and ICs.
2. To familiarize digital system design using HDL.

Expt. No.	**EXPERIMENTS** **(All HDL based experiments should be done using Verilog HDL. At Least three experiments of PART A & B together should be implemented on a breadboard . Use any open source circuit simulation software or web based logic simulator softwares for the rest of the experiments (refer to https://circuitverse.org, https://simulator.io, https://www.logiccircuit.org)**
	Part A **(All experiments in this part are mandatory. These experiments give an introduction to the digital design by familiarising the basic gates and combinational circuits on breadboard / circuit simulation softwares along with their HDL based realisation.)**
A1.	Study of basic digital ICs and verification of Boolean theorems using digital logic gates.
A2..	Familiarisation of the working of circuit simulation software. a. Realize the basic logic gates and analyze their waveforms b. Realize a given Boolean function using basic gates and verify the waveform with the truth table.
A3.	Familiarisation of Verilog HDL - Modelling of the basic gates using a. gate level modelling

	b. behavioural modelling c. structural modelling d. dataflow modelling
A4.	Realization of an SOP and its corresponding POS expression using NAND gates alone and NOR gates alone (to be do on breadboard and simulated using software)
A5.	Model a given Boolean function (SOP and POS) in Verilog using a. continuous assignment with logical operators b. continuous assignment with conditional operators c. using gate level primitives
	Part B **(All experiments to be done using any circuit simulation softwares.)**
B1.	Design and implement a combinational logic circuit for arbitrary functions (any two) a) Code converters b) Half adder, full adder, half subtractor, full subtractor c) Multiplexer, Demultiplexer,Encoder, Decoder
B2.	Design and implement combinational circuits using MSI devices: (any three) 1. 4-bit adder and subtractor using MSI device IC 7483. 2. Parity generator / checker using MSI device IC 74180 3. Magnitude Comparator using MSI device IC 7485 4. Implement a boolean function using MUX IC
B3.	Study of D flip flop and JK flip flops using ICs
B4.	To design and implement the following shift registers using D flip flops (i) Serial in serial out (ii) Serial in parallel out (iii) Parallel in serial out (iv) Parallel in parallel out
B5.	Design and implement an asynchronous counter - 3 bit up counter, 3-bit down counter, 3 bit up down counter with mode control, mod-N counter
B6.	Design and implement a synchronous counter - 3 bit up counter, 3-bit down

	counter, sequence generator.
	PART C **using Verilog HDL** *For the all the experiments in part C:* 1. *Write Verilog program code in the IDE/Software (Other open source or online softwares such as Icarus Verilog / EDAplayground may be used)* 2. *Simulate the code using a test bench or by giving input values.* 3. *Synthesize the design and verify the waveforms*
C1.	Model a 4:1 MUX, 1:4 DEMUX, 4 to 2 encoder, and 2 to 4 decoder and a 7-Segment Display Decoder in Verilog using a. continuous assignment with logical operators b. continuous assignment with conditional operators
C2.	Design and synthesize the behavioural model for a D flip flop in Verilog HDL
C3.	Design and synthesize the behavioural model for a synchronous counter in Verilog
C4.	Design a Verilog HDL behavioral model to implement a finite-state machine - a serial bit sequence detector

Course Assessment Method
(CIE: 50 marks, ESE: 50 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Preparation/Pre-Lab Work experiments, Viva and Timely completion of Lab Reports / Record (Continuous Assessment)	Internal Examination	Total
5	25	20	50

End Semester Examination Marks (ESE):

Procedure/ Preparatory work/Design/ Algorithm	Conduct of experiment/ Execution of work/ troubleshooting/ Programming	Result with valid inference/ Quality of Output	Viva voce	Record	Total
10	15	10	10	5	50

- ***Submission of Record: Students shall be allowed for the end semester examination only upon submitting the duly certified record.***
- ***Endorsement by External Examiner:*** *The external examiner shall endorse the record*

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Model and construct combinational logic circuits.	**K3**
CO2	Develop modular combinational circuits with MUX,DEMUX and decoder.	**K3**
CO3	Experiment with synchronous and asynchronous sequential circuits.	**K3**
CO4	Model and implement FSM.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO- PO Mapping (Mapping of Course Outcomes with Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3	3							3
CO2	3	3	3	3	3							3
CO3	3	3	3	3	3							3
CO4	3	3	3	3	3							3

1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Logic Circuits & Logic Design with Verilog	Brock J. LaMeres	Springer International Publishing	2/e, 2017
2	Digital Design and Computer Architecture - RISC-V Edition	Sarah L. Harris, David Harris	Morgan Kaufmann	1/e, 2022
3	Verilog HDL Synthesis: A Practical Primer	J Bhasker	Star Galaxy Publishing	1/e, 1998

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Digital Design with an Introduction to the Verilog HDL, VHDL, and System Verilog	M Morris Mano, Michael D Ciletti	Pearson	6/e, 2018
2	Fundamentals of Digital Logic with Verilog Design	Stephen Brown, Zvonko Vranesic	McGrawHill	3/e, 2014

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://nptel.ac.in/courses/117105080
2	https://archive.nptel.ac.in/courses/108/103/108103179/
3	https://www.youtube.com/watch?v=JU0RKPe7AhA (Introduction to CircuitVerse)

Continuous Assessment (25 Marks)

1. Preparation and Pre-Lab Work (7 Marks)

- Pre-Lab Assignments: Assessment of pre-lab assignments or quizzes that test understanding of the upcoming experiment.
- Understanding of Theory: Evaluation based on students' preparation and understanding of the theoretical background related to the experiments.

2. **Conduct of Experiments (7 Marks)**

   - Procedure and Execution: Adherence to correct procedures, accurate execution of experiments, and following safety protocols.
   - Skill Proficiency: Proficiency in handling equipment, accuracy in observations, and troubleshooting skills during the experiments.
   - Teamwork: Collaboration and participation in group experiments.

3. **Lab Reports and Record Keeping (6 Marks)**

   - Quality of Reports: Clarity, completeness and accuracy of lab reports. Proper documentation of experiments, data analysis and conclusions.
   - Timely Submission: Adhering to deadlines for submitting lab reports/rough record and maintaining a well-organized fair record.

4. **Viva Voce (5 Marks)**

   - Oral Examination: Ability to explain the experiment, results and underlying principles during a viva voce session.

Final Marks Averaging: The final marks for preparation, conduct of experiments, viva, and record are the average of all the specified experiments in the syllabus.

Evaluation Pattern for End Semester Examination (50 Marks)

1. **Procedure/Preliminary Work/Design/Algorithm (10 Marks)**

   - Procedure Understanding and Description: Clarity in explaining the procedure and understanding each step involved.
   - Preliminary Work and Planning: Thoroughness in planning and organizing materials/equipment.
   - Algorithm Development: Correctness and efficiency of the algorithm related to the experiment.
   - Creativity and logic in algorithm or experimental design.

2. **Conduct of Experiment/Execution of Work/Programming (15 Marks)**

   - Setup and Execution: Proper setup and accurate execution of the experiment or programming task.

3. Result with Valid Inference/Quality of Output (10 Marks)

- Accuracy of Results: Precision and correctness of the obtained results.
- Analysis and Interpretation: Validity of inferences drawn from the experiment or quality of program output.

4. Viva Voce (10 Marks)

- Ability to explain the experiment, procedure results and answer related questions
- Proficiency in answering questions related to theoretical and practical aspects of the subject.

5. Record (5 Marks)

- Completeness, clarity, and accuracy of the lab record submitted

SEMESTER 4

COMPUTER SCIENCE AND DESIGN

SEMESTER S4

MATHEMATICS FOR COMPUTER AND INFORMATION SCIENCE-4

(Group A)

Course Code	**GAMAT401**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	NIL	**Course Type**	Theory

Course Objectives:

1. To provide a comprehensive understanding of fundamental concepts of graph theory including paths, cycles, trees, graph algorithms, graph coloring and matrix representations, emphasizing their applications across various disciplines.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Graphs - Basic definition, Application of graphs, finite and infinite graphs, Incidence and Degree, Isolated vertex, Pendant vertex and Null graph. Isomorphism, Sub graphs, Walks, Paths and circuits, Connected graphs, Disconnected graphs and components. **[Text 1: Relevant topics from sections 1.1, 1.2, 1.3, 1.4, 1.5, 2.1, 2.2, 2.4, 2.5. Proofs of theorems 2.5, 2.7 are excluded.]**	**9**
2	Euler graphs, Operations on Graphs, Hamiltonian paths and circuits, Travelling Salesman Problem, Connectivity, Edge connectivity, Vertex connectivity, Directed graphs, Types of directed graphs. **[Text 1: Relevant topics from sections 2.6, 2.7, 2.8, 2.9, 2.10, 4.1, 4.2, 4.5, 9.1, 9.2. Proofs of theorems 4.6, 4.11, 4.12 are excluded.]**	**9**

3	Trees- properties, Pendant vertices, Distance and centres in a tree, Rooted and binary trees, Counting trees, Spanning trees, Prim's algorithm and Kruskal's algorithm, Dijkstra's shortest path algorithm, Floyd-Warshall shortest path algorithm. **[Text 1: Relevant topics from sections 3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7, 3.10, 11.5. Proofs of theorems 3.10, 3.16 are excluded.]**	**9**
4	Matrix representation of graphs- Adjacency matrix, Incidence Matrix, Circuit Matrix, Path Matrix, Coloring, Chromatic number, Chromatic polynomial, Greedy colouring algorithm. **[Text 1: Relevant topics from sections 7.1, 7.3, 7.8, 7.9, 8.1, 8.3. Proofs of theorems 7.4, 7.7, 7.8, 8.2, 8.3, 8.5, 8.6 are excluded.]**	**9**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Micro project	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the fundamental concepts of graph theory such as types of graphs, degree of a vertex, graph isomorphism, connectedness.	**K2**
CO2	Understand the concepts of Euler graphs, Hamiltonian graphs and connectivity.	**K2**
CO3	Apply Prim's and Kruskal's algorithms for finding minimum cost spanning tree and Dijkstra's and Floyd-Warshall algorithms for finding shortest paths.	**K3**
CO4	Illustrate various representations of graphs using matrices and apply vertex coloring in real life problems.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	-	-	-	-	-	-	-	-	2
CO2	3	3	2	-	-	-	-	-	-	-	-	2
CO3	3	3	2	2	-	-	-	-	-	-	-	2
CO4	3	3	2	2	-	-	-	-	-	-	-	2

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Graph Theory with Applications to Engineering and Computer Science	Narsingh Deo	Prentice Hall India Learning Private Limited	1st edition, 1979

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Graph Theory 2e	Douglas B. West	Pearson Education India	2nd edition, 2015
2	Introduction to Graph Theory	Robin J. Wilson	Longman Group Ltd.	5th edition, 2010
3	Graph Theory with Applications	J.A. Bondy and U.S.R. Murty	Elsevier Science Publishing Co., Inc	1976

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://onlinecourses.nptel.ac.in/noc22_ma10/preview
2	https://onlinecourses.nptel.ac.in/noc22_ma10/preview
3	https://onlinecourses.nptel.ac.in/noc21_cs48/preview
4	https://onlinecourses.nptel.ac.in/noc21_cs48/preview

SEMESTER S4

DATABASE MANAGEMENT SYSTEMS

(Common to CS/CD/CA/CR/AD/AI/CB/CN/CC/CU/CI/CG)

Course Code	**PCCST402**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:1:0:0	**ESE Marks**	60
Credits	4	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	PCCST303	**Course Type**	Theory

Course Objectives:

1. Equip the students with a comprehensive understanding of fundamental DBMS concepts as well as the principles and applications of NoSQL databases
2. Enable students to design, implement, and manage both relational and NoSQL databases

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Databases** :- Database System Concepts and Architecture- Data Models, Schemas and Instances, Three-Schema Architecture and Data Independence, Database Languages and Interfaces, Centralized and Client/Server Architectures for DBMSs. **Conceptual Data Modelling and Database Design:-** Data Modelling Using the Entity, Relationship (ER) Model - Entity Types, Entity Sets, Attributes, and Keys, Relationship Types, Relationship Sets, Roles, and Structural Constraints, Weak Entity Types. Refining the ER Design for the COMPANY Database.	**11**
2	**The Relational Data Model and SQL** - The Relational Data Model and Relational Database Constraints-Relational Algebra and Relational Calculus - Structured Query Language (SQL)-Data Definition Language, Data Manipulation Language, Assertions, Triggers, views, Relational Database Design Using ER-to-Relational Mapping.	**11**
3	**Database Design Theory & Normalization** - Functional Dependencies - Basic definition; Normalization- First, Second, and Third normal forms. Transaction Management - Transaction Processing : Introduction, problems	**11**

	and failures in transaction, Desirable properties of transaction, Characterizing schedules based on recoverability and serializability; Concurrency Control with Two-Phase Locking Techniques- Database Recovery management: Deferred update-immediate update- shadow paging.	
4	**Introduction To NoSQL Concepts** - types of NoSQL databases- CAP Theorem- BASE properties- Use Cases and limitations of NoSQL. **SQL architectural Patterns** - Key value Stores, Graph Stores, Column Family stores and Document Stores.	**11**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Micro project	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

At the end of the course, students should be able to:

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Summarize and exemplify the fundamental nature and characteristics of database systems	**K2**
CO2	Model and design solutions for efficiently representing data using the relational model or non-relational model	**K3**
CO3	Discuss and compare the aspects of Concurrency Control and Recovery in Database systems	**K3**
CO4	Construct advanced SQL queries to effectively retrieve, filter, and manipulate data from relational databases.	**K3**
CO5	Experiment with NoSQL databases in real world applications	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3	3						2	2	3
CO3	3	3	3	3								3
CO4	3	3	3	3								3
CO5	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fundamentals of Database Systems [Module 1,2,3,4]	Elmasri, Navathe	Pearson	7/e,
2	Making the Sense of NoSQL : A guide for Managers and rest of us [Module 4]	Dan McCreary and Ann Kelly	Manning	2014

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	A., H. F. Korth and S. Sudarshan, Database System Concepts,	Sliberschatz A., H. F. Korth and S. Sudarshan, Database System Concepts, 6/e, McGraw Hill, 2011.	McGraw Hill,	7/e, 2011
2	Beginning Database Design Solutions	Rod Stephens	Wiley	2/e, 2023
2	NoSQL Distilled	Pramod J. Sadalage, Martin Fowler	Addison-Wesley	1/e, 2012
3	NoSQL Data Models: Trends and Challenges (Computer Engineering: Databases and Big Data),	Olivier Pivert	Wiley	2018

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://onlinecourses.nptel.ac.in/noc21_cs04/preview
2	https://onlinecourses.nptel.ac.in/noc21_cs04/preview
3	https://onlinecourses.nptel.ac.in/noc21_cs04/preview
4	https://archive.nptel.ac.in/courses/106/104/106104135/

SEMESTER S4

OPERATING SYSTEMS

(Common to CS/CD/CM/CR/CA/AD/AI/CB/CN/CC/CU/CI/CG)

Course Code	PCCST403	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:1:0:0	ESE Marks	60
Credits	4	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To introduce the structure of a typical operating system and its core functionalities
2. To impart to the students, a practical understanding of OS implementation nuances based on the Linux operating system

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Operating Systems** (Book 1 Ch 2 introductory part), Operating System Services (Book 3 Ch 2) Overview of Operating Systems and Kernels, Linux Versus Classic Unix Kernels (Book 2 Ch 1) **Process concepts:** Process Creation, Process States, Data Structures, Process API (Book 1 Ch 4, 5), Sharing processor among processes - user and kernel modes, context switching (Book 1 Ch 6), System boot sequence (Book 3 Ch 2) ***Case study**: Linux kernel process management (Book 2, Ch 3)* **Threads and Concurrency**: Concept of a thread, Multithreading benefits, Multithreading models (Book 3 Ch 4) ***Case study:** The Linux Implementation of Threads (Book 2, Ch 3)* **Process scheduling**: Concepts and basic algorithms (Book 1 Ch 7), The Multilevel Feedback Queue: Basic Rules (Book 1 Ch 8)	11

	Case study: *The Linux Completely Fair Scheduler (CFS) (Book 1 Ch 9, Implementation with RB trees not required), The Linux Scheduling Implementation, Preemption and Context Switching (Book 2, Ch 4)*	
2	**Concurrency and Synchronization -** Basic principles (Book 3 Sections 6.1, 6.2), Mechanisms - Locks: The Basic Idea, Building Spin Locks with Test-And-Set, Compare and Swap, Using Queues: Sleeping Instead Of Spinning (Book 1 Ch 28), Semaphores - Definition, Binary Semaphores, The Producer/Consumer (Bounded Buffer) Problem and its solution using semaphores, Reader-Writer Locks (Book 1 Ch 31) ***Case study****: Linux Kernel Synchronization Methods - Spin Locks, Semaphores, Mutexes (Book 2 Ch 10)* **Concurrency:** Deadlock and Starvation - Deadlock Characterization, Deadlock Prevention and Avoidance, Deadlock Detection and recovery (Book 3 Ch 8), Dining Philosophers Problem and its solution (Book 1 Ch 31)	**12**
3	**Memory management -** Address Space, Memory API, Address Translation - An Example, Dynamic (Hardware-based) Relocation, Segmentation: Generalized Base/Bounds, Address translation in segmentation, Support for Sharing (Book 1 Ch 13 to 16) **Virtual memory -** Paging: Introduction, page tables and hardware support, TLBs, Example: Accessing An Array, - TLB hits and misses, Handling TLB misses, TLB structure, Reducing the page table size (Book 1 Ch 18 to 20) **Going beyond physical memory** - Swap space, page fault and its control flow, page replacement policies, Thrashing (Book 1 Ch 21, 22)	**11**
4	**I/O system:** Modern System architecture, Programmed I/O, Interrupts, DMA, Device interaction methods, The Device Driver (Book 1 Ch 36), **Hard disk:** Geometry (Book 1 Ch 37), disk scheduling (Book 3 Section 11.2) ***Case study****: Linux I/O schedulers - Elevator, Complete Fair Queuing (Book 2 Ch 14)* **Files and Directories**: The File System Interface - File descriptor, reading and writing files (sequential and random access), Removing files - Hard links and Symbolic links, Creating, reading and deleting directories, Permission	**10**

	bits and Access Control Lists, Mounting a file system (Book 1 Ch 39) **File Organization**: The Inode, The Multi-Level Index (Book 1 Ch 40) ***Case study:*** *VFS Objects and Their Data Structures - The Inode Object, Inode Operations (Book 2 Ch 13)*	

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Micro project	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 sub-divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Apply the concepts of process management and process scheduling mechanisms employed in operating systems.	**K3**
CO2	Choose various process synchronization mechanisms employed in operating systems.	**K3**
CO3	Use deadlock prevention and avoidance mechanisms in operating systems.	**K3**
CO4	Select various memory management techniques in operating systems.	**K3**
CO5	Understand the storage management in operating systems.	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Operating Systems: Three Easy Pieces	Andrea Arpaci-Dusseau, Remzi Arpaci-Dusseau	CreateSpace	1/e, 2018
2	Linux Kernel Development	Robert Love	Pearson	3/e, 2018
3	Operating System Concepts	Abraham Silberschatz, Peter B. Galvin, Greg Gagne	Wiley	10/e, 2018

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Modern Operating Systems	Andrew S. Tanenbaum Herbert Bos	Pearson	5/e, 2012
2	The Design of the UNIX Operating System	Maurice J. Bach	Prentice Hall of India	1/e, 1994
3	The Little Book of Semaphores	Allen B. Downey	Green Tea Press	1/e, 2016

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/105/106105214/
2	https://www.youtube.com/playlist?list=PLDW872573QAb4bj0URobvQTD41IV6gRkx

SEMESTER S4

COMPUTER ORGANIZATION AND ARCHITECTURE

(Common to CS/CD/CR/CA/AD/CB/CN/CC/CU/CG)

Course Code	**PBCST404**	**CIE Marks**	60
Teaching Hours/Week (L: T:P: R)	3:0:0:1	**ESE Marks**	40
Credits	4	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	GAEST305	**Course Type**	Theory

Course Objectives

1. Introduce principles of computer organization and the basic architectural concepts using RISC.
2. Introduce the concepts of microarchitecture, memory systems, and I/O systems.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Basic Structure of computers :–** Functional units - Basic operational concepts; Memory map; Endianness. **CISC vs RISC architectures:-** RISC Introduction - Assembly Language, Assembler directives, Assembling. **Programming concepts -** Program flow, Branching, Conditional statements, Loops, Arrays, Function calls; Instruction execution cycle. **Machine language -** Instructions, addressing modes, Stored program concept. Evolution of the RISC Architecture.	**11**
2	**Microarchitecture -** Introduction; Performance analysis; Single-Cycle Processor - Single Cycle Datapath, Single Cycle Control; Pipelined Processor - Pipelined Data Path, Pipelined Control: Hazards, Solving Data/Control Hazards, Performance Analysis.	**11**
3	**Memory Systems:** Introduction; performance analysis; Caches - basic concepts, Cache mapping, Cache replacement, Multiple-Level Caches, Reducing Miss Rate, Write Policy; Virtual Memory - Address Translation;	**11**

	Page Table; Translation Lookaside Buffer; Memory Protection.	
4	**Input / Output -** External Devices; I/O Modules; Programmed I/O, Interrupt Driven I/O; Direct Memory Access; Embedded I/O Systems - Embedded I/O, General Purpose I/O, Serial I/O, Other Peripherals.	**11**

Suggestion on Project Topics

Use simulators such as Ripes (https://github.com/mortbopet/Ripes) / GEM5 (https://www.gem5.org/) implement components of computer systems such as Various Cache organization and study the effect, Solutions to hazards, TLBs.

Course Assessment Method
(CIE: 60 marks, ESE: 40 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Project	Internal Ex-1	Internal Ex-2	Total
5	**30**	**12.5**	**12.5**	**60**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 2 marks **(8x2 =16 marks)**	2 questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 2 subdivisions. Each question carries 6 marks. **(4x6 = 24 marks)**	**40**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Identify the basic structure and functional units of a digital computer and the features of RISC architecture.	K2
CO2	Experiment with the single cycle processor, pipelining, and the associated problems.	K3
CO3	Utilize the memory organization in modern computer systems.	K3
CO4	Experiment with the I/O organization of a digital computer.	K3

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3	3								3
CO3	3	3	3	3								3
CO4	3	3	3	3								3

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Digital Design and Computer Architecture - RISC-V Edition	Sarah L. Harris, David Harris	Morgan Kaufmann	1/e, 2022
2	Computer Organization and Architecture Designing for Performance	William Stallings	Pearson	9/e, 2013

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer Organization and Design : The Hardware/Software Interface: RISC-V Edition	David A. Patterson John L. Hennessy	Morgan Kaufaman	1/e,2018
2	Computer Organization and Embedded Systems	Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Naraig Manjikian	McGraw Hil	6/e, 2012
3	Modern Computer Architecture and Organization	Jim Ledin	Packt Publishing	1/e,2020

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/105/106105163/
2	https://archive.nptel.ac.in/courses/106/106/106106166/

PBL Course Elements

L: Lecture (3 Hrs.)	R: Project (1 Hr.), 2 Faculty Members		
	Tutorial	**Practical**	**Presentation**
Lecture delivery	Project identification	Simulation/ Laboratory Work/ Workshops	Presentation (Progress and Final Presentations)
Group discussion	Project Analysis	Data Collection	Evaluation
Question answer Sessions/ Brainstorming Sessions	Analytical thinking and self-learning	Testing	Project Milestone Reviews, Feedback, Project reformation (If required)
Guest Speakers (Industry Experts)	Case Study/ Field Survey Report	Prototyping	Poster Presentation/ Video Presentation: Students present their results in a 2 to 5 minutes video

Assessment and Evaluation for Project Activity

Sl. No	Evaluation for	Allotted Marks
1	Project Planning and Proposal	5
2	Contribution in Progress Presentations and Question Answer Sessions	4
3	Involvement in the project work and Team Work	3
4	Execution and Implementation	10
5	Final Presentations	5
6	Project Quality, Innovation and Creativity	3
Total		**30**

1. **Project Planning and Proposal (5 Marks)**
   - Clarity and feasibility of the project plan
   - Research and background understanding
   - Defined objectives and methodology
2. **Contribution in Progress Presentation and Question Answer Sessions (4 Marks)**
   - Individual contribution to the presentation
   - Effectiveness in answering questions and handling feedback
3. **Involvement in the Project Work and Team Work (3 Marks)**
   - Active participation and individual contribution
   - Teamwork and collaboration
4. **Execution and Implementation (10 Marks)**
   - Adherence to the project timeline and milestones
   - Application of theoretical knowledge and problem-solving
   - Final Result

5. **Final Presentation (5 Marks)**

- Quality and clarity of the overall presentation
- Individual contribution to the presentation
- Effectiveness in answering questions

6. **Project Quality, Innovation, and Creativity (3 Marks)**

- Overall quality and technical excellence of the project
- Innovation and originality in the project
- Creativity in solutions and approaches

SEMESTER S4

SOFTWARE ENGINEERING

(Common to CS/CD/CM/CR/CA/AD/AM/CB/CN/CU/CI)

Course Code	**PECST411**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To Provide fundamental knowledge in the Software Development Process including Software Development, Object Oriented Design, Project Management concepts and technology trends.
2. To enable the learners to apply state of the art industry practices in Software development.

SYLLABUS

Module No.	**Syllabus Description**	**Contact Hours**
1	**Introduction to Software Engineering and Process Models -** Software engineering, Software characteristics and types, Layers of Software Engineering-Process, Methods, Tools and Quality focus. Software Process models – Waterfall, Prototype, Spiral, Incremental, Agile model – Values and Principles. **Requirement engineering -** Functional, Non-functional, System and User requirements. Requirement elicitation techniques, Requirement validation, Feasibility analysis and its types, SRS document characteristics and its structure. *Case study:* SRS for College Library Management Software	**9**
2	**Software design -** Software architecture and its importance, Software architecture patterns: Component and Connector, Layered, Repository, Client-Server, Publish-Subscribe, Functional independence – Coupling and Cohesion *Case study:* Ariane launch failure	**9**

	Object Oriented Software Design - UML diagrams and relationships– Static and dynamic models, Class diagram, State diagram, Use case diagram, Sequence diagram *Case Studies*: Voice mail system, ATM Example **Software pattern -** Model View Controller, Creational Design Pattern types – Factory method, Abstract Factory method, Singleton method, Prototype method, Builder method. Structural Design Pattern and its types – Adapter, Bridge, Proxy, Composite, Decorator, Façade, Flyweight. Behavioral Design Pattern	
3	**Coding, Testing and Maintenance:** **Coding guidelines -** Code review, Code walkthrough and Code inspection, Code debugging and its methods. **Testing -** Unit testing , Integration testing, System testing and its types, Black box testing and White box testing, Regression testing **Overview of DevOps and Code Management -** Code management, DevOps automation, Continuous Integration, Delivery, and Deployment (CI/CD/CD), *Case study* – Netflix. **Software maintenance and its types-** Adaptive, Preventive, Corrective and Perfective maintenance. Boehm's maintenance models (both legacy and non-legacy)	**9**
4	**Software Project Management -** Project size metrics – LOC, Function points and Object points. Cost estimation using Basic COCOMO. Risk management: Risk and its types, Risk monitoring and management model **Software Project Management -** Planning, Staffing, Organizational structures, Scheduling using Gantt chart. Software Configuration Management and its phases, Software Quality Management – ISO 9000, CMM, Six Sigma for software engineering. **Cloud-based Software -**Virtualisation and containers, Everything as a service (IaaS, PaaS), Software as a service. Microservices Architecture - Microservices, Microservices architecture, Microservice deployment.	**9**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Micro project	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Plan the system requirements and recommend a suitable software process model	K3
CO2	Model various software patterns based on system requirements	K3
CO3	Apply testing and maintenance strategies on the developed software product to enhance quality	K3
CO4	Develop a software product based on cost, schedule and risk constraints	K3

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	**3**	**3**	**3**									**3**
CO2	**3**	**3**	**3**									**3**
CO3	**3**	**3**	**3**									**3**
CO4	**3**	**3**	**3**									**3**

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Software Engineering: A practitioner's approach	Roger S. Pressman	McGraw-Hill International edition	8/e, 2014
2	Software Engineering	Ian Sommerville	Addison-Wesley	10/e, 2015
3	Design Patterns, Elements of Reusable Object Oriented Software	Erich Gamma,Richard Helm, Ralph Johnson,John Vlissides	Pearson Education Addison-Wesley	1/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Pankaj Jalote's Software Engineering: With Open Source and GenAI	Pankaj Jalote	Wiley India	1/e, 2024
2	Software Engineering: A Primer	Waman S Jawadekar	Tata McGraw-Hill	1/e, 2008
3	Object-Oriented Modeling and Design with UML	Michael Blaha, James Rumbaugh	Pearson Education.	2/e, 2007
4	Software Engineering Foundations : A Software Science Perspective	Yingux Wang	Auerbach Publications	1/e, 2008
5	Object-Oriented Design and Patterns	Cay Horstmann	Wiley India	2/e, 2005
6	Engineering Software Products: An Introduction to Modern Software Engineering	Ian Sommerville	Pearson Education	1/e, 2020

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://www.youtube.com/watch?v=Z6f9ckEElsU
2	https://www.youtube.com/watch?v=1xUz1fp23TQ
3	http://digimat.in/nptel/courses/video/106105150/L01.html
4	https://www.youtube.com/watch?v=v7KtPLhSMkU

SEMESTER S4

PATTERN RECOGNITION

(Common to CS/CM/CA/AM/CN/CI)

Course Code	**PECST412**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	GAMAT101, GAMAT201, GAMAT301, PCCST303	**Course Type**	Theory

Course Objectives:

1. To introduce a foundational understanding of the fundamental principles, theories, and methods used in pattern recognition.
2. To develop practical skills in implementing pattern recognition algorithms and techniques.

SYLLABUS

Module No.	**Syllabus Description**	**Contact Hours**
1	**Foundations of Pattern Recognition** **Introduction to Pattern Recognition -** Definitions and applications of pattern recognition, Overview of pattern recognition systems **(Text 2, Chapter 1)** **Statistical Pattern Recognition -** Bayes decision theory, Parametric methods: Maximum likelihood estimation, Bayesian estimation **(Text 1, Chapters 1, 2)** **Non-Parametric Methods -** k-Nearest neighbors, Parzen windows **(Text 2,**	**9**

	Chapter 4)	
2	**Feature Extraction and Selection** **Feature Extraction -** Importance of feature extraction, Techniques for feature extraction: PCA, LDA, Feature extraction in image and signal processing **(Text 1, Chapter 3)** **Feature Selection -** Importance of feature selection, Techniques for feature selection: filter methods, wrapper methods, Feature selection criteria **(Text 2, Chapter 6)**	9
3	**Supervised and Unsupervised Learning** **Supervised Learning -** Basics of supervised learning, Linear classifiers: perceptron, logistic regression, Support vector machines (SVM) **(Text 1, Chapter 4)** **Unsupervised Learning -** Basics of unsupervised learning, Clustering techniques: k-means, hierarchical clustering, Gaussian Mixture Models **(GMM) (Text 1, Chapter 9)**	9
4	**Advanced Topics and Applications** **Hidden Markov Models (HMMs) -** Basics of HMMs, HMM for sequence modeling, Applications of HMMs in speech and language processing **(Text 1, Chapter 13)** **Ensemble Methods -** Basics of ensemble methods, Bagging, boosting, and random forests, Applications and case studies **(Text 1, Chapter 14)** **Applications and Case Studies -** Real-world applications of pattern recognition, Case studies in image and speech recognition, Future trends in pattern recognition **(Text 2, Chapter 10)**	9

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Micro project	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand and Explain fundamental Concepts of Pattern Recognition:	**K2**
CO2	Apply Classification and Clustering Techniques:	**K3**
CO3	Implement Feature Extraction and Dimensionality Reduction Techniques	**K3**
CO4	Apply Statistical and Non-Parametric Methods for Pattern Recognition	**K3**
CO5	Develop Solutions for Real-World Pattern Recognition Problems and Analyze Case Studies:	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3		3							3
CO3	3	3	3		3							3
CO4	3	3	3		3							3
CO5	3	3	3			3		3				3

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Pattern Recognition and Machine Learning	Christopher M. Bishop	SPRINGER	1/e, 2009
2	Pattern Classification	Richard Duda, Peter Hart, David Stork	Wiley	2/e, 2007

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	The Nature of Statistical Learning Theory	Vladimir Vapnik	Springer-Verlag New York Inc.	2/e, 2010
2	The Elements of Statistical Learning	Jerome Friedman, Robert Tibshirani, Trevor Hastie	Springer-Verlag New York Inc	9/e, 2017
3	Pattern Recognition	S.Theodoridis and K.Koutroumbas	Academic Press	4/e, 2009

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/117/105/117105101/
2	https://archive.nptel.ac.in/courses/117/105/117105101/
3	https://archive.nptel.ac.in/courses/117/105/117105101/
4	https://archive.nptel.ac.in/courses/117/105/117105101/

SEMESTER 4

FUNCTIONAL PROGRAMMING

(Common to CS/CD/CM/CR/CA/AD/AM/CB/CN/CU/CG)

Course Code	**PECST413**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	GYEST204	**Course Type**	Theory

Course Objectives:

1. To enable the learner write programs in a functional style and reason formally about functional programs;
2. To give the concepts of polymorphism and higher-order functions in Haskell to solve the

SYLLABUS

Module No.	**Syllabus Description**	**Contact Hours**
1	Introducing Functional Programming; Getting Started with Haskell and GHCi; Basic Types and Definitions; Designing and Writing Programs; Data Types, Tuples and Lists. ***[Text Ch. 1, 2, 3, 4, 5]***	**9**
2	Programming with Lists; Defining Functions over Lists; Playing the Game: I/O in Haskell; Reasoning about Programs; ***[Text Ch. 6, 7, 8, 9]***	**9**
3	Generalization: Patterns of Computation; Higher-order Functions; Developing Higher-order Programs; Overloading, Type Classes and Type Checking. ***[Text Ch. 10 11, 12, 13]***	**9**
4	Algebraic Types; Case Study - Huffman Codes; Abstract Data Types; Lazy Programming; Time and Space Behaviour. ***[Text Ch. 15, 16, 17, 20]***	**9**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Write computer programs in a functional style.	**K2**
CO2	Reason formally about functional programs and develop programs using lists.	**K3**
CO3	Use patterns of computation and higher-order functions.	**K3**
CO4	Reason informally about the time and space complexity of programs.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2			3							3
CO2	3	3	3		3							3
CO3	3	3	3		3							3
CO4	3	3	3		3							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	HASKELL : The Craft of Functional Programming	Simon Thompson	Addison Wesley	3/e, 2023

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Thinking Functionally with Haskell	Richard Bird	Cambridge University Press	1/e, 2015
2	Programming in Haskell	Graham Hutton	Cambridge University Press	2/e, 2023
3	Real World Haskell	Bryan O'Sullivan, John Goerzen, Donald Bruce Stewart	O'Reilly	1/e, 2008

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/106/106106137/

SEMESTER 4

CODING THEORY

(Common to CS/CM/AM/CI)

Course Code	**PECST 414**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To introduce students to some of the classical methods in coding theory
2. To give the concept of code construction through the mathematical foundations and examples.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Binary block codes, Minimum distance, Error-detecting capability and error-correcting capability. Linear block codes: Linear block codes, Generator matrix, Parity-check matrix. Dual code, Alternate characterizations of minimum distance for linear block codes, Repetition code, Single-parity-check code, Hamming Code, Bounds on Codes – Singleton Bound, Hamming bound, Gilbert-Varshamov bound, Plotkin bound.	**9**
2	Decoding of linear block codes: Maximum a-posteriori probability (MAP) decoding, Maximum likelihood (ML) decoding, Standard Array Decoding	**8**
3	Cyclic codes: Review of Finite fields, Polynomial description of cyclic codes, generator and check polynomials, Roots of cyclic codes, BCH codes, Reed-solomon codes. Berlekamp-Welch decoding algorithm.	**11**

4	LDPC codes; binary expander codes, Sipser - Spielman decoding algorithm, Introduction to iterative decoding.	**8**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Use algebraic techniques to construct efficient codes.	**K3**
CO2	Identify the parameters of a given code and the quality of a given code.	**K3**
CO3	Solve the problems on the limits on achievable code performance.	**K3**
CO4	Understand the cyclic codes and iterative codes.	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									2
CO2	3	3	3	2								2
CO3	3	3	3	2								2
CO4	3	3	3									2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Coding Theory	Ron M. Roth	Cambridge University Press	1/e, 2006
2	Modern Coding Theory	Tom Richardson, Rudiger Urbanke	Cambridge University Press	1/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Coding Theory	J. H. van Lint	Springer	3/e, 1999
2	Coding Theory, a First Course	S. Ling, C.P. Xiang	Cambridge	1/e, 2004

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://nptel.ac.in/courses/117/108/117108044/
2	https://people.csail.mit.edu/madhu/FT01/course.html

SEMESTER 4

SIGNALS AND SYSTEMS

(Common to CS/CD/CM/CA/AM/CB/CN/CU/CI)

Course Code	PECST 416	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To teach the concept of a Discrete Time (DT) signal
2. To enable the learner to analyze the spectral information of any DT signal and its transformed version.
3. To provide the learner the concepts of a DT system, how it behaves to an arbitrary input, and also to analyze the behaviour of a given DT system based on z-transform

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**1D Signals** - A general introduction to real time signals - CT and DT signals, Sinusoids, Spectrum representation, Sampling and Aliasing (Concept only), Analog frequency and Digital frequency. Elementary sequences- Real Sinusoidal Sequences, Complex Exponential Sequences. - Unit impulse, step and ramp sequences, Representation of discrete time signals- (Graphical representation, Functional representation, Sequence representation) **Properties of DT Signals -** Even and Odd, Periodic and non periodic signal, Energy and Power signals. Periodicity and Symmetry property of DT signals, support of sequences, Bounded Sequences. **Operations on Signals -** Time shifting (Translation), Time Reversal (Reflection), Time scaling - Upsampling and downsampling	8

	DTFS - Determining the Fourier-Series Representation of a Sequence, Properties of Discrete-Time Fourier Series - Linearity, Translation (Time Shifting) , Modulation (Frequency Shifting), Reflection (Time Reversal), Conjugation, Duality, Multiplication, Parseval's Relation, Even/Odd symmetry, Real sequence. (Practice of Visualization of a discrete time signal and operations on the DT signal using python. Demonstration of sampling and reconstruction using Python/Matlab.)	
2	Discrete-Time Fourier Transform for Aperiodic Sequences - Properties of the Discrete-Time Fourier Transform (Periodicity, Linearity, Translation (Time Shifting), Modulation (Frequency-Domain Shifting), Conjugation, Time Reversal, Convolution, Multiplication, Frequency-Domain Differentiation, Differencing, Parseval's theorem, Even/Odd symmetry, real sequences) DTFT of periodic sequences - Frequency Spectra of Sequences, Bandwidth of Sequences, Energy density spectra, Characterizing LTI Systems Using the Fourier Transform.	**10**
3	Discrete time systems - Block diagram representation and mathematical representation of discrete-time systems-Some common elements of Discrete-time systems (adder, constant multiplier, signal multiplier, unit delay, unit advance), Recursive DT systems and non recursive discrete time systems, Relaxed system, Linearity and time invariance property of a DT system. Discrete time LTI systems - Discrete time convolution, Properties of Convolution, Characterizing LTI Systems and Convolution - Impulse response of an LTI system, Difference equation, Properties of an LTI system - Causality, Memory, Invertibility, BIBO Stability, Eigen Sequences/ eigen functions for discrete-Time LTI Systems.	**9**
4	**Z transform** - motivation for z transform, Relationship Between z Transform and Discrete-Time Fourier Transform, Region of Convergence for the z Transform. Properties of z transform - Translation (Time Shifting), Complex Modulation (z-Domain Scaling), Conjugation, Time Reversal, Upsampling (Time Expansion, Downsampling, Convolution, z-Domain Differentiation, Differencing, Initial and Final Value Theorems Determination of the Inverse z Transform LTI systems and difference equations, Characterizing LTI systems using z	**9**

	transform, Transfer function of an LTI system. Solving Difference Equations Using the Unilateral z Transform Block Diagram Representation of Discrete-Time LTI Systems, Interconnection of LTI systems.	

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Demonstrate the concept and different types of DT signals and the effect of different operations on the signals.	**K2**
CO2	Explain how DTFS can be used to represent a periodic DT signal.	**K2**
CO3	Apply the concept of DTFT for an aperiodic signal to determine the frequency spectrum.	**K3**
CO4	Utilize the properties of a DT system based on its impulse response and z transform.	**K3**
CO5	Identify the response of a DT LTI system to an arbitrary input sequence.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3	3								3
CO3	3	3	2	2								3
CO4	3	3	3	3								3
CO5	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Signals and Systems	Michael D. Adams	University of Victoria, British Columbia, Canada	3/e 2020
2	Signals and systems	Barry Van Veen, Simon Haykins	Wiley	2/e, 2007
3	Signals and systems	A Nagoor Khani	McGraw Hill	2/e, 2022

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fundamentals of Signals and Systems Using the Web and MATLAB	Edward W. Kamen, Bonnie S Heck	Pearson	3/e, 2014

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/108/104/108104100/
2	https://archive.nptel.ac.in/courses/108/106/108106163/

SEMESTER 4

SOFT COMPUTING

(Common to CS/CD/CM/CR/CA/AD/AI/AM/CB/CN/CI)

Course Code	**PECST417**	**CIE Marks**	40
Teaching Hours/Week (L:T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To give exposure on soft computing, various types of soft computing techniques, and applications of soft computing
2. To impart solid foundations on Neural Networks, its architecture, functions and various algorithms involved, Fuzzy Logic, various fuzzy systems and their functions, and Genetic algorithms, its applications and advances.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Soft Computing. Difference between Hard Computing & Soft Computing. Applications of Soft Computing. Artificial Neurons Vs Biological Neurons. Basic models of artificial neural networks – Connections, Learning, Activation Functions. McCulloch and Pitts Neuron. Hebb network, Perceptron Networks– Learning rule, Training and testing algorithm. Adaptive Linear Neuron– Architecture, Training and testing algorithm.	10
2	Fuzzy logic, Fuzzy sets – Properties, Fuzzy membership functions, Features of Fuzzy membership functions. operations on fuzzy set. Linguistic variables, Linguistic hedges Fuzzy Relations, Fuzy If-Then Rules, Fuzzification, Defuzzification– Lamda cuts, Defuzzification methods. Fuzzy Inference mechanism - Mamdani and Sugeno types.	9
3	Evolutionary Computing, Terminologies of Evolutionary Computing, Concepts of genetic algorithm. Operators in genetic algorithm - coding,	8

	selection, cross over, mutation. Stopping condition for genetic algorithm.	
4	Multi-objective optimization problem. Principles of Multi- objective optimization, Dominance and pareto-optimality. Optimality conditions. Collective Systems, Biological Self-Organization, Particle Swarm Optimization, Ant Colony Optimization, Swarm Robotics.	9

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe the techniques used in soft computing and outline the fundamental models of artificial neural networks	K2
CO2	Solve practical problems using neural networks	K3
CO3	Illustrate the operations, model, and applications of fuzzy logic.	K3
CO4	Illustrate the concepts of evolutionary algorithms such as Genetic Algorithm	K3
CO5	Describe the concepts of multi-objective optimization models and collective systems.	K2

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	**3**	**3**	**3**									**3**
CO2	**3**	**3**	**2**	**2**								**3**
CO3	**3**	**3**	**3**	**2**								**3**
CO4	**3**	**3**	**2**	**2**								**3**
CO5	**3**	**3**	**3**									**3**

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Principles of Soft Computing	S.N.Sivanandam, S.N. Deepa	John Wiley & Sons.	3/e, 2018
2	Multi-objective Optimization using Evolutionary Algorithms	Kalyanmoy Deb,	John Wiley & Sons	1/e, 2009
3	Computational intelligence: synergies of fuzzy logic, neural networks and evolutionary computing.	Siddique N, Adeli H.	John Wiley & Sons	1/e, 2013
4	Bio-inspired artificial intelligence: theories, methods, and technologies.	Floreano D, Mattiussi C.	MIT press; 2008 Aug 22.	1/e, 2023

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fuzzy Logic with Engineering Applications	Timothy J Ross,	John Wiley & Sons,	3/e, 2011
2	Neural Networks, Fuzzy Logic & Genetic Algorithms Synthesis and Applications	T.S.Rajasekaran, G.A.Vijaylakshmi Pai	Prentice-Hall India	1/e, 2003
3	Neural Networks- A Comprehensive Foundation	Simon Haykin	Pearson Education	2/e, 1997
4	Fuzzy Set Theory & Its Applications	Zimmermann H. J,	Allied Publishers Ltd.	4/e, 2001

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/105/106105173/

SEMESTER S4

VLSI DESIGN

(Common to CS/CN/CI)

Course Code	**PECST415**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	5/3	**Exam Hours**	2Hr. 30 Mins.
Prerequisites (if any)	GAEST305	**Course Type**	Elective

Course Objectives:

1. To impart the key concepts of MOS technology including characteristics of CMOS and its application in digital VLSI circuits to design basic CMOS logic gates.
2. To impart the key concepts of Integrated Circuit Design and introduce various design flows.
3. To equip the learner to implement both combinational and sequential logic circuits using both semi-custom and FPGA design flow.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**CMOS Fundamentals for Digital VLSI Design :** CPN junction, MOS transistor theory and operation, PMOS, NMOS, CMOS, CMOS Inverter, Voltage Transfer Curve, CMOS logic gates, Tristate Inverter, Tristate buffer. Combinational Circuits Timing - Rise Time, Fall time, Propagation Delay. Introduction to sequential logic circuits, flip-flops and latches, Timing analysis - Set-up time, Hold Time, Propagation Delay, Frequency of Operation, Static and Dynamic Timing Analysis, Pipelining	9
2	**Introduction to Integrated Circuits (ICs):** CMOS fabrication process overview- Photolithography, Structure of an Integrated Circuit, Types of Design flow - Custom design, Semi-custom design, array based design. A System Perspective, Hardware – Software	9

	Partitioning, example Video compression, Functional Specification to RTL, Behavioural Synthesis.	
3	**Semi-custom Design flow** Abstraction in VLSI Design Flow- Gajski-Kuhn's Y-chart, Hardware design using hardware description Languages, Design Verification- Simulation using Testbench, Property Checking, Equivalence Checking, Static Timing Analysis, Logic Synthesis, Physical Design- Min-cut Partitioning, Floor plan- , Global and Detailed Placement, Global and Detailed Routing, Micro project*	**9**
4	**Finite State Machines (FSMs):** Mealy and Moore models. Verilog HDL Design and implementation of RISC stored programmed Machine. **Field Programmable Gate Arrays (FPGAs)** : FPGA Architecture-Programming Technology, Programmable logical blocks, Programmable Interconnects, Programmable I/O blocks, FPGA Design Flow, SoC Design on FPGA, Micro project*.	**9**

** Micro-project on FPGA / Semi-Custom Flow.*

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Internal Ex	Evaluate	Analyse	Total
5	**15**	**10**	**10**	**40**

Criteria for Evaluation (Evaluate and Analyse): 20 marks

- Ability to capture the specification and ability for RTL coding,
- Ability to analyze the circuit for resource utilization such as area consumption and power consumption. Analyze the circuit for timing violations. Optimize performance.

End Semester Examination Marks (ESE):

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	2 questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 3 sub divisions. Each question carries 9 marks. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Utilize the MOS Circuits and design basic circuits using CMOS.	**K3**
CO2	Explain IC design flow and design a system using hardware software co-design strategy.	**K3**
CO3	Design, simulate and implement systems design in HDL using semi-custom flow.	**K4**
CO4	Design, simulate and implement digital systems using programmable devices.	**K4**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3		3							3
CO2	3	3	3		3							3
CO3	3	3	3		3							3
CO4	3	3	3		3							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to VLSI Design Flow	Sneh Saurabh	Cambridge University Press	1/e, 2023
2	Digital Integrated Circuits: A Design Perspective.	Jan M. Rabaey, Anantha P. Chandrakasan, Borivoje Nikolic	Pearson Education	2/e, 2003
2	Digital Systems Design Using Verilog	Charles H. Roth Jr., Lizy Kurian John, Beyeong Kil Lee,	CL Engineering	1/e, 2015
3	Advanced Digital Design with the Verilog HDL	Micahel D. Ciletti	Pearson	2/e, 2017

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Digital Design and Computer Architecture - RISC-V Edition	Sarah L. Harris, David Harris	Morgan Kaufmann	1/e, 2022
2	Digital Design: With an Introduction to the Verilog HDL	M. Morris Mano, Michael D. Ciletti	Pearson India	5/e, 2012
3	Verilog HDL – A guide to digital design & Synthesis	Samir Palnitkar	Pearson	2/e, 2003
4	FPGA Based System Design	Wayne Wolf	Pearson	1/e, 2004
5	Embedded Core Design with FPGAs	Zainalabedin Navabi	McGraw-Hill	1/e, 2006

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	Introduction to Digital VLSI Design Flow, Introduction to Digital VLSI Design Flow, IIT Guwahati https://nptel.ac.in/courses/106103116
2	Introduction to VLSI Design by Prof. S. Srinivasan , IIT Madras, https://nptel.ac.in/courses/117106092
3	VLSI Physical Design by Prof. Indranil Sengupta, IIT Kharagpur, https://onlinecourses.nptel.ac.in/noc21_cs12/preview
4	Digital System Design using PLDs and FPGAs , Prof. Kuruvilla Varghese from IISc Bangalore https://archive.nptel.ac.in/courses/117/108/117108040/

SEMESTER 4

ADVANCED DATA STRUCTURES

(Common to CS/CD/CM/CA/AM/CB/CN/CC/CU/CI/CG)

Course Code	**PECST495**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	5/3	**Exam Hours**	2Hrs. 30 Min.
Prerequisites (if any)	PCCST303	**Course Type**	Theory

Course Objectives:

1. To equip students with comprehensive knowledge of advanced data structures utilized in cutting-edge areas of computer science, including database management, cyber security, information retrieval, and networked systems.
2. To prepare students to address challenges in emerging fields of computer science by applying advanced data structures to practical, real-world problems.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Foundational Data Structures-** Overview of Arrays and Linked Lists, implementation of pointers and objects, Representing rooted trees, Hashing - Hash Tables, Hash functions, Cuckoo Hashing; Bloom Filters - Count-Min Sketch, Applications to Networks - Click Stream Processing using Bloom Filters, Applications to Data Science - Heavy Hitters and count-min structures.	9
2	**Advanced Tree Data Structures** - Balanced Trees - AVL Trees (review), Red-Black Trees, Suffix Trees and Arrays, Segment Trees, Heaps and Related Structures – Binomial heap, Fibonacci Heaps, Merkle Trees, Applications to information Retrieval and WWW - AutoComplete using Tries.	9

3	**Specialized Data Structures** - Spatial Data Structures – Quadtree, K-D Trees (k-dimensional tree); R-trees; Temporal Data Structures- Persistence, Retroactivity; Search and Optimization Trees – Skip List, Tango Trees; Applications to Data Science - Approximate nearest neighbor search, Applications to information Retrieval and WWW, Posting List intersection.	**9**
4	**Data Structure applications -** Distributed and Parallel Data Structures - Distributed Hash Tables (DHTs); Consistent Hashing; Distributed BST; Data Compression and Transformations - Burrows-Wheeler Transform; Histogram; Wavelet Trees; Cryptographic Applications – Hashing.	**9**

Course Assessment Method

(CIE: 40 marks,ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Internal Ex	Evaluate	Analyse	Total
5	**15**	**10**	**10**	**40**

Criteria for Evaluation (Evaluate and Analyze): 20 marks

Implement various real world problems using multiple suitable data structures and compare the performance.

End Semester Examination Marks (ESE):

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	2 questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 3 subdivisions. Each question carries 9 marks. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Implement and use arrays, linked lists, rooted trees and hashing techniques in various programming scenarios.	**K3**
CO2	Design and implement advanced tree data structures for information retrieval.	**K3**
CO3	Use spatial and temporal data structures in data science problems.	**K3**
CO4	Analyze data structures in special scenarios such as distributed, parallel and data compression areas.	**K5**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	2	3						2	3
CO2	3	3	3	3	3						2	3
CO3	3	3	3	3	3						2	3
CO4	3	3	3	3	3						2	2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Advanced Data Structures: Theory and Applications	Suman Saha, Shailendra Shukla	CRC Press	1/e, 2019
2	Advanced Data Structures	Peter Brass	Cambridge University Press	1/e, 2008
3	Introduction to Algorithms	Thomas H Cormen, Charles E Leiserson, Ronald L Rivest, Clifford Stein	MIT Press	4/e, 2022
4	Fundamentals of Computer Algorithms	Ellis Horowitz, SatrajSahani and Rajasekharam	University Press	2/e, 2009
5	Advanced Data Structures	Reema Thareja, S. Rama Sree	Oxford University Press	1/e, 2018
6	Data Structures and Algorithm Analysis in C++,	Mark Allen Weiss	Pearson	2/e, 2004.
7	Design and Analysis of Algorithms	M T Goodrich, Roberto Tamassia	Wiley	1/e, 2021

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://web.stanford.edu/class/cs166/

SEMESTER S4

ECONOMICS FOR ENGINEERS

(Common to All Branches)

Course Code	UCHUT346	CIE Marks	50
Teaching Hours/Week (L: T:P: R)	2:0:0:0	ESE Marks	50
Credits	2	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. Understanding of finance and costing for engineering operation, budgetary planning and control
2. Provide fundamental concept of micro and macroeconomics related to engineering industry
3. Deliver the basic concepts of Value Engineering.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Basic Economics Concepts - Basic economic problems – Production Possibility Curve – Utility – Law of diminishing marginal utility – Law of Demand - Law of supply – Elasticity - measurement of elasticity and its applications – Equilibrium- Changes in demand and supply and its effects Production function - Law of variable proportion – Economies of Scale – Internal and External Economies – Cobb-Douglas Production Function	6
2	Cost concepts – Social cost, private cost – Explicit and implicit cost – Sunk cost - Opportunity cost - short run cost curves - Revenue concepts Firms and their objectives – Types of firms – Markets - Perfect Competition	6

	– Monopoly - Monopolistic Competition - Oligopoly (features and equilibrium of a firm)	
3	Monetary System – Money – Functions - Central Banking –Inflation - Causes and Effects – Measures to Control Inflation - Monetary and Fiscal policies – Deflation Taxation – Direct and Indirect taxes (merits and demerits) - GST National income – Concepts - Circular Flow – Methods of Estimation and Difficulties - Stock Market – Functions- Problems faced by the Indian stock market-Demat Account and Trading Account – Stock market Indicators- SENSEX and NIFTY	**6**
4	Value Analysis and value Engineering - Cost Value, Exchange Value, Use Value, Esteem Value - Aims, Advantages and Application areas of Value Engineering - Value Engineering Procedure - Break-even Analysis - Cost- Benefit Analysis - Capital Budgeting - Process planning	**6**

Course Assessment Method
(CIE: 50 marks, ESE: 50 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Micro project	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
10	15	12.5	12.5	50

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• Minimum 1 and Maximum 2 Questions from each module. • Total of 6 Questions, each carrying 3 marks **(6x3 =18marks)**	• 2 questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 2 sub divisions. • Each question carries 8 marks. **(4x8 = 32 marks)**	**50**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the fundamentals of various economic issues using laws and learn the concepts of demand, supply, elasticity and production function.	**K2**
CO2	Develop decision making capability by applying concepts relating to costs and revenue, and acquire knowledge regarding the functioning of firms in different market situations.	**K3**
CO3	Outline the macroeconomic principles of monetary and fiscal systems, national income and stock market.	**K2**
CO4	Make use of the possibilities of value analysis and engineering, and solve simple business problems using break even analysis, cost benefit analysis and capital budgeting techniques.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	-	-	-	-	-	1	-	-	-	-	1	-
CO2	-	-	-	-	-	1	1	-	-	-	1	-
CO3	-	-	-	-	1	-	-	-	-	-	2	-
CO4	-	-	-	-	1	1	-	-	-	-	2	-

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Managerial Economics	Geetika, Piyali Ghosh and Chodhury	Tata McGraw Hill,	2015
2	Engineering Economy	H. G. Thuesen, W. J. Fabrycky	PHI	1966
3	Engineering Economics	R. Paneerselvam	PHI	2012

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Engineering Economy	Leland Blank P.E, Anthony Tarquin P. E.	Mc Graw Hill	7TH Edition
2	Indian Financial System	Khan M. Y.	Tata McGraw Hill	2011
3	Engineering Economics and analysis	Donald G. Newman, Jerome P. Lavelle	Engg. Press, Texas	2002
4	Contemporary Engineering Economics	Chan S. Park	Prentice Hall of India Ltd	2001

SEMESTER S3/S4

ENGINEERING ETHICS AND SUSTAINABLE DEVELOPMENT

Course Code	**UCHUT347**	**CIE Marks**	50
Teaching Hours/Week (L: T:P: R)	2:0:0:0	**ESE Marks**	50
Credits	2	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. Equip with the knowledge and skills to make ethical decisions and implement gender-sensitive practices in their professional lives.
2. Develop a holistic and comprehensive interdisciplinary approach to understanding engineering ethics principles from a perspective of environment protection and sustainable development.
3. Develop the ability to find strategies for implementing sustainable engineering solutions.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Fundamentals of ethics** - Personal vs. professional ethics, Civic Virtue, Respect for others, **Profession and Professionalism,** Ingenuity, diligence and responsibility, Integrity in design, development, and research domains, Plagiarism, a balanced outlook on law - challenges - case studies, **Technology and digital revolution**-Data, information, and knowledge, Cybertrust and cybersecurity, Data collection & management, **High technologies: connecting people and places**-accessibility and social impacts, **Managing conflict**, Collective bargaining, **Confidentiality**, Role of confidentiality in moral integrity, **Codes of Ethics**. **Basic concepts in Gender Studies** - sex, gender, sexuality, gender	**6**

	spectrum: beyond the binary, gender identity, gender expression, gender stereotypes, **Gender disparity and discrimination in education**, employment and everyday life, History of women in Science & Technology, Gendered technologies & innovations**, Ethical values and practices in connection with gender** - equity, diversity & gender justice, **Gender policy and women/transgender empowerment initiatives.**	
2	**Introduction to Environmental Ethics:** Definition, importance and historical development of environmental ethics, key philosophical theories (anthropocentrism, biocentrism, ecocentrism). **Sustainable Engineering Principles:** Definition and scope, triple bottom line (economic, social and environmental sustainability), life cycle analysis and sustainability metrics. **Ecosystems and Biodiversity:** Basics of ecosystems and their functions, Importance of biodiversity and its conservation, Human impact on ecosystems and biodiversity loss, An overview of various ecosystems in Kerala/India, and its significance. **Landscape and Urban Ecology:** Principles of landscape ecology, Urbanization and its environmental impact, Sustainable urban planning and green infrastructure.	**6**
3	**Hydrology and Water Management:** Basics of hydrology and water cycle, Water scarcity and pollution issues, Sustainable water management practices, Environmental flow, disruptions and disasters. **Zero Waste Concepts and Practices:** Definition of zero waste and its principles, Strategies for waste reduction, reuse, reduce and recycling, Case studies of successful zero waste initiatives. **Circular Economy and Degrowth:** Introduction to the circular economy model, Differences between linear and circular economies, degrowth principles, Strategies for implementing circular economy practices and degrowth principles in engineering. **Mobility and Sustainable Transportation:** Impacts of transportation on the environment and climate, Basic tenets of a Sustainable Transportation design, Sustainable urban mobility solutions, Integrated mobility systems, E-Mobility, Existing and upcoming models of sustainable mobility solutions.	**6**
4	**Renewable Energy and Sustainable Technologies:** Overview of renewable energy sources (solar, wind, hydro, biomass), Sustainable technologies in	**6**

	energy production and consumption, Challenges and opportunities in renewable energy adoption. **Climate Change and Engineering Solutions:** Basics of climate change science, Impact of climate change on natural and human systems, Kerala/India and the Climate crisis, Engineering solutions to mitigate, adapt and build resilience to climate change. **Environmental Policies and Regulations:** Overview of key environmental policies and regulations (national and international), Role of engineers in policy implementation and compliance, Ethical considerations in environmental policy-making. **Case Studies and Future Directions:** Analysis of real-world case studies, Emerging trends and future directions in environmental ethics and sustainability, Discussion on the role of engineers in promoting a sustainable future.	

Course Assessment Method
(CIE: 50 marks , ESE: 50)

Continuous Internal Evaluation Marks (CIE):

Continuous internal evaluation will be based on individual and group activities undertaken throughout the course and the portfolio created documenting their work and learning. The portfolio will include reflections, project reports, case studies, and all other relevant materials.

- The students should be grouped into groups of size 4 to 6 at the beginning of the semester. These groups can be the same ones they have formed in the previous semester.
- Activities are to be distributed between 2 class hours and 3 Self-study hours.
- The portfolio and reflective journal should be carried forward and displayed during the 7th Semester Seminar course as a part of the experience sharing regarding the skills developed through various courses.

Sl. No.	Item	Particulars	Group/Individual (G/I)	Marks
1	Reflective Journal	Weekly entries reflecting on what was learned, personal insights, and how it can be applied to local contexts.	I	5
2	Micro project (Detailed documentation of the project, including methodologies, findings, and reflections)	1 a) Perform an Engineering Ethics Case Study analysis and prepare a report 1 b) Conduct a literature survey on ‘Code of Ethics for Engineers’ and prepare a sample code of ethics	G	8
		2. Listen to a TED talk on a Gender-related topic, do a literature survey on that topic and make a report citing the relevant papers with a specific analysis of the Kerala context	G	5
		3. Undertake a project study based on the concepts of sustainable development* - Module II, Module III & Module IV	G	12
3	Activities	2. One activity* each from Module II, Module III & Module IV	G	15
4	Final Presentation	A comprehensive presentation summarising the key takeaways from the course, personal reflections, and proposed future actions based on the learnings.	G	5
		Total Marks		**50**

*Can be taken from the given sample activities/projects

Evaluation Criteria:

- **Depth of Analysis**: Quality and depth of reflections and analysis in project reports and case studies.
- **Application of Concepts**: Ability to apply course concepts to real-world problems and local contexts.
- **Creativity**: Innovative approaches and creative solutions proposed in projects and reflections.
- **Presentation Skills**: Clarity, coherence, and professionalism in the final presentation.

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Develop the ability to apply the principles of engineering ethics in their professional life.	**K3**
CO2	Develop the ability to exercise gender-sensitive practices in their professional lives	**K4**
CO3	Develop the ability to explore contemporary environmental issues and sustainable practices.	**K5**
CO4	Develop the ability to analyse the role of engineers in promoting sustainability and climate resilience.	**K4**
CO5	Develop interest and skills in addressing pertinent environmental and climate-related challenges through a sustainable engineering approach.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1						3	2	3	3	2		2
CO2		1				3	2	3	3	2		2
CO3						3	3	2	3	2		2
CO4		1				3	3	2	3	2		2
CO5						3	3	2	3	2		2

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Ethics in Engineering Practice and Research	Caroline Whitbeck	Cambridge University Press & Assessment	2nd edition & August 2011
2	Virtue Ethics and Professional Roles	Justin Oakley	Cambridge University Press & Assessment	November 2006
3	Sustainability Science	Bert J. M. de Vries	Cambridge University Press & Assessment	2nd edition & December 2023
4	Sustainable Engineering Principles and Practice	Bhavik R. Bakshi,	Cambridge University Press & Assessmen	2019
5	Engineering Ethics	M Govindarajan, S Natarajan and V S Senthil Kumar	PHI Learning Private Ltd, New Delhi	2012
6	Professional ethics and human values	RS Naagarazan	New age international (P) limited New Delhi	2006.
7	Ethics in Engineering	Mike W Martin and Roland Schinzinger,	Tata McGraw Hill Publishing Company Pvt Ltd, New Delhi	4" edition, 2014

Suggested Activities/Projects:

Module-II

- Write a reflection on a local environmental issue (e.g., plastic waste in Kerala backwaters or oceans) from different ethical perspectives (anthropocentric, biocentric, ecocentric).
- Write a life cycle analysis report of a common product used in Kerala (e.g., a coconut, bamboo or rubber-based product) and present findings on its sustainability.
- Create a sustainability report for a local business, assessing its environmental, social, and economic impacts
- Presentation on biodiversity in a nearby area (e.g., a local park, a wetland, mangroves, college campus etc) and propose conservation strategies to protect it.
- Develop a conservation plan for an endangered species found in Kerala.
- Analyze the green spaces in a local urban area and propose a plan to enhance urban ecology using native plants and sustainable design.
- Create a model of a sustainable urban landscape for a chosen locality in Kerala.

Module-III

- Study a local water body (e.g., a river or lake) for signs of pollution or natural flow disruption and suggest sustainable management and restoration practices.
- Analyse the effectiveness of water management in the college campus and propose improvements - calculate the water footprint, how to reduce the footprint, how to increase supply through rainwater harvesting, and how to decrease the supply-demand ratio
- Implement a zero waste initiative on the college campus for one week and document the challenges and outcomes.
- Develop a waste audit report for the campus. Suggest a plan for a zero-waste approach.
- Create a circular economy model for a common product used in Kerala (e.g., coconut oil, cloth etc).
- Design a product or service based on circular economy and degrowth principles and present a business plan.
- Develop a plan to improve pedestrian and cycling infrastructure in a chosen locality in Kerala

Module-IV

- Evaluate the potential for installing solar panels on the college campus including cost-benefit analysis and feasibility study.
- Analyse the energy consumption patterns of the college campus and propose sustainable alternatives to reduce consumption - What gadgets are being used? How can we reduce demand using energy-saving gadgets?
- Analyse a local infrastructure project for its climate resilience and suggest improvements.
- Analyse a specific environmental regulation in India (e.g., Coastal Regulation Zone) and its impact on local communities and ecosystems.
- Research and present a case study of a successful sustainable engineering project in Kerala/India (e.g., sustainable building design, water management project, infrastructure project).
- Research and present a case study of an unsustainable engineering project in Kerala/India highlighting design and implementation faults and possible corrections/alternatives (e.g., a housing complex with water logging, a water management project causing frequent floods, infrastructure project that affects surrounding landscapes or ecosystems).

SEMESTER S4

OPERATING SYSTEMS LAB

(Common to CS/CD/CM/CR/CA/AI/CB/CN/CC/CU/CI/CG)

Course Code	**PCCSL407**	**CIE Marks**	50
Teaching Hours/Week (L: T:P: R)	0:0:3:0	**ESE Marks**	50
Credits	2	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	GYEST204	**Course Type**	Lab

Course Objectives:

1. To familiarize various Linux commands related to Operating systems.
2. To give practical experience for learners on implementing different functions of Operating systems such as process management, memory management, and disk management.

Expt. No.	Experiments
1	Familiarisation with basic Linux programming commands: ps, strace, gdb, strings, objdump, nm, file, od, xxd, time, fuser, top
2	Use /**proc** file system to gather basic information about your machine: (a) Number of CPU cores (b) Total memory and the fraction of free memory (c) Number of processes currently running. (d) Number of processes in the running and blocked states. (e) Number of processes forked since the last bootup. How do you compare this value with the one in (c) above? (f) The number of context switches performed since the last bootup for a particular process.
3	Write a simple program to print the system time and execute it. Then use the /**proc** file system to determine how long this program (in the strict sense, the corresponding process)

	ran in user and kernel modes.
4	Create a new process using a **fork** system call. Print the parent and child process IDs. Use the **pstree** command to find the process tree for the child process starting from the **init** process.
5	Write a program to add two integers (received via the command line) and compile it to an executable named “**myadder**”. Now write another program that creates a new process using a **fork** system call. Make the child process add two integers by replacing its image with the “**myadder**” image using **execvp** system call.
6	Create a new process using a **fork** system call. The child process should print the string “**PCCSL407**” and the parent process should print the string “**Operating Systems Lab**”. Use a **wait** system call to ensure that the output displayed is “**PCCSL407 Operating Systems Lab**”
7	**Inter-process Communication (https://www.linuxdoc.org/LDP/lpg/node7.html)** (a) Using Pipe – Evaluate the expression $\sqrt{b^2 - 4ac}$. The first process evaluates b^2. The second process evaluates $4ac$ and sends it to the first process which evaluates the final expression and displays it. (b) Using Message Queue - The first process sends a string to the second process. The second process reverses the received string and sends it back to the first process. The first process compares the original string and the reversed string received from the second one and then prints whether the string is a palindrome or not. (c) Using Shared Memory - The first process sends three strings to the second process. The second process concatenates them to a single string (with whitespace being inserted between the two individual strings) and sends it back to the first process. The first process prints the concatenated string in the flipped case, that is if the concatenated string is “**Hello S4 Students**”, the final output should be “**hELLO s4 sTUDENTS**”
8	Write a multithreaded program that calculates the mean, median, and standard deviation for a list of integers. This program should receive a series of integers on the command line and will then create three separate worker threads. The first thread will determine the mean value, the second will determine the median and the third will calculate the standard deviation of the integers. The variables representing the mean, median, and standard deviation values will be stored globally. The worker threads will set these values, and the

	parent thread will output the values once the workers have exited.
9	Input a list of processes, their CPU burst times (integral values), arrival times, and priorities. Then simulate FCFS, SRTF, non-preemptive priority (a larger priority number implies a higher priority), and RR (quantum = 3 units) scheduling algorithms on the process mix, determining which algorithm results in the minimum average waiting time (over all processes).
10	Use semaphores to solve the readers-writers problem with writers being given priority over readers.
11	Obtain a (deadlock-free) process mix and simulate the banker's algorithm to determine a safe execution sequence.
12	Obtain a process mix and determine if the system is deadlocked.
13	Implement the deadlock-free semaphore-based solution for the dining philosopher's problem.
14	Simulate the address translation in the paging scheme as follows: The program receives three command line arguments in the order ● size of the virtual address space (in megabytes) ● page size (in kilobytes) ● a virtual address (in decimal notation) The output should be the physical address corresponding to the virtual address in <frame number, offset> format. You may assume that the page table is implemented as an array indexed by page numbers. (NB: If the page table has no index for the page number determined from the virtual address, you may just declare a page table miss!)
15	Simulate the FIFO, LRU, and optimal page-replacement algorithms as follows: First, generate a random page-reference string where page numbers range from 0 to 9. Apply the random page-reference string to each algorithm, and record the number of page faults incurred by each algorithm. Assume that demand paging is used. The length of the reference string and the number of page frames (varying from 1 to 7) are to be received as command line arguments.
16	Simulate the SSTF, LOOK, and CSCAN disk-scheduling algorithms as follows: Your program will service a disk with 5,000 cylinders numbered 0 to 4,999. The program will generate a random series of 10 cylinder requests and service them according to each of the algorithms listed earlier. The program will be passed the initial position of the disk head

	(as a parameter on the command line) and will report the total number of head movements required by each algorithm.

Course Assessment Method

(CIE: 50 marks, ESE: 50 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Preparation/Pre-Lab Work experiments, Viva and Timely completion of Lab Reports / Record (Continuous Assessment)	Internal Examination	Total
5	25	20	50

End Semester Examination Marks (ESE):

Procedure/ Preparatory work/Design/ Algorithm	Conduct of experiment/ Execution of work/ troubleshooting/ Programming	Result with valid inference/ Quality of Output	Viva voce	Record	Total
10	15	10	10	5	50

- ***Submission of Record: Students shall be allowed for the end semester examination only upon submitting the duly certified record.***
- ***Endorsement by External Examiner:*** *The external examiner shall endorse the record*

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Illustrate the use of various systems calls in Operating Systems.	**K3**
CO2	Implement process creation and inter-process communication in Operating Systems	**K3**
CO3	Compare the performance of various CPU scheduling algorithms	**K4**
CO4	Compare the performance of various disk scheduling algorithms	**K4**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO- PO Mapping (Mapping of Course Outcomes with Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3				3				3
CO2	3	3	3	3				3				3
CO3	3	3	3	3				3				3
CO4	3	3	3	3				3				3
CO5	3	3	3	3				3				3

1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Operating Systems: Three Easy Pieces	Andrea Arpaci-Dusseau, Remzi Arpaci-Dusseau	CreateSpace	1/e, 2018
2	Linux Kernel Development	Robert Love	Pearson	3/e, 2018
3	Unix Network Programming - Volume 2: Interprocess Communications	Richard Stevens	Prentice Hall	2/e, 1999

Reference Books/Websites				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	The Design of the UNIX Operating System	Maurice J. Bach	Prentice Hall of India	1/e, 1994
2	The Little Book of Semaphores	Allen B. Downey	Green Tea Press	1/e, 2016

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/105/106105214/
2	https://www.youtube.com/playlist?list=PLDW872573QAb4bj0URobvQTD41IV6gRkx

Continuous Assessment (25 Marks)

1. **Preparation and Pre-Lab Work (7 Marks)**

    - Pre-Lab Assignments: Assessment of pre-lab assignments or quizzes that test understanding of the upcoming experiment.
    - Understanding of Theory: Evaluation based on students' preparation and understanding of the theoretical background related to the experiments.

2. **Conduct of Experiments (7 Marks)**

    - Procedure and Execution: Adherence to correct procedures, accurate execution of experiments, and following safety protocols.
    - Skill Proficiency: Proficiency in handling equipment, accuracy in observations, and troubleshooting skills during the experiments.
    - Teamwork: Collaboration and participation in group experiments.

3. **Lab Reports and Record Keeping (6 Marks)**

    - Quality of Reports: Clarity, completeness and accuracy of lab reports. Proper documentation of experiments, data analysis and conclusions.
    - Timely Submission: Adhering to deadlines for submitting lab reports/rough record and maintaining a well-organized fair record.

4. **Viva Voce (5 Marks)**

    - Oral Examination: Ability to explain the experiment, results and underlying principles during a viva voce session.

Final Marks Averaging: The final marks for preparation, conduct of experiments, viva, and record are the average of all the specified experiments in the syllabus.

Evaluation Pattern for End Semester Examination (50 Marks)

1. **Procedure/Preliminary Work/Design/Algorithm (10 Marks)**

    - Procedure Understanding and Description: Clarity in explaining the procedure and understanding each step involved.

- Preliminary Work and Planning: Thoroughness in planning and organizing materials/equipment.
- Algorithm Development: Correctness and efficiency of the algorithm related to the experiment.
- Creativity and logic in algorithm or experimental design.

2. Conduct of Experiment/Execution of Work/Programming (15 Marks)

- Setup and Execution: Proper setup and accurate execution of the experiment or programming task.

3. Result with Valid Inference/Quality of Output (10 Marks)

- Accuracy of Results: Precision and correctness of the obtained results.
- Analysis and Interpretation: Validity of inferences drawn from the experiment or quality of program output.

4. Viva Voce (10 Marks)

- Ability to explain the experiment, procedure results and answer related questions
- Proficiency in answering questions related to theoretical and practical aspects of the subject.

5. Record (5 Marks)

- Completeness, clarity, and accuracy of the lab record submitted

SEMESTER S4

DBMS LAB

(Common to CS/CD/CR/CA/AD/AI/CB/CN/CC/CU/CI/CG)

Course Code	PCCSL408	CIE Marks	50
Teaching Hours/Week (L: T:P: R)	0:0:3:0	ESE Marks	50
Credits	2	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Lab

Course Objectives:

1. To equip students with comprehensive skills in SQL, PL/SQL, and NoSQL databases.
2. To enable the learner to proficiently design, implement, and manage relational and non-relational databases to meet diverse data management needs

Expt. No.	Experiments
1	Design a database schema for an application with ER diagram from a problem description.
2	Creation of database schema - DDL (create tables, set constraints, enforce relationships, create indices, delete and modify tables). Export ER diagram from the database and verify relationships (with the ER diagram designed in step 1).
3	Database initialization - Data insert, Data import to a database (bulk import using UI and SQL Commands).
4	Practice SQL commands for DML (insertion, updating, altering, deletion of data, and viewing/querying records based on condition in databases).
5	Implementation of various aggregate functions, Order By, Group By & Having clause in SQL.
6	Implementation of set operators nested queries, and join queries.
7	Practice of SQL TCL DCL commands like Rollback, Commit, Savepoint,Practice of SQL DCL commands for granting and revoking user privileges.
8	Practice of SQL commands for creation of views and assertions.

9	Creation of Procedures, Triggers and Functions.
10	Creation of Packages and cursors.
11	Design a database application using any front-end tool for any problem selected in experiment number 1. The application constructed should have five or more tables**.
12	Perform basic CRUD (Create, Read, Update, Delete) operations on a Cassandra table.
13	Write and execute CQL queries to retrieve specific data from Cassandra tables
14	Create a simple application using Mongodb with python

** The problem must be designed to convey the difference of NoSQL from SQL databases.

Course Assessment Method

(CIE: 50 marks, ESE: 50 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Preparation/Pre-Lab Work experiments, Viva and Timely completion of Lab Reports / Record (Continuous Assessment)	Internal Examination	Total
5	25	20	50

End Semester Examination Marks (ESE):

Procedure/ Preparatory work/Design/ Algorithm	Conduct of experiment/ Execution of work/ troubleshooting/ Programming	Result with valid inference/ Quality of Output	Viva voce	Record	Total
10	15	10	10	5	50

- ***Submission of Record: Students shall be allowed for the end semester examination only upon submitting the duly certified record.***
- ***Endorsement by External Examiner:*** *The external examiner shall endorse the record*

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Develop database schema for a given real world problem-domain using standard design and modeling approaches	**K3**
CO2	Construct queries using SQL for database creation, interaction, modification, and updation.	**K3**
CO3	Plan and implement triggers and cursors, procedures, functions, and control structures using PL/SQL	**K3**
CO4	Perform CRUD operations in NoSQL Databases	**K3**
CO5	Design database applications using front-end tools and back-end DBMS	**K5**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO- PO Mapping (Mapping of Course Outcomes with Program Outcomes)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	3	3	3	1						3		3
CO2	3	3	3	1						3		3
CO3	3	3	3	1						3		3
CO4	3	3	3	2	3					3		3
CO5	3	3	3	2	3					3	3	3

1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fundamentals of Database Systems	Elmasri, Navathe	Pearson	7/e, 2017
2	Professional NoSQL	Shashank Tiwari	Wiley	1/e, 2011

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Database System Concepts,	Sliberschatz Korth and S. Sudarshan	McGraw Hill,	7/e, 2017
2	NoSQL for Dummies	Adam Fowler	John Wiley & Sons	1/e, 2015
3	NoSQL Data Models: Trends and Challenges (Computer Engineering: Databases and Big Data),	Olivier Pivert	Wiley	1/e, 2018
4	Making the Sense of NoSQL : A guide for Managers and Rest of us.	Dan McCreary and Ann Kelly	Manning	1/e, 2014

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://onlinecourses.nptel.ac.in/noc21_cs04/preview
2	https://onlinecourses.nptel.ac.in/noc21_cs04/preview
3	https://onlinecourses.nptel.ac.in/noc21_cs04/preview
4	https://archive.nptel.ac.in/courses/106/104/106104135/

Continuous Assessment (25 Marks)

1. Preparation and Pre-Lab Work (7 Marks)

- Pre-Lab Assignments: Assessment of pre-lab assignments or quizzes that test understanding of the upcoming experiment.
- Understanding of Theory: Evaluation based on students' preparation and understanding of the theoretical background related to the experiments.

2. **Conduct of Experiments (7 Marks)**

- Procedure and Execution: Adherence to correct procedures, accurate execution of experiments, and following safety protocols.
- Skill Proficiency: Proficiency in handling equipment, accuracy in observations, and troubleshooting skills during the experiments.
- Teamwork: Collaboration and participation in group experiments.

3. **Lab Reports and Record Keeping (6 Marks)**

- Quality of Reports: Clarity, completeness and accuracy of lab reports. Proper documentation of experiments, data analysis and conclusions.
- Timely Submission: Adhering to deadlines for submitting lab reports/rough record and maintaining a well-organized fair record.

4. **Viva Voce (5 Marks)**

- Oral Examination: Ability to explain the experiment, results and underlying principles during a viva voce session.

Final Marks Averaging: The final marks for preparation, conduct of experiments, viva, and record are the average of all the specified experiments in the syllabus.

Evaluation Pattern for End Semester Examination (50 Marks)

1. **Procedure/Preliminary Work/Design/Algorithm (10 Marks)**

- Procedure Understanding and Description: Clarity in explaining the procedure and understanding each step involved.
- Preliminary Work and Planning: Thoroughness in planning and organizing materials/equipment.
- Algorithm Development: Correctness and efficiency of the algorithm related to the experiment.
- Creativity and logic in algorithm or experimental design.

2. **Conduct of Experiment/Execution of Work/Programming (15 Marks)**

- Setup and Execution: Proper setup and accurate execution of the experiment or programming task.

3. **Result with Valid Inference/Quality of Output (10 Marks)**

- Accuracy of Results: Precision and correctness of the obtained results.
- Analysis and Interpretation: Validity of inferences drawn from the experiment or quality of program output.

4. **Viva Voce (10 Marks)**

- Ability to explain the experiment, procedure results and answer related questions
- Proficiency in answering questions related to theoretical and practical aspects of the subject.

5. **Record (5 Marks)**

- Completeness, clarity, and accuracy of the lab record submitted

SEMESTER 5

COMPUTER SCIENCE AND DESIGN

SEMESTER S5

COMPUTER NETWORKS

(Common to CS/CD/CM/CR/CA/AD/AI/CB/CN/CU/CI)

Course Code	**PCCST501**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:1:0:0	**ESE Marks**	60
Credits	4	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To introduce the core concepts of computer networking.
2. To develop a big picture of the internetworking implementation on Linux-based systems.
3. To impart an overview of network management concepts.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Overview of the Internet, Protocol layering (Book 1 Ch 1) Application Layer: Application-Layer Paradigms, Client-server applications - World Wide Web and HTTP, FTP. Electronic Mail, DNS. Peer-to-peer paradigm - P2P Networks, Case study: BitTorrent (Book 1 Ch 2)	6
2	Transport Layer: Services, Protocols, UDP, TCP (Book 1 Ch 3). ***Hands-on: Sockets Introduction, Elementary TCP Sockets, TCP Client/Server Example, I/O Multiplexing: The select and poll Functions (Book 2 Ch 3 to 6), Elementary UDP Sockets (Book 2 Ch 8), Advanced I/O Functions (Book 2 Ch 14)*** Network Layer: Introduction, Network-layer protocols, Unicast routing, Multicast routing - Multicasting Basics, Intra domain and inter-domain routing, Next generation IP (Book 1 Ch 4), Quality of Service (Book 1 Ch 8) ***Hands-on: Linux Kernel Implementation of Routing Table and Caches, Routing Cache Implementation Overview, Adding new entry in the Routing Table using ip command (Book 3 Ch 14)***	18

3	Data-Link Layer: Data link control (DLC), Multiple access protocols (MAC), Link-layer addressing, Ethernet protocol, Connecting devices (Book 1 Ch 5) Wireless LANs, Mobile IP (Book 1 Ch 6) ***Hands-on: Datalink Provider Interface, SOCK_PACKET and PF_PACKET (Book 2 Ch 29)***	**11**
4	SNMP, ASN.1 (Book 1 Ch 9) Physical Layer: Data and signals, Digital transmission, Analog transmission, Bandwidth utilization, Transmission media (Book 1 Ch 7)	**9**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the internetworking design in terms of protocol stack and the role of various application layer protocols	**K2**
CO2	Illustrate the functions of the transport layer from connectionless and connection-oriented perspectives	**K3**
CO3	Identify how the network layer achieves host-to-host connectivity and caters to the diverse service requirements of the host applications	**K3**
CO4	Explain the nuances of the data link layer design and demonstrate the various data link link layer protocols	**K3**
CO5	Describe the fundamental characteristics of the physical layer and understand how the physical layer supports the functionalities of the top layers	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3											3
CO2	3	2										3
CO3	3	2			2							3
CO4	3	2										3
CO5	3											3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer Networks: A Top-Down Approach	Behrouz A Forouzan	McGraw Hill	SIE, 2017
2	Unix Network Programming, Volume 1: The Sockets Networking API	W. Richard Stevens, Andrew M. Rudoff, Bill Fenner	Pearson Education	3/e, 2004
3	TCP/IP Architecture, design, and implementation in Linux	Sameer Seth M. Ajaykumar Venkatesulu	Wiley	1/e, 2008

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer Networking: A Top-Down Approach Featuring Internet	J. F. Kurose and K. W. Ross	Pearson Education	8/e, 2022
2	Computer Networks, A Systems Approach	L. L. Peterson and B. S. Davie	Morgan Kaufmann	5/e, 2011

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://nptel.ac.in/courses/106/105/106105183/

SEMESTER S5

DESIGN AND ANALYSIS OF ALGORITHMS

(Common to CS/CD/CM/AM/CB/CN/CU/CG)

Course Code	**PCCST502**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:1:0:0	**ESE Marks**	60
Credits	4	**Exam Hours**	2 Hrs 30 Min.
Prerequisites (if any)	PCCST303	**Course Type**	Theory

Course Objectives:

- To gain a foundational understanding of algorithms and their analysis.
- To develop problem-solving skills using various algorithm design paradigms like divide and conquer, dynamic programming, etc.
- To understand the concepts of tractable and intractable problems, and different complexity classes (P, NP, NP-hard, NP-complete).

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Algorithms – Characteristics, Criteria for Analysing Algorithms; Time and Space Complexity - Best, Worst, and Average Case Complexities; Asymptotic Notations and their properties; Time and Space Complexity Calculation of simple algorithms; Analysis of Recursive Algorithms - Recurrence Equations, Solution of Recurrence Equations : Iteration Method, Recursion Tree Method, Substitution method and Master's Theorem (proof not expected); Balanced Search Trees - AVL Trees (Insertion and deletion operations with all rotations in detail, algorithms not expected)	11

2	Disjoint Sets - Disjoint set operations, Union and find algorithms, Analysis of union by rank with path compression, Connected components of a Graph; Graphs – Representations, Traversals : BFS, DFS and their analysis, Strongly Connected Components; Topological Sorting. Divide and Conquer Strategy – Control Abstraction, Merge Sort, Strassen's Matrix Multiplication, Analysis.	**11**
3	Greedy Strategy - Control Abstraction, Fractional Knapsack; Minimum Cost Spanning Tree – Kruskal's and Prim's, Analysis; Shortest Path Problem – Dijkstra's Algorithm, Analysis; Dynamic Programming - Control Abstraction, Optimality Principle, Matrix Chain Multiplication, Analysis; All Pairs Shortest Path Algorithm - Floyd-Warshall Algorithm, Analysis; Backtracking - Control Abstraction, N – Queens Problem, Algorithm.	**11**
4	Branch and Bound - Control Abstraction, Travelling Salesman Problem, Algorithm; Complexity - Tractable and Intractable Problems; Complexity Classes : P, NP, NP- Hard and NP-Complete Classes; NP Completeness proof - Clique Problem and Vertex Cover Problem; Approximation algorithms - Bin Packing; Randomized Algorithms - Definitions of Monte Carlo and Las Vegas algorithms; Randomized version of Quick Sort algorithm with analysis.	**11**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Analyze any given algorithm and express its time and space complexities in asymptotic notations.	**K4**
CO2	Solve the recurrence equations using Iteration, Recurrence Tree, Substitution and Master's Method to compute time complexity of algorithms.	**K3**
CO3	Illustrate the operations of advanced data structures like AVL trees and Disjoint sets.	**K3**
CO4	Illustrate the representation, traversal and different operations on Graphs.	**K3**
CO5	Demonstrate Divide-and-conquer, Greedy Strategy, Dynamic programming, Branch-and Bound and Backtracking algorithm design techniques.	**K2**
CO6	Classify a problem as computationally tractable or intractable, and discuss strategies to address intractability.	**K4**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	2								3
CO2	3	3	3									2
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3	2								2
CO6	3	3	3	2								2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Algorithms	T.H.Cormen, C.E.Leiserson, R.L.Rivest, C. Stein,	Prentice-Hall India	4/e, 2018
2	Fundamentals of Computer Algorithms	Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran,	Orient Longman Universities Press	2/e, 2008
3	Computer Algorithms, Introduction to Design and Analysis	Sara Baase and Allen Van Gelder	Pearson Education	3/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Design and Analysis of Algorithms	Michael T. Goodrich Roberto Tamassia	Wiley	1/e, 2021
2	Algorithm Design	Jon Kleinberg, Eva Tardos	Pearson Education	1/e, 2005
3	Algorithms	Robert Sedgewick, Kevin Wayne	Pearson Education	4/e, 2011
4	Fundamentals of Algorithmics	GIlles Brassard, Paul Brately	Pearson Education	1/e, 1996
5	The Algorithm Design Manual	Steven S. Skiena	Springer	2/e, 2008

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/106/106106131/
2	https://www.coursera.org/learn/dynamic-programming-greedy-algorithms
3	https://online.stanford.edu/courses/soe-ycsalgorithms1-algorithms-design-and-analysis-part-1
4	https://online.stanford.edu/courses/soe-ycs0001-algorithms-design-and-analysis-part-2

SEMESTER S5

WEB PROGRAMMING

Course Code	**PCCNT503**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	Knowledge of Programming is required.	**Course Type**	Theory

Course Objectives:

1. To understand the web programming concepts.
2. It includes the essential frontend and backend technologies needed for the development of web applications.
3. The learners will have an opportunity to gain necessary web development skills such as HTML, CSS, JavaScript, PHP, MySQL integration, JSON and Laravel framework

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to the Internet & WWW:** Evolution of Internet & World Wide Web-Web Basics, URI's & URL-MIME. **Introduction to HTML5:** Structuring & editing an HTML5 document, Fundamentals of HTML- Headings-Hyper Links-Images-Special Characters & Horizontal Rules-Lists-Tables-Forms-Internal Linking-Meta Elements-HTML5 Form input types-Input and Data List Elements and autocomplete attribute-Page Structure Elements-Multimedia-HTML5 Audio & video elements, HTML graphics, HTML APIs.	**9**
2	**Introduction to Stylesheets**: Introduction to CSS-Basic syntax and structure-Inline Styles, Embedded Style Sheets, Conflict Resolution, Linking External Style Sheets-Exploring CSS Selectors-Properties, values, Positioning Elements: Absolute Positioning, Relative Positioning - Backgrounds-List Styles-Element Dimensions- Table Layouts-Box Model and Text Flow-div and span -Basics of Responsive CSS, CSS forms, Media port & Media Queries.	**9**

	Introduction to JavaScript: Introduction to Scripting- Programming fundamentals of JavaScript-Obtaining User Input with prompt Dialogs-Arithmetic-Decision Making -Control Statements- Functions -Arrays-classes, Objects -Document Object Model (DOM) -Form processing.	
3	**PHP Language Structure:** Introduction- Building blocks of PHP- Variables, Data Types -simple PHP program-Converting between Data Types- PHP numbers, Operators and Expressions -Flow Control functions - Control statements- Working with Functions- Initializing and Manipulating Arrays-- Objects- String Comparisons-String processing with Regular Expression **Advanced PHP:** Form processing and Business Logic-PHP filters, Cookies- Sessions & MySQL Integration- Connecting to MySQL with PHP- Performing CREATE, DELETE, INSERT, SELECT and UPDATE operations on MySQL table -Working with MySQL data-Reading from Database- Dynamic Content.	**9**
4	**JSON Data Interchange Format:** Syntax, Data Types, arrays, Object, JSON Schema, JSON server, Manipulating JSON data with PHP Web Development Frameworks: Laravel Overview- Features of Laravel-Setting up a Laravel Development Environment-Application structure of Laravel-Routing – Middleware-Controllers- Route Model Binding-Views- Redirections-Request and Responses.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Explain Hypertext Markup Language (HTML) concepts and fundamentals of WWW.	**K2**
CO2	Design responsive and interactive web pages using CSS and JavaScript (JS)	**K3**
CO3	Construct websites using advanced sever side programming tool PHP	**K3**
CO4	Develop dynamic web applications using PHP and perform MySQL database operations.	**K3**
CO5	Illustrate the importance of object exchange formats using JSON and the MVC based web application development frameworks (Laravel)	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	1	1								1
CO2	3	3	3	3								3
CO3	3	3	3	3								3
CO4	3	3	3	3	3							3
CO5	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Internet & World Wide Web How to Program	Paul J. Deitel, Harvey M. Deitel, Abbey Deitel	Pearson Education.	5th Edition
2	Introduction to JavaScript Object Notation: A To-the-Point Guide to JSON	Lindsay Bassett	O'Reilly.	1st Edition
3	PHP, MySQL & JavaScript All in One	Julie C. Meloni	Sams Publishing	5th Edition
4	LARAVEL up and Running, A framework for building modern PHP apps	Matt Stauffer	O'Reilly.	1st Edition

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Programming the World Wide Web	Robert W Sebesta	Pearson Education Inc	8th Edition
2	PHP 6 and MySQL 5 for Dynamic Web Sites: Visual QuickPro Guide	Larry Ullman	Peachpit Press	
3	Wrox- Professional Web 2.0 Programming	Eric van der Vlist, Danny Ayers, Erik Bruchez, Joe Fawcett, Alessandro Vernet	Wiley-India edition	

SEMESTER S5

VIRTUAL REALITY

Course Code	**PBCNT504**	**CIE Marks**	60
Teaching Hours/Week (L: T:P: R)	3:0:0:1	**ESE Marks**	40
Credits	4	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None/ (Course code)	**Course Type**	Theory

Course Objectives:

1. To be aware of concepts of virtual reality and virtual reality systems.
2. Build the Geometry of Virtual World and interact with it.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction - virtual reality, Modern VR experiences, History - Staring at rectangle, Moving Pictures, Towards convenience and portability, Video games, Beyond staring at a rectangle, VR headsets, Bringing people together. Virtual reality systems- Hardware, Software, Key Elements of Virtual Reality Experience, Areas of Applications of virtual reality.	**11**
2	Interface to the Virtual World-Input -user Monitoring, World Monitoring, Interface to the Virtual World- Output - Visual Displays, Aural Displays, Haptic Displays. The Geometry of Virtual Worlds - Geometric Models, Changing Position and Orientation, Viewing Transformations, Chaining the Transformations.	**11**
3	Motion in Real and Virtual Worlds - Velocities and Accelerations- A one-dimensional world, Motion in a 3D world, The Vestibular System, Physics in the Virtual World - Tailoring the Physics to the Experience, Numerical simulation, Collision detection, Mismatched	**11**

	Motion and Vection.	
4	Visual Perception- Perception of Depth, Perception of Motion, Perception of Color. Interaction- Motor Programs and Remapping, Locomotion, Social Interaction, Additional interaction mechanism.	**11**

Suggestion on Project Topics

Course Assessment Method
(CIE: 60 marks, ESE: 40 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Project	Internal Ex-1	Internal Ex-2	Total
5	30	12.5	12.5	60

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 2 marks **(8x2 =16 marks)**	• 2 questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 2 sub divisions. • Each question carries 6 marks. **(4x6 = 24 marks)**	**40**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Demonstrate the basic concepts of virtual reality and virtual reality systems.	**K1**
CO2	Illustrate the basic concepts of virtual world representations and Build the Geometry of Virtual World.	**K2**
CO3	Model motions of both real and virtual world.	**K3**
CO4	Illustrate the basic concepts of visual perception and interaction.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	1	1									1
CO2	2	2	2									2
CO3	3	3	3	3	3							3
CO4	3	3	3	3	3							3

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	VIRTUAL REALITY	Steven M. LaValle, University of Oulu.	Cambridge University Press	2019.
2	Developing Virtual Reality Applications: Foundations of Effective Design	Alan B. Craig, William R. Sherman, Jeffrey D. Will	Morgan Kaufmann Publishers,	1st edition.
3	Understanding virtual Reality-INTERFACE, APPLICATION, AND DESIGN	William R. Sherman	Morgan Kaufmann Publishers	2nd Edition.

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Designing Virtual Systems: The Structured Approach	Gerard Jounghyun Kim		2005
2	3D User Interfaces, Theory and Practice	Doug A Bowman, Ernest Kuijff, Joseph J LaViola, Jr and Ivan Poupyrev	Addison Wesley, USA	2005
3	Spatial Augmented Reality: Merging Real and Virtual Worlds	Oliver Bimber and Ramesh Raskar		2005
4	Virtual Reality Technology	Burdea, Grigore C and Philippe Coiffet	Wiley Interscience, India	2003

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://www.youtube.com/watch?v=f-vUixm-YlQ&list=PLbMVogVj5nJSyt80VRXYC-YrAvQuUb6dh&index=2 https://www.youtube.com/watch?v=HZgRmmmrhZk&list=PLbMVogVj5nJSyt80VRXYC-YrAvQuUb6dh&index=3
2	https://www.youtube.com/watch?v=OwusqElUkjQ&list=PLbMVogVj5nJSyt80VRXYC-YrAvQuUb6dh&index=6 https://www.youtube.com/watch?v=1LpHDOWMAdA&list=PLbMVogVj5nJSyt80VRXYC-YrAvQuUb6dh&index=7 https://www.youtube.com/watch?v=tgbXCwjlcaE&list=PLbMVogVj5nJSyt80VRXYC-YrAvQuUb6dh&index=9
3	https://www.youtube.com/watch?v=dNhO6GozluE
4	https://www.youtube.com/watch?v=wb_yp5mQ5Tk&list=PLbMVogVj5nJSyt80VRXYC-YrAvQuUb6dh&index=39

PBL Course Elements

L: Lecture (3 Hrs.)	**R: Project (1 Hr.), 2 Faculty Members**		
	Tutorial	**Practical**	**Presentation**
Lecture delivery	Project identification	Simulation/ Laboratory Work/ Workshops	Presentation (Progress and Final Presentations)
Group discussion	Project Analysis	Data Collection	Evaluation
Question answer Sessions/ Brainstorming Sessions	Analytical thinking and self-learning	Testing	Project Milestone Reviews, Feedback, Project reformation (If required)
Guest Speakers (Industry Experts)	Case Study/ Field Survey Report	Prototyping	Poster Presentation/ Video Presentation: Students present their results in a 2 to 5 minutes video

Assessment and Evaluation for Project Activity

Sl. No	Evaluation for	Allotted Marks
1	Project Planning and Proposal	5
2	Contribution in Progress Presentations and Question Answer Sessions	4
3	Involvement in the project work and Team Work	3
4	Execution and Implementation	10
5	Final Presentations	5
6	Project Quality, Innovation and Creativity	3
Total		**30**

1. **Project Planning and Proposal (5 Marks)**

- Clarity and feasibility of the project plan
- Research and background understanding
- Defined objectives and methodology

2. **Contribution in Progress Presentation and Question Answer Sessions (4 Marks)**

- Individual contribution to the presentation
- Effectiveness in answering questions and handling feedback

3. **Involvement in the Project Work and Team Work (3 Marks)**

- Active participation and individual contribution
- Teamwork and collaboration

4. **Execution and Implementation (10 Marks)**

- Adherence to the project timeline and milestones
- Application of theoretical knowledge and problem-solving
- Final Result

5. **Final Presentation (5 Marks)**

- Quality and clarity of the overall presentation
- Individual contribution to the presentation
- Effectiveness in answering questions

6. **Project Quality, Innovation, and Creativity (3 Marks)**

- Overall quality and technical excellence of the project
- Innovation and originality in the project
- Creativity in solutions and approaches

SEMESTER S5

SOFTWARE PROJECT MANAGEMENT

(Common CS/CD/CM/CR/CA/AD/AM)

Course Code	**PECST521**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hr.30 Min.
Prerequisites (if any)	PECST411	**Course Type**	Theory

Course Objectives:

1. To learn the techniques to effectively plan, manage, execute, and control projects within time and cost targets with a focus on Information Technology and Service Sector.
2. To learn agile project management techniques such as Scrum and DevOps.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Project scheduling and feasibility study : -** Project Overview and Feasibility Studies - Identification, Market and Demand Analysis, Project Cost Estimate, Financial Appraisal; Project Scheduling - Project Scheduling, Introduction to PERT and CPM, Critical Path Calculation, Precedence Relationship, Difference between PERT and CPM, Float Calculation and its importance, Cost reduction by Crashing of activity.	**8**
2	**Resource Scheduling, Cost Control and Project management Features :-** Cost Control and Scheduling - Project Cost Control (PERT/Cost), Resource Scheduling & Resource Levelling; Project Management Features - Risk Analysis, Project Control, Project Audit and Project Termination.	**8**
3	**Agile Project Management :-** Agile Project Management - Introduction, Agile Principles, Agile methodologies, Relationship between Agile Scrum, Lean, DevOps and IT Service Management (ITIL;. Other Agile Methodologies - Introduction to	**9**

	XP, FDD, DSDM, Crystal.	
4	**Scrum and DevOps in project management :-** Scrum - Various terminologies used in Scrum (Sprint, product backlog, sprint backlog, sprint review, retro perspective), various roles (Roles in Scrum), Best practices of Scrum, Case Study; DevOps - Overview and its Components, Containerization Using Docker, Managing Source Code and Automating Builds, Automated Testing and Test-Driven Development, Continuous Integration, Configuration Management, Continuous Deployment, Automated Monitoring, Case Study.	**11**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand how effectively plan, and schedule projects within time and cost targets	**K2**
CO2	Apply project estimation and evaluation techniques to real world problem	**K3**
CO3	Discuss different Agile Project Methodologies	**K2**
CO4	Apply various SCRUM practices in project management.	**K3**
CO5	Demonstrate the techniques used in DevOps.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3								2	2
CO2	3	3	3								2	2
CO3	3	3	3								2	2
CO4	3	3	3								2	2
CO5	3	3	3								2	2

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Succeeding with Agile: Software Development Using Scrum	Mike Cohn	Addison-Wesley	1/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Agile Product Management with Scrum	Roman Pichler	Addison-Wesley	1/e, 2010
2	Agile Project Management with Scrum	Ken Schwaber	Microsoft Press	1/e, 2004

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/noc/courses/noc19/SEM2/noc19-cs70/
2	https://www.youtube.com/watch?v=TPEgII1OilU
3	https://www.youtube.com/watch?v=7Bxdds2siU8

SEMESTER S5

ARTIFICIAL INTELLIGENCE

Course Code	PECST522	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To lay a solid foundation of the important abstractions, techniques, and reasoning for intelligent systems.
2. To enable the learners to understand the basic principles of Reinforcement Learning.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Artificial Intelligence:-** Introduction, Foundation and history of AI Agents and Environments; The concept of rationality; The nature of environments, Structure of agents. Problem solving Agents Well-defined problems and solutions, Formulating problems; Example problems- vacuum world, 8-puzzle, 8-queens.	8
2	**Searching:-** Depth First Search, Breadth First Search, Iterative Deepening Search. Heuristic Search strategies - Heuristic functions, The effect of heuristic accuracy on performance; Generate and test, Greedy best first search, A* algorithm, Constraint satisfaction problems, Adversarial search - Games, Optimal Decision in games, The minimax algorithm, Alpha–beta pruning.	10
3	**Knowledge-Based Agents** :- The Wumpus World, Logic, Propositional Logic, Reasoning Patterns in Propositional Logic, First order logic, Inference in first order logic, propositional vs. first order inference, unification & lifts forward chaining, Backward chaining.	8

4	**Reinforcement Learning :-** Learning from Rewards, Passive Reinforcement Learning, Active Reinforcement Learning, Generalization in Reinforcement Learning, Policy Search, Apprenticeship and Inverse Reinforcement Learning, Applications of Reinforcement Learning	**10**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain how intelligent agents can solve problems.	**K2**
CO2	Use the different types of search methods to solve various problems.	**K3**
CO3	Formulate knowledge representation and examine resolution in propositional logic and first order logic.	**K3**
CO4	Utilize reinforcement learning techniques to create intelligent agents.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2	2	-	-	-	-	-	-	-	2
CO2	3	3	3	2	-	-	-	-	-	-	-	2
CO3	2	2	2	2	-	-	-	-	-	-	-	2
CO4	3	2	2	2	-	-	-	-	-	-	-	2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	AI – A Modern Approach	Stuart Russel, Peter Norvig	Pearson Education	4/e, 2021
2	Artificial Intelligence	Kevin Knight, Elaine Rich, Shivashankar B. Nair	Tata McGraw-Hill	3/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Artificial Intelligence and Expert Systems	Dan W. Patterson	Pearson Education	1/e, 2015
2	Artificial Intelligence: Structures and Strategies for Complex Problem Solving	George F. Luger	Pearson Education	6/e, 2009
3	Artificial Intelligence : Making a System Intelligent	Nilakshi Jain	Wiley	1/e, 2019

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://www.youtube.com/watch?v=X_Qt0U66aH0
2	https://www.youtube.com/watch?v=te1K8on1Pk0
3	https://www.youtube.com/watch?v=SEJhMO1IXZs
4	https://youtu.be/YaPSPu7K9S0?si=DizMPlZ9uVSy50iG

SEMESTER S5

DATA ANALYTICS

Course Code	PECST523	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To help the learner to understand the basic concepts of data analytics.
2. To cover the mathematics for data analytics, predictive and descriptive analytics of data, classification, and clustering & text analytics.
3. To enable the learners to perform data analysis on a real world scenario using appropriate tools.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Data Analytics:-** Analytics Process Model, Analytical Model Requirements, Data Analytics Life Cycle overview; Association of two variables - Discrete variables, Ordinal and Continuous variable; Probability calculus - probability distributions; Hypothesis Testing - Basic definitions. **Proximity Measures** - Data Objects, Attribute types, Dissimilarity and Similarity measures.	**9**
2	**Association of Two Variables:-** Summarizing the Distribution of Two Discrete Variables, Contingency Tables for Discrete Data, Joint, Marginal, and Conditional Frequency Distributions, Graphical Representation of Two Nominal or Ordinal Variables, Measures of Association for Two Discrete Variables, Association Between Ordinal and Continuous Variables, Visualization of Variables from Different Scales.	**9**

3	**Statistical Description of data** - Central tendency, Dispersion, Range, Quartiles, Variance, Standard Deviation, and Interquartile Range. **Data Preprocessing** - Cleaning, Integration, Reduction, Transformation, Discretization. **Mining Frequent Patterns** - Associations, Correlations, and Apriori Algorithms. **Classification** - General approach to classification, ID3, Attribute selection measures, Naive Bayesian Classification. **Clustering** - K-Means, Agglomerative versus Divisive Hierarchical Clustering, BIRCH, DBSCAN.	9
4	**Text Processing** :- Boolean retrieval, Example IR problem, inverted index, processing Boolean queries, tokenization, stemming, phrase queries, vector space model, finite automata and language model, query likelihood model, naïve bayes text classification.	9

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Explain the key concepts of data analytics	**K2**
CO2	Apply appropriate techniques to convert raw data into suitable format for practical data analytics tasks	**K3**
CO3	Extend the concept of association rule mining in real world scenario	**K3**
CO4	Select appropriate clustering and classification algorithms for various applications and extend data analytics methods to the new domains of data.	**K4**
CO5	Understand the basics of text analytics and text classification	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3										3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Statistics and Data Analysis	Christian Heumann and Michael Schomaker	Springer	1/e, 2016
2	Jiawei Han and Micheline Kamber	Data Mining Concepts and Techniques	Elsevier	3/e, 2012

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Information Retrieval	Christopher D. Manning, Raghavan, P., Schutze, H.	Cambridge University Press	1/e, 2008
2	Mining Text Data	Charu C. Aggarwal, Cheng Xiang Zhai	Springer	1/e, 2012
3	Analytics in a Big Data World: The Essential Guide to Data Science and its Business Intelligence and Analytic Trends	Bart Baesens	John Wiley	1/e, 2013
4	Introduction to Data Mining	Pang-Ning Tan, Michael Steinbach and Vipin Kumar	Pearson Education	1/e, 2007

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/noc/courses/noc19/SEM1/noc19-cs15/
2	https://onlinecourses.swayam2.ac.in/cec19_cs01/preview

SEMESTER S5

DATA COMPRESSION

(Common to CS/CD/CM/CR/AD/AI/AM/CN/CI)

Course Code	**PECST524**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To introduce students to basic applications, concepts, and techniques of Data Compression.
2. To develop skills for using recent data compression software to solve practical problems in a variety of disciplines.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Basic Compression Techniques :-** Data Compression Approaches - Variable-Length Codes, Run-Length Encoding, Space - Filling Curves, Dictionary-Based Methods, Transforms, Quantization. Huffman Encoding - Huffman Decoding, Adaptive Huffman Coding, Facsimile Compression. Run Length Encoding (RLE), RLE Text compression, Dictionary based Coding- LZ77, LZ78, LZW and Deflate: Zip and Gzip compression.	10
2	**Advanced Techniques :-** Arithmetic Coding - The Basic Idea, Implementation,Underflow; Image Compression- Introduction, Approaches to Image Compression, History of Gray Codes, Image Transforms, Orthogonal Transforms, The Discrete Cosine Transform, Intermezzo: Statistical Distributions, JPEG, Human Vision and Color, The Wavelet Transform, Filter Banks, WSQ, Fingerprint Compression	10
3	**Video Compression :-**	8

	Video Compression - Analog video, Digital Video, Motion Compensation. MPEG standards MPEG, H.261	
4	**Audio Compression :-** Audio Compression - Companding, The Human Auditory System, Heinrich Georg Barkhausen, Linear Prediction, μ-Law and A-Law Companding, Shorten	**8**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe the fundamental approaches in data compression techniques	**K2**
CO2	Illustrate various classical data compression techniques	**K3**
CO3	Illustrate various text and image compression standards	**K3**
CO4	Describe the video compression mechanisms to reduce the redundancy in video	**K3**
CO5	Understand the fundamental principles of audio data compression	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3										3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3										3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	A Concise Introduction to Data Compression	David Salomon	Springer	1/e, 2008
2	Data compression: The Complete Reference	David Salomon	Springer	3/e, 2004
3	Introduction to Data Compression	Khalid Sayood	Morgan Kaufman	1/e, 2003

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fractal and wavelet Image Compression techniques	Stephen Welstead,	PHI	1/e, 1999
2	Multimedia System	Sleinreitz	Springer	1/e, 2006
3	The Data Compression Book	Mark Nelson, Jean-loup Gailly	BPB Publications	1/e, 1996

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	An Introduction to Information Theory by Prof. Adrish Banerjee zt IIT Kanpur https://onlinecourses.nptel.ac.in/noc22_ee49/preview

SEMESTER S5

AUTOMATED VERIFICATION

Course Code	**PECNT526**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. Develop finite-state models for hardware and software systems.
2. Translate system requirements into Linear Temporal Logic (LTL) specifications.
3. Perform LTL model checking using the Symbolic Analysis Laboratory (SAL) tool.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	System Verification – Hardware and Software Verification, Model Checking, Characteristics of Model Checking. Transition Systems – Transition System, Direct Predecessors and Successors, Terminal State, Deterministic Transition System. Executions - Execution Fragment, Maximal and Initial Execution Fragment, Execution, Reachable States. Linear-Time (LT) Properties - Deadlock. Linear-Time Behavior - Paths and State Graph, Path Fragment, Maximal and Initial Path Fragment, Path. Traces - Trace and Trace Fragment, LT Properties - LT Property, Satisfaction Relation for LT Properties, Trace Equivalence and LT Properties. Safety Properties and Invariants - Invariants, Safety Properties, Trace Equivalence and Safety properties. Liveness Properties - Liveness Property, Safety vs. Liveness Properties. Fairness - Fairness, Unconditional, Weak and Strong Fairness, Fairness Strategies, Fairness and Safety. (Definition and examples only for all topics - no proof	9

	required).	
2	Regular Properties - Model Checking Regular Safety properties - Regular Safety property, Verifying Regular Safety Properties. Automata on Infinite Words - ω -Regular Languages and Properties, Nondeterministic Buchi Automata (NBA), Deterministic Buchi Automata (DBA),Generalised Buchi Automata (Definitions only). Model Checking ω -Regular Properties - Persistence Properties and Product, Nested Depth-First Search (Only algorithms required).	**9**
3	Linear Temporal Logic (LTL) - Syntax, Semantics, Equivalence of LTL Formulae, Weak Until, Release and Positive Normal Form, Fairness, Safety and Liveness in LTL (Definitions only). Automata Based LTL Model Checking (Algorithms and examples only).	**9**
4	Introduction - Introduction to the tool Symbolic Analysis Laboratory (SAL). The Language of SAL - The expression language, The transition Language, The module language, SAL Contexts. SAL Examples - Mutual Exclusion, Peterson's Protocol, Synchronous Bus Arbiter, Bounded Bakery protocol, Bakery Protocol, Traffic Signalling System.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Illustrate an application for model checking.	**K2**
CO2	Describe finite-state modelling for hardware and software.	**K2**
CO3	Identify linear-time properties required to represent the requirements of a system.	**K3**
CO4	Specify a given linear-time property in Linear Temporal Logic (LTL).	**K3**
CO5	Perform LTL model checking using the tool Symbolic Analysis Laboratory (SAL).	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2									3
CO2	3	3	2	3								3
CO3	3	3	3	3								3
CO4	3	3	3	3	3							3
CO5	3	3	3	3	3							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Principles of Model Checking	Christel Baier, Joost-Pieter Katoen,	The MIT Press.	2008
2	The SAL Language Manual	Leonardo de Moura, Sam Owre and N. Shankar	SRI International	2003

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	SAL Examples		(http://sal.csl.sri.com/examples.shtml	

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://www.youtube.com/watch?v=piISG8bV2GI&list=PLK50zIm6tHRiKFJvKu1a7q_z2tcXnBUHp
2	https://www.youtube.com/watch?v=uXziZ0t4gtU&list=PLK50zIm6tHRiKFJvKu1a7q_z2tcXnBUHp&index=19
3	https://www.youtube.com/watch?v=ZR2t5qFmxv8

SEMESTER S5

MULTIMEDIA TECHNOLOGIES

Course Code	**PECNT527**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	NIL	**Course Type**	Theory

Course Objectives:

This course helps the learner to study the relevance and underlying infrastructure of multimedia systems. It also enables the students to apply contemporary theories of multimedia learning to the development of multimedia products.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Multimedia Basics**: Multimedia, Hypermedia, WWW, Internet, Multimedia Software, Editing and Authoring Tools. **Graphics and Image Data Representation**— Graphics/Image Data Types, Popular File Formats. Color in Image - Color Science. **Basics of Digital Audio**—Digitization of Sound, Musical Instrument Digital Interface (MIDI). **Concepts in Digital Video-**Digital Video	**9**
2	**Lossless Compression Algorithms**— Introduction, Basics of Information Theory, Run-Length Coding, Variable-Length Coding, Dictionary-Based Coding, Arithmetic Coding, Lossless Image Compression. **Lossy Compression Algorithms -** Distortion Measures, The Rate-Distortion Theory, Quantization, Transform Coding, Wavelet-Based Coding, Wavelet Packets.	**9**
3	**Image Compression Standards**— JPEG, JPEG2000, JPEG-LS, Bi-level Image Compression Standards. **Audio Compression Techniques-**— ADPCM in Speech Coding,	**9**

	Vocoders. **Basic Video Compression Techniques** - Introduction to Video Compression, Video Compression Based on Motion Compensation, MPEG-1-Video Bitstream, MPEG-2- Supporting Interlaced Video, MPEG-4 - Overview	
4	**Content-Based Retrieval in Digital Libraries-** Image Retrieval, CBIRD: A Case Study **Cloud Computing for Multimedia Services -** Cloud Computing Overview, Multimedia Cloud Computing, Cloud Assisted Media Sharing, Computation Offloading for Multimedia Services, Interactive Cloud Gaming.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe the basic concepts of multimedia data representations, colour models, audio and video signals and different compression techniques.	**K2**
CO2	Apply the knowledge of various compression algorithms for developing multimedia applications.	**K3**
CO3	Summarize the image compression standards, audio and video compression techniques.	**K2**
CO4	Discuss the concepts of content-based image retrieval.	**K2**
CO5	Describe the concept of cloud computing and its application in multimedia technologies.	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	-	-	-	-	-	-	2
CO2	3	2	1	-	2	-	-	-	-	-	-	3
CO3	2	1	-	-	-	-	-	-	-	-	-	2
CO4	2	1	-	-	-	-	-	-	-	-	-	2
CO5	2	1	-	-	-	-	-	-	-	-	-	2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fundamental of Multimedia	Ze-Nian Li and M. S. Drew	Pearson Education	2004

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Multimedia Communications	K. R. Rao, Zoran S. Bojkovic, D. A. Milovanovic	Wiley	
2	Principles *of Multimedia Database Systems*	V. S. Subrahmanian	Morgan Kaufmann Publishers	
3	Multimedia: Computing, Communication & Applications	R. Steinmetz and K. Nahrstedt	Pearson Education.	
4	Multimedia Systems	John F.Koegel Buford	Pearson Education.	
5	Multimedia Systems design	Prabhat K. Andheigh, Kiran Thakrar	Prentice Hall PTR.	
6	Multimedia Communications: Directions and Innovations.	Jerry D. Gibson	Elsevier Science.	

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://onlinecourses.swayam2.ac.in/nou24_cs12/preview

SEMESTER S5

ADVANCED COMPUTER ARCHITECTURE

Course Code	PECST528	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	PBCST404	Course Type	Theory

Course Objectives:

1. To introduce the advanced processor architectures including parallelism concepts in Programming of multiprocessor and multicomputers.
2. To provide detailed understanding about data flow in computer architectures.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction – The impact of hardware and software technology trends Self review – Instruction set Architecture, Memory addressing, addressing modes Class of Computers, Concept of Computer Hardware and Organization (P15, 5th Edition) Measuring, Reporting and Summarizing Performance, Benchmarks – Desktop and Server Amdahl's Law, Processor Performance Equation ___ *Beyond the books* – Visit www.spec.org. Explore the High Performance Computing benchmarks and compare the results submitted by different vendors for the same benchmark. Are you able to appreciate the need for benchmarks to compare performance? What are retired benchmarks? Can you write a paper and publish results based on a retired benchmark?	7
2	Review the basic Concepts of Parallel Processing and Pipelining Instruction Level Parallelism, data dependencies and hazards Different types of dependences, Compiler Techniques for ILP, Branch Prediction – Correlating branch predictor Dynamic Scheduling – Idea, Introduction to Tomasulo's scheme. Register Renaming Hardware Speculation, Reorder Buffers	11

	Multiple issue and static scheduling, VLIW	
3	Data Level Parallelism. Vector Processors – How do they work, Memory Banks, Stride, Scatter Gather. SIMD-comparison with vector GPU, Comparison of loops in C vs CUDA NVIDIA GPU Memory structure Vector Processor vs GPU, Multimedia SIMD computers vs GPU Multiprocessor Architecture, Centralized shared memory architecture Cache coherence and snooping protocol (Implementation details – not required). Performance of Symmetric Shared-Memory Processors. Distributed Shared Memory and Directory based protocol – basics. Synchronization – Basic Hardware Primtives. Memory Consistency Models – Sequential and relaxed	**9**
4	Warehouse Scale Computers – Goals and requirements. Programming frameworks for Batch processing – Map reduce and Hadoop Computer Architecture of Warehouse-scale computers Moore's Law, Dennard Scaling, Dark Silicon and the transition towards Heterogeneous Architectures Asymmetric multi-core architecture – Static and Dynamic (Overall idea, example processors) Functional Heterogeneous Multicore architecture – GPUs, Accelerators, Reconfigurable Computing Beyond the textbook – Identify the processor used in your PC and mobile phone. Study about its architecture, is it homogeneous or heterogeneous, does it use GPUs, what information can you gather about it from the manufacturer's website – Discuss in the class	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Enumerate the different classes of computers and where they are used in everyday life.	**K2**
CO2	Compute the effect of hardware/software enhancements on the speedup of a processor using Amdahl's law.	**K3**
CO3	Interpret possible dependencies that can cause hazards in a given block of code.	**K3**
CO4	Summarize different strategies followed to ensure Instruction Level Parallelism.	**K2**
CO5	Compare different strategies followed to ensure Instruction Level Parallelism and different strategies followed to ensure Data Parallelism.	**K3**
CO6	Illustrate the need for memory consistency models and cache coherence protocols and explain the principle behind it.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3	3								3
CO5	3	3	3	3								3
CO6	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Computer architecture: A Quantitative Approach.	Hennessy, J. and Patterson, D	Morgan Kaufman	5/e, 2012
2	The Dark Side of Silicon: Energy Efficient Computing in the Dark Silicon Era	Kanduri, Anil, et al.	Springer	1/e, 2017

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Computer Architecture	Gérard Blanchet Bertrand Dupouy	Wiley	1/e, 2013
2	Advanced Computer Architectures	Sajjan C Shiva	Taylor & Fancis	1/e, 2018
3	Computer Architecture	Charles Fox	no starch press	1/e, 2024

Video Links (NPTEL, SWAYAM…)

No.	Link ID
1	https://archive.nptel.ac.in/courses/106/103/106103206/

SEMESTER S5

VISUAL DESIGN AND COMMUNICATION

Course Code	**PECNT529**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	NIL	**Course Type**	Theory

Course Objectives:

1. This course helps the learner to understand the basic concepts of visual design and communication.

2. This course covers basic elements and principles of design, introduction to design projects, process of color and color theory, value and typeface design and design in visual communication.

3. It enables the learners to perform visual design on a real-world scenario using appropriate tools.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Design Elements**: Introduction, Elements of Design- Line, Shape, Negative Space, Volume, Value, Color, Texture. **Principles of Design:** Gestalt - Unity or Harmony, Unity and Placement using Line, shape, Repetition using line, shape. Rhythm - Unity using value, Unity and continuity, Variety. Focal point and visual hierarchy, Balance.	**9**
2	**Introduction to design projects:** Conceptual process - research and define problem, preliminary solutions, organized list of options and thumbnail sketches, rough- refined preliminary visual design solutions and alternatives, composites or comps, the final design or finish. Production process- Computer applications used in design, software applications for graphics. Basic methods of Abstraction: Simplification, Repetition, Line and Shape, Type combination.	**9**
3	**Color and color theory:** Background in color theory - Defining color,	**9**

	Color and unity, Color unity via Tonality, Color and variety, Warm and cool colors, Color discord, Color and design. Basic problem defined **-** Conceptual process, mixing colors, mixing and adding colors to the swatches panel. **Value:** Introduction, changing level of image, Creating the first drawing, Creating the simplified drawing, grouping sublayers, Changing the stacking order of groups in layers, Swatches panel.	
4	**Typeface Design**: Introduction, Historic classification of type, Type styles, Visual and information Hierarchy, Type as an element of design summary. **Design in Visual Communication**: Introduction, Communication and graphic design, Visual communication and visual design, Design in visual communication, Purpose of design in visual communication, Design products in visual communication for evaluation.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Summarize the basic ideas concerning the elements that make up a visual design and how these elements are organized.	**K2**
CO2	Make use of digital tools to solve the steps involved in specific design problems	**K3**
CO3	Describe the key concepts and applications of color and color theory in visual design	**K2**
CO4	Explain value and typeface in design principles.	**K2**
CO5	Describe the concepts of design in visual communication.	**K2**
CO6	Utilize the basic understanding of design to digitally produce two-dimensional images	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	1	1								1
CO2	3	3	3	3								3
CO3	2	2	1	1								1
CO4	2	2	1	1								1
CO5	2	2	1	1								1
CO6	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Visual Design Fundamentals: A Digital Approach	Alan Hashimoto and Mike Clayton	Course Technology, a part of Cengage Learning	Third Edition, 2009
2	Design in Visual Communication. Art and Design Review	Günay, M	Scientific research publishing	2021

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Digital Texturing and Painting	Owen, Demers	New riders publishing	

SEMESTER S5

DATA MINING

(Common to CS/CD/CM/CA/AM)

Course Code	PECST525	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	5/3	Exam Hours	2 Hrs 30 Mins
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To provide a thorough understanding of the key processes and concepts involved in data mining and data warehousing within application domains
2. To enable students to understand the different data preprocessing techniques, fundamentals and advanced concepts of classification, clustering, association rule mining, text mining and web mining, and apply these techniques in real-world scenarios

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Data Mining Fundamentals :-** Data Mining - concepts and applications, Knowledge Discovery in Database Vs Data mining, Architecture of typical data mining system, Data Mining Functionalities Data warehouse - Differences between Operational Database Systems and Data Warehouses, Multidimensional data model- Warehouse schema, OLAP Operations, Data Warehouse Architecture	10
2	**Data Preprocessing :-** Data Preprocessing - Need of data preprocessing, Data Cleaning- Missing values, Noisy data, Data Integration and Transformation	11

	Data Reduction - Data cube aggregation, Attribute subset selection, Dimensionality reduction, Numerosity reduction, Discretization and concept hierarchy generation.	
3	**Classification And Clustering :-** Classification - Introduction, Decision tree construction principle, Information Gain, Gini index, Decision tree construction algorithm - ID3, Neural networks, back propagation, Evaluation measures - accuracy, precision, recall, F1 score Clustering - Introduction to clustering, distance measures, Clustering Paradigms, Partitioning Algorithm - k means, Hierarchical Clustering, DBSCAN	**11**
4	**Association Rule Analysis And Advanced Data Mining : -** Association Rule Mining - Concepts, Apriori algorithm, FP Growth Algorithm Web Mining - Web Content Mining, Web Structure Mining- Page Rank, Web Usage Mining- Preprocessing, Data structures, Pattern Discovery, Pattern Analysis Text Mining - Text Data Analysis and information Retrieval, Basic measures for Text retrieval, Text Retrieval methods, Text Indexing Technique	**12**

Criteria for Evaluation(Evaluate and Analyse): 20 marks

Students must be asked to identify problems involving large datasets and identify the right solution from the concepts already learned. A comparison of the results with a similar approach also need to be performed to assess the Knowledge Level 5.

End Semester Examination Marks (ESE):

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• 2 questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. • Each question carries 9 marks. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the key process of data mining and data warehousing concepts in application domains.	**K2**
CO2	Apply appropriate pre-processing techniques to convert raw data into suitable format for practical data mining tasks	**K3**
CO3	Illustrate the use of classification and clustering algorithms in various application domains	**K3**
CO4	Comprehend the use of association rule mining techniques	**K3**
CO5	Explain advanced data mining concepts and their applications in emerging domains	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2										2
CO2	3	3	3	3	2							2
CO3	3	3	3	3	2							2
CO4	3	3	3	3	2							2
CO5	2	2										2

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Data Mining Concepts and Techniques	Jaiwei Han, Micheline Kamber	Elsevier	3/e, 2006
2	Data Mining: Introductory and Advanced Topics	Dunham M H	Pearson Education	1/e, 2006

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Data Mining	Pang-Ning Tan, Michael Steinbach	Addison Wesley	1/e, 2014
2	Data Mining: Concepts, Models, Methods, and Algorithms	Mehmed Kantardzic	Wiley	2/e, 2019

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://youtu.be/ykZ-_UGcYWg?si=qiqynQyjI1sNNiHE
2	https://youtu.be/NSxEiohAH5o?si=ZIJHMiRvpFcNQNMA
3	https://youtu.be/VsYKqOokgaE?si=rgndBZqpzB29LUGg
4	https://youtu.be/N_whCVtfL9M?si=VPMH9NP4vdAaiuPe

SEMESTER S5

WEB PROGRAMMING LAB

Course Code	**PCCNL507**	**CIE Marks**	50
Teaching Hours/Week (L: T:P: R)	0:0:3:0	**ESE Marks**	50
Credits	2	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	Basic understanding of computer programming, Internet and Database	**Course Type**	Lab

Course Objectives

1.To explore the designing of web application by implementing the relevant and recent techniques

Expt. No.	Experiments
1	Create a simple HTML file to demonstrate the use of different tags. *
2	Create a HTML file to link to different HTML page which contains images, tables and also link within a page. *
3	Create a HTML page with different types of frames such as floating frame, navigation frame & mixed frame.
4	Create a HTML file by applying the different styles using inline, external & internal style sheets.
5	Create a registration form using HTML.*
6	Create a HTML page to explain the use of various predefined functions in a string and math object in java script.*
7	Generate the calendar using JavaScript code by getting the year from the user.
8	Create a HTML registration form and to validate the form using JavaScript code.*
9	Create a HTML page to change the background color for every click of a button using JavaScript Event Handling.*
10	Create a HTML page to display a new image and text when the mouse comes over the existing content in the page using JavaScript Event Handling.
11	Create a HTML page to show online exam using JavaScript.*
12	Develop a registration form using PHP and do necessary validations.*
13	Compose Electricity bill from user input based on a given tariff using PHP.*
14	Build a PHP code to store name of students in an array and display it using print_r function.

	Sort and Display the same using assort & arsort functions.*
15	Build a PHP code to store name of Indian Cricket players in an array and display the same in HTML table.*
16	Develop a PHP program to connect to a database and retrieve data from a table and show the details in a neat format.*
17	Develop Web applications using HTML and PHP and deploy.*
18	Using PHP and MySQL, develop a program to accept book information viz. Accession number, title, authors, edition and publisher from a web page and store the information in a database and to search for a book with the title specified by the user and to display the search results with proper headings.*
19	Develop a web application using Laravel and test the application on an Application Server. * (assign as micro project)

Note: *Students can be given a group micro project, so that they learn to work in a team environment. They can also be trained on project management tools.*

**All programs are mandatory and should be completed in the lab.*

Course Assessment Method
(CIE: 50 marks, ESE: 50 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Preparation/Pre-Lab Work experiments, Viva and Timely completion of Lab Reports / Record (Continuous Assessment)	Internal Examination	Total
5	**25**	**20**	**50**

End Semester Examination Marks (ESE):

Procedure/ Preparatory work/Design/ Algorithm	Conduct of experiment/ Execution of work/ troubleshooting/ Programming	Result with valid inference/ Quality of Output	Viva voce	Record	Total
10	**15**	**10**	**10**	**5**	**50**

- ***Submission of Record: Students shall be allowed for the end semester examination only upon submitting the duly certified record.***
- ***Endorsement by External Examiner:*** *The external examiner shall endorse the record*

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Explore and develop interactive web pages using markup languages.	**K3**
CO2	Implement client-side validation using scripting languages using Javascript and PHP	**K3**
CO3	Design and develop web pages and implement databases connectivity using PHP and MySQL	**K3**
CO4	Develop and execute Client-side & Server-side scripts using CSS, Javascript and PHP.	**K3**
CO5	Develop Web Applications using Laravel framework	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO- PO Mapping (Mapping of Course Outcomes with Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3	3			3		3		3
CO2	3	3	3	3	3			3		3		3
CO3	3	3	3	3	3			3		3		3
CO4	3	3	3	3	3			3		3		3
CO5	3	3	3	3	3			3		3		3

1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	"JavaScript: The Definitive Guide"	David Flanagan	O'Reilly Media	6th Edition
2	The Internet Book: Everything You Need to Know About Computer Networking and How the Internet Works	Douglas E Comer	Prentice Hall	4th Edition
3	*Internet and World Wide Web - How To Program*	Harvey Deitel and Abbey Deitel	Pearson Education	5th Edition

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	*Database System Concepts*	Abraham Silberschatz, Henry F. Korth, S. Sudarshan	McGraw Hill Education	6th Edition (2011)

Continuous Assessment (25 Marks)

1. **Preparation and Pre-Lab Work (7 Marks)**

- Pre-Lab Assignments: Assessment of pre-lab assignments or quizzes that test understanding of the upcoming experiment.
- Understanding of Theory: Evaluation based on students' preparation and understanding of the theoretical background related to the experiments.

2. **Conduct of Experiments (7 Marks)**

- Procedure and Execution: Adherence to correct procedures, accurate execution of experiments, and following safety protocols.
- Skill Proficiency: Proficiency in handling equipment, accuracy in observations, and troubleshooting skills during the experiments.
- Teamwork: Collaboration and participation in group experiments.

3. **Lab Reports and Record Keeping (6 Marks)**

- Quality of Reports: Clarity, completeness and accuracy of lab reports. Proper documentation of experiments, data analysis and conclusions.
- Timely Submission: Adhering to deadlines for submitting lab reports/rough record and maintaining a well-organized fair record.

4. **Viva Voce (5 Marks)**

- Oral Examination: Ability to explain the experiment, results and underlying principles during a viva voce session.

Final Marks Averaging: The final marks for preparation, conduct of experiments, viva, and record are the average of all the specified experiments in the syllabus.

Evaluation Pattern for End Semester Examination (50 Marks)

1. Procedure/Preliminary Work/Design/Algorithm (10 Marks)

- Procedure Understanding and Description: Clarity in explaining the procedure and understanding each step involved.
- Preliminary Work and Planning: Thoroughness in planning and organizing materials/equipment.
- Algorithm Development: Correctness and efficiency of the algorithm related to the experiment.
- Creativity and logic in algorithm or experimental design.

2. Conduct of Experiment/Execution of Work/Programming (15 Marks)

- Setup and Execution: Proper setup and accurate execution of the experiment or programming task.

3. Result with Valid Inference/Quality of Output (10 Marks)

- Accuracy of Results: Precision and correctness of the obtained results.
- Analysis and Interpretation: Validity of inferences drawn from the experiment or quality of program output.

4. Viva Voce (10 Marks)

- Ability to explain the experiment, procedure results and answer related questions
- Proficiency in answering questions related to theoretical and practical aspects of the subject.

Record (5 Marks)

- Completeness, clarity, and accuracy of the lab record submitted

SEMESTER S5

VR LAB

Course Code	**PCCNL508**	**CIE Marks**	50
Teaching Hours/Week (L: T:P: R)	0:0:3:0	**ESE Marks**	50
Credits	2	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Lab

Course Objectives

1.This course is designed to give historical and modern overviews and perspectives on virtual reality.

2.It describes the fundamentals of sensation, perception, technical and engineering aspects of virtual reality systems.

Expt. No.	Experiments
1	Demonstration of the working of HTC Vive, Google Cardboard, Google Daydream and Samsung gear VR.
2	Familiarization of Three.js, Phaser.js, babylon.js.
3	Develop a scene that includes a cube, plane and sphere. Create a new material and texture separately for three Game objects. Change the colour, material and texture of each Game object separately in the scene. Write a program in visual studio to change the colour and material/texture of the game objects dynamically on button click.
4	Develop a scene that includes a sphere and plane. Apply Rigid body component, material and Box collider to the game Objects. Write a program to grab and throw the sphere.
5	Create an immersive environment (laboratory/ battlefield/ tennis court) with only static game objects. 3D game objects can be created using Blender or open-source alternatives.
6	Include animation, sound and interaction in the immersive environment created.
7	Create your own runner game using Unity3D [using template] - add your own assets, features like increase/ decrease player speed etc.
8	Mini Project - Create a game from scratch using Unity3D or Javascript.

Course Assessment Method
(CIE: 50 marks, ESE: 50 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Preparation/Pre-Lab Work experiments, Viva and Timely completion of Lab Reports / Record (Continuous Assessment)	Internal Examination	Total
5	25	20	50

End Semester Examination Marks (ESE):

Procedure/ Preparatory work/Design/ Algorithm	Conduct of experiment/ Execution of work/ troubleshooting/ Programming	Result with valid inference/ Quality of Output	Viva voce	Record	Total
10	15	10	10	5	50

- ***Submission of Record: Students shall be allowed for the end semester examination only upon submitting the duly certified record.***
- ***Endorsement by External Examiner:*** *The external examiner shall endorse the record*

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Demonstrate the working of VR gear	**K2**
CO2	Understand the use of three.js, blender, Unity3D	**K2**
CO3	Create game objects and manipulate them.	**K3**
CO4	Create animation and perform interaction with game objects	**K3**
CO5	Customize Unity3d default game templates	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO- PO Mapping (Mapping of Course Outcomes with Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2	2	2			2				2
CO2	2	2	2	2	2			2				2
CO3	3	3	3	3	3			2				3
CO4	3	3	3	3	3			2				3
CO5	3	3	3	3	3			2				3

1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Learn Three.js -Program 3D animations and visualizations for the web with JavaScript and WebGL	Jos Dirksen	Packt Publishing	Fourth Edition,2023
2	Unity 3D Game Development: Designed for passionate game developers—Engineered to build professional games	Anthony Davis, Travis Baptiste, Russell Craig, Ryan Stunkel	Packt Publishing	2022
3	Game Design: Learn the Basics of Unity 3D	Ortus Publishing	Ortus Publishing	2018

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Getting Started with 3D Animation in Unity	Patrick Felicia	LPF Publishing;	1st edition,2018
2	Three.js For Beginners	Jiho Seok		1st Edition, 2023

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://threejs.org/
2	https://www.youtube.com/playlist?list=PLRL3Z3lpLmH0aqLDbfh0ZmnDkpXPDnTau
3	https://www.youtube.com/watch?v=pTLCMZ_qvTw&list=PLGmYIROty-5bpzKQNK3mRMi4pmh_LinV4

Continuous Assessment (25 Marks)

1. **Preparation and Pre-Lab Work (7 Marks)**

- Pre-Lab Assignments: Assessment of pre-lab assignments or quizzes that test understanding of the upcoming experiment.
- Understanding of Theory: Evaluation based on students' preparation and understanding of the theoretical background related to the experiments.

2. **Conduct of Experiments (7 Marks)**

- Procedure and Execution: Adherence to correct procedures, accurate execution of experiments, and following safety protocols.
- Skill Proficiency: Proficiency in handling equipment, accuracy in observations, and troubleshooting skills during the experiments.
- Teamwork: Collaboration and participation in group experiments.

3. **Lab Reports and Record Keeping (6 Marks)**

- Quality of Reports: Clarity, completeness and accuracy of lab reports. Proper documentation of experiments, data analysis and conclusions.
- Timely Submission: Adhering to deadlines for submitting lab reports/rough record and maintaining a well-organized fair record.

4. **Viva Voce (5 Marks)**

- Oral Examination: Ability to explain the experiment, results and underlying principles during a viva voce session.

Final Marks Averaging: The final marks for preparation, conduct of experiments, viva, and record are the average of all the specified experiments in the syllabus.

Evaluation Pattern for End Semester Examination (50 Marks)

1. **Procedure/Preliminary Work/Design/Algorithm (10 Marks)**

- Procedure Understanding and Description: Clarity in explaining the procedure and understanding each step involved.
- Preliminary Work and Planning: Thoroughness in planning and organizing materials/equipment.
- Algorithm Development: Correctness and efficiency of the algorithm related to the experiment.
- Creativity and logic in algorithm or experimental design.

2. Conduct of Experiment/Execution of Work/Programming (15 Marks)

- Setup and Execution: Proper setup and accurate execution of the experiment or programming task.

3. Result with Valid Inference/Quality of Output (10 Marks)

- Accuracy of Results: Precision and correctness of the obtained results.
- Analysis and Interpretation: Validity of inferences drawn from the experiment or quality of program output.

4. Viva Voce (10 Marks)

- Ability to explain the experiment, procedure results and answer related questions
- Proficiency in answering questions related to theoretical and practical aspects of the subject.

5. Record (5 Marks)

- Completeness, clarity, and accuracy of the lab record submitted

SEMESTER 6

COMPUTER SCIENCE AND DESIGN

SEMESTER S6

COMPILER DESIGN

(Common to CS/CD/CU/CC/CN/CB)

Course Code	**PCCST601**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:1:0:0	**ESE Marks**	60
Credits	4	**Exam Hours**	2 Hrs 30 Min.
Prerequisites (if any)	PCCST302	**Course Type**	Theory

Course Objectives:

1. To provide a comprehensive understanding of the compiler construction process through its various phases viz. lexical analysis, parsing, semantic analysis, code generation, and optimization.
2. To introduce compiler construction tools like Lex and YACC and use them in lexical analysis and parsing.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction - Compiler Structure, Overview of Translation: The Front End; The Optimizer; The Back End. Scanners - Recognizing Words, Regular Expressions, From Regular Expression to Scanner: FSA (Brush-up only), Implementing Scanners ***Hands-on:*** *Recognizing Words with Lex, Regular Expressions in Lex*	**6**
2	Parsing - Introduction, Expressing Syntax Top-Down Parsing - Transforming A Grammar: Eliminating Left Recursion; Backtrack-free Parsing; Left-Factoring To Eliminate Backtracking, Recursive Descent Parsers, Table-Driven LL(1) Parsers	**10**

3	Bottom-Up Parsing - Shift Reduce Parser, The LR(1) Parsing Algorithm, Building LR(1) Tables, Errors in the Table Construction, Reducing the Size of LR (1) Tables. ***Hands-on:*** *Building a calculator with YACC* Intermediate Representations: An IR Taxonomy, Graphical IRs - Syntax-Related Trees, Graphs; Linear IRs - Stack-Machine Code - Three-Address Code - Representing Linear Codes Syntax-Driven Translation: Introduction, Translating Expressions, Translating Control-Flow Statements	**16**
4	Code generation: Code Shape - Arithmetic Operators, Boolean and Relational Operators, Control-Flow Constructs (Conditional Execution, Loops and Iteration, Case Statements only), Procedure Calls Code Optimization - Introduction, Opportunities for Optimization, Scope Of Optimization Local Optimization: Local Value Numbering, Tree-Height Balancing Regional Optimization: Superlocal Value Numbering, Loop Unrolling Global Optimization: Finding Uninitialized Variables with Live Sets, Global Code Placement	**14**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Use lexical analysis techniques to build a scanner for a given language specification. (Cognitive Knowledge Level: Apply)	**K3**
CO2	Construct parse trees for input programs using parsing algorithms and detect syntactic errors. (Cognitive Knowledge Level: Apply)	**K3**
CO3	Develop semantic analysis techniques to check program correctness. (Cognitive Knowledge Level: Apply)	**K3**
CO4	Build intermediate code representations by applying intermediate code generation techniques. (Cognitive Knowledge Level: Apply)	**K3**
CO5	Optimize generated code using code optimization strategies to improve performance. (Cognitive Knowledge Level: Apply)	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3		3							2
CO2	3	3	3		3							2
CO3	3	3	3		3							2
CO4	3	3	3		3							2
CO5	3	3	3		3							2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Engineering a Compiler	Keith D. Cooper, Linda Torczon	Elsevier Science	3/e, 2023
2	Lex and YACC	John R. Levine, Tony Mason, Doug Brown	O' Reily	2/e, 1992

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Compilers – Principles Techniques and Tools	Aho A.V., Ravi Sethi and D. Ullman.	Addison Wesley,	2/e, 2010.
2	Compiler Construction - Principles and Practice	Kenneth C Louden	Thomson Learning	1/e, 2007
3	Compiler Design in C	Allen Holub	Prentice-Hall software series	1/e, 1990
4	Modern Compiler Implementation in C	Andrew W. Appel	Cambridge University Press	2/e, 2004

Video Links (NPTEL, SWAYAM…)

Module No.	Link ID
1-4	https://archive.nptel.ac.in/courses/106/105/106105190/

SEMESTER S6

COMPUTER GRAPHICS AND IMAGE PROCESSING

Course Code	**PCCNT602**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	GAMAT401	**Course Type**	Theory

Course Objectives:

1. The purpose of this course is to make awareness about strong theoretical relationships between computer graphics and image processing.
2. This course helps the learner to understand three dimensional environment representation in a computer, transformation of 2D/3D objects, basic mathematical techniques and algorithms used to build useful applications, imaging, and image processing techniques.
3. The study of computer graphics and image processing develops the ability to create image processing frameworks for different domains and develops algorithms for emerging display technologies.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Basics of Computer Graphics and its applications. Video Display devices- Refresh Cathode Ray Tubes, Random Scan Displays and systems, Raster scan displays and systems. Line drawing algorithms- DDA, Bresenham's algorithm. Circle drawing algorithms- Midpoint Circle generation algorithm, Bresenham's algorithm.	9
2	**Filled Area Primitives and transformations** :Filled Area Primitives- Scan line polygon filling, Boundary filling and flood filling. Two dimensional transformations-Translation, Rotation, Scaling, Reflection and Shearing, Composite transformations, Matrix representations transformations, homogeneous coordinates. Basic 3D transformations. **Clipping and Projections:** Window to viewport transformation.	9

	Cohen Sutherland Line clipping algorithm. Sutherland Hodgeman Polygon clipping algorithm. Three dimensional viewing pipeline. Projections- Parallel and Perspective projections. Visible surface detection algorithms- Depth buffer algorithm, Scan line algorithm	
3	**Fundamentals of Digital Image Processing:** Introduction to Image processing and applications. Image as 2D data. Image representation in Gray scale, Binary and Colour images. Fundamental steps in image processing. Components of image processing system. Coordinate conventions. Sampling and quantization. Spatial and Gray Level Resolution. Basic relationship between pixels– neighbourhood, adjacency, connectivity. Fundamentals of spatial domain-convolution operation.	**9**
4	**Image Enhancement in Spatial Domain and Image Segmentation :** Basic gray level transformation functions - Log transformations, Power-Law transformations, Contrast stretching. Histogram equalization. Basics of spatial filtering - Smoothing spatial filter- Linear and nonlinear filters, and Sharpening spatial filters-Gradient and Laplacian. Fundamentals of Image Segmentation. Thresholding - Basics of Intensity thresholding and Global Thresholding. Region based Approach - Region Growing, Region Splitting and Merging. Edge Detection - Edge Operators- Sobel and Prewitt.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Describe the working principles of graphics devices	**K2**
CO2	Illustrate line drawing, circle drawing and polygon filling algorithms	**K3**
CO3	Demonstrate geometric representations, transformations on 2D & 3D objects, clipping algorithms and projection algorithms	**K3**
CO4	Summarize visible surface detection methods	**K2**
CO5	Summarize the concepts of digital image representation, processing and demonstrate pixel relationships	**K3**
C06	Solve image enhancement and segmentation problems using spatial domain techniques	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	1										2
CO2	3	2	1	1								3
CO3	3	2	1	1								3
CO4	2	1										2
CO5	3	2	1	1								3
C06	3	2	1	1								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer Graphics	Donald Hearn and M. Pauline Baker	PHI	Second Edition, 1996
2	Digital Image Processing	Rafael C. Gonzalez and Richard E. Woods	Pearson	Fourth Edition, 2017

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Principles of Interactive	William M. Newman and Robert F. Sproull	McGraw Hill	2001
2	Computer Graphics (Schaum's outline Series)	Zhigang Xiang and Roy Plastock	McGraw Hill	2019.
3	Procedural Elements for Computer Graphics	David F. Rogers	Tata McGraw Hill	2001.
4	Image Processing, Analysis, and Machine Vision	M. Sonka, V. Hlavac, and R. Boyle	Thomson India Edition	Fourth Edition, 2017

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://rb.gy/ibinnj
2	https://www.youtube.com/watch?v=oC88BbDwlDk
3	https://rb.gy/xc2n5u
4	https://rb.gy/9oe364

SEMESTER S6

USER INTERFACE SOFTWARE AND TECHNOLOGY (UIST)

Course Code	**PECNT631**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	PCCNT503	**Course Type**	Theory

Course Objectives:

1. To learn how to use user interface software and technologies in designing human-computer interaction, user experience, and ultimately, how we navigate and interact with the digital world.
2. To delve into the principles, methodologies, and advancements that drive the design, development, and implementation of user interfaces.

NB- Students are not expected to write Bootstrap code for the exam.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to user research and its importance in interface design, exploring user motivations and behaviour patterns-Analysing common user behaviours - safe exploration, instant gratification, satisficing, habituation, and streamlined repetition. Introduction to Bootstrap 5- layout structures- grid system, containers, and spacing utilities.	9
2	Introduction to information architecture and application structure - Exploring patterns for feature organization, search, and browsing. Organizing content in Bootstrap 5- images, cards, lists, and tables. Introduction to navigation design and signposts - Navigational models, Design conventions for websites, Patterns - clear entry points, menus, and breadcrumbs. Bootstrap 5's navigation components- navbar, dropdowns, and pagination.	9

3	Introduction to page layout principles and visual frameworks - Basics of page layout, Layout patterns -CenterStage, grid of equals, module tabs, accordion, collapsible panels, diagonal balance, and liquid layout. Creation of responsive and flexible page layouts-Usage of containers, rows, and columns to structure content on different devices using Bootstrap 5.	**9**
4	Introduction to interactive elements: Actions and Commands - Exploring patterns- buttons, hover tools, action panels, progress indicators. Bootstrap 5's form components -form controls, input groups, and custom form elements.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Summarize interaction design principles and user behaviour patterns to organize content effectively.	**K2**
CO2	Explain navigational models, layout patterns, and interactive elements to design intuitive navigation systems and responsive user interfaces	**K2**
CO3	Apply design patterns, layout structures, and components in Bootstrap5 to create optimized user interactive systems.	**K3**
CO4	Develop practical skills in designing and prototyping user interfaces using Bootstrap5, considering factors such as page layout, interactive elements and visual aesthetics.	**K3**
CO5	Analyse the effectiveness of user interface designs and iterate to enhance user experience and satisfaction.	**K4**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	-	-	-	-	-	-	2
CO2	2	1	-	-	-	-	-	-	-	-	-	2
CO3	2	2	1	1	3	-	-	-	-	-	-	3
CO4	2	2	1	1	3	-	-	-	-	-	-	3
CO5	3	3	2	2	3	-	-	-	-	-	-	3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Designing Interfaces: Patterns for Effective Interaction Design	Jenifer Tidwell	O'Reilly Media, Inc	Second edition

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	The Design of Everyday Things	Donald A. Norman	Basic Books	1st Basic edition (September 2002), ISBN: 0-465- 06710-7 (paperback)
2	Sketching User Experiences: Getting the Design Right and the Right Design	Bill Buxton. Morgan Kaufmann	Morgan Kaufmann Publishers	1st edition (March 30, 2007)
3	The Elements of User Experience: User-Centered Design for the Web and Beyond	Jesse James Garrett	New Riders Publishing	Paperback – December 2010

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://onlinecourses.nptel.ac.in/noc21_ar05
2	https://www.w3schools.com/bootstrap5/bootstrap_navbar.php
3	https://getbootstrap.com/docs/5.0/getting-started/
4	https://getbootstrap.com/docs/5.0/forms/input-group/

SEMESTER S6

Machine Learning

Course Code	**PECNT632**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	Familiarity with basics in linear algebra, probability	**Course Type**	Theory

Course Objectives:

1. Enable the learners to understand the fundamental concepts and algorithms in machine learning.
2. To provide a comprehensive understanding about the most popular supervised learning algorithms and unsupervised algorithms.
3. To understand the fundamentals of classification assessment.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Overview of machine learning & basics of neural network:** Machine learning paradigms-supervised, semi-supervised, unsupervised, reinforcement learning. Basics of parameter estimation - maximum likelihood estimation(MLE) and maximum a posteriori estimation(MAP).Neural Networks: Multilayer feed forward network, Activation functions (Sigmoid, ReLU, Tanh).Linear Methods for Classification- Logistic regression, Perceptron, Naive Bayes.	9
2	**Supervised Learning :** Decision tree algorithm ID3,Regression - Linear regression with one variable, Linear regression with multiple variables, solution using gradient descent algorithm and matrix method, basic idea of overfitting in regression.	9

3	**Supervised Learning (cont):** Backpropagation algorithm. SVM - Introduction, Maximum Margin Classification, Mathematics behind Maximum Margin Classification, Maximum Margin linear separators, soft margin SVM classifier, non-linear SVM, Kernels for learning non-linear functions, polynomial kernel.	9
4	**Unsupervised Learning &Classification Assessment** Clustering - Similarity measures, Hierarchical Agglomerative Clustering, K-means partitional clustering. Dimensionality reduction – Principal Component Analysis. Classification Performance measures - Precision, Recall, Accuracy, F-Measure, Receiver Operating Characteristic Curve(ROC), Area Under Curve(AUC). Bootstrapping, Cross Validation, Ensemble methods, Bias-Variance decomposition. Case Study: Develop a classifier for face detection.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Illustrate the basic machine learning concepts and parameter estimation methods	**K2**
CO2	Demonstrate supervised learning concepts (regression, linear classification).	**K3**
CO3	Illustrate the concepts of Back propagation and Support Vector Machine.	**K3**
CO4	Describe unsupervised learning concepts and dimensionality reduction techniques.	**K3**
CO5	Solve real life problems using appropriate machine learning models and evaluate the performance measures.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	1	1								1
CO2	3	3	3	3								3
CO3	3	3	3	3								3
CO4	3	3	3	3								3
CO5	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Introduction to Machine Learning,	Ethem Alpaydin	MIT Press 2010	2nd edition,2010
2	Data Mining and Analysis: Fundamental Concepts and Algorithms	Mohammed J. Zaki and Wagner Meira	Cambridge University Press	First South Asia edition,2016
3	Python Data Science Handbook,	Jake VanderPlas,	O'Reilly Media	2016
4	Machine Learning	Tom Mitchell,	McGraw-Hill	1997

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Neural Networks for Pattern Recognition,	Christopher Bishop	Oxford University Press	1995
2	Machine Learning: A Probabilistic Perspective	Kevin P. Murphy		2012.
3	The Elements Of Statistical Learning,.	Trevor Hastie, Robert Tibshirani, Jerome Friedman,	Springer	Second edition 2007
4	Elements of Machine Learning,	P. Langley	Morgan Kaufmann	1995
5	Building Machine Learning Systems with Python.	Richert and Coelho	.	
6	Introducing Data Science: Big Data, Machine Learning, and More, Using Python Tools,.	Davy Cielen, Arno DB Meysman and Mohamed Ali	Dreamtech Press	2016

SEMESTER S6

WIRELESS & MOBILE COMPUTING

(Common to CS/CM/AM)

Course Code	PECST633	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To enable the learners to acquire advanced concepts on wireless communication systems and mobile ad-hoc networks.
2. To impart the basics of mobile computing, architecture of wireless transmission systems and next generation networks
3. To Learn the communication protocols, various architectures and security features used in mobile computing.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Wireless LAN - Advantages, Design goals, Applications, Infrastructure Vs Ad-hoc mode, IEEE 802.11 System Architecture, Protocol Architecture, Physical layer, Medium Access Control layer, HIPERLAN-1, Bluetooth	9
2	Introduction to mobile computing – Functions, Middleware and Gateways, Application and services. Mobile computing architecture – Internet: The Ubiquitous network, Three-tier architecture for Mobile Computing, Design considerations for mobile computing.	8
3	Spread spectrum – Direct sequence, Frequency hopping. Medium Access Control – Space Division Multiple Access (SDMA), Frequency Division Multiple Access (FDMA), Time Division Multiple Access (TDMA), Code Division Multiple Access (CDMA). Satellite Systems – Basics, Applications, Geostationary Earth Orbit (GEO), Low Earth Orbit (LEO), Medium Earth Orbit (MEO), Routing, Localization, Handover. Telecommunication Systems - Global System for Mobile Communication (GSM)	9

4	Mobile network layer – Mobile Internet Protocol (IP), Dynamic Host Configuration Protocol (DHCP), Mobile ad-hoc networks – Routing, Dynamic Source Routing (DSR), Destination Sequenced Distance Vector (DSDV), Ad-hoc routing protocols; Mobile transport layer – Traditional Transmission Control Protocol (TCP), Improvements in Classical TCP; Security issues in mobile computing - Information security, Security techniques and algorithms, Security models.	**10**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the various mobile computing applications, services, design considerations and architectures	**K2**
CO2	Describe the various technology trends for next generation cellular wireless networks and use the spreading concept on data transmission	**K2**
CO3	Summarize the architecture of various wireless LAN technologies	**K2**
CO4	Identify the functionalities of mobile network layer & transport layer and various security issues in mobile computing	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Mobile Computing Technology - Application and Service Creation	Asoke K. Talukder, Hasan Ahmad, Roopa R Yavagal	McGraw Hill	2/e, 2010
2	Mobile Communications	Jochen Schiller	Pearson	2/e, 2000
3	Fundamentals of 5G Mobile Networks	Jonathan Rodriguez	Wiley	1/e, 2015

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Mobile Computing	Raj Kamal	Oxford University Press	2/e, 2011
2	Computer Networks,	Andrew S. Tanenbaum	PHI	3/e, 2003
3	Wireless Communications Principles and Practice	Theodore S. Rappaport	PHI	2/e, 2004
4	Fundamentals of Networking and Communication	Curt M. White	Cengage learning	7/e, 2013

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/106/106106147/

SEMESTER S6

MODEL BASED SOFTWARE DEVELOPMENT

Course Code	PECNT634	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	SOFTWARE PROJECT MANAGEMENT /PECST 521	**Course Type**	Theory

Course Objectives:

1. To familiarize learners about the concepts and advantages of using model based software development.
2. To understand the methodologies in developing the model of a software, perform analysis on the model and automatic generation of code from the model.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Software faults, Introduction to Model checking, Introduction to Automated Testing, Model Based Software Development (MBSD) – Need, MBSD Approach, Learning MBSD from the perspective of Architecture Analysis and Design Language (AADL).	**9**
2	MBSD based software development – Requirements, Analysis, Design and Implementation. Model-Driven Architecture - Definitions and Assumptions, Overview of MBSD methodology, The modelling levels- Computation Independent Model (CIM), Platform Independent Model (PIM), Platform Specific Model (PSM). Introduction to AADL, Basic Comparison of AADL with other modeling languages - Comparison with UML.	**9**
3	Modeling: Developing a Simple Model - Define the components - Explain with example (powerboat autopilot system), Develop a top-level model - Use example Powerboat Autopilot (PBA) system. AADL: Components - Software, Hardware, Composite, Runtime semantics, Language syntax, AADL declarations, AADL classifiers, AADL system	**9**

	models and specifications. Case Study: Powerboat Autopilot System.	
4	Safety Analysis -Fault tree analysis, Minimal cutsets. Error Modeling in AADL-Error Model Libraries and Subclause Annotations, Error Types and Common Type Ontology, Error Sources and Their Impact, Component Error Behavior, Compositional Abstraction of Error Behavior, Use of Properties in Architecture Fault Models, Error modeling example. Need for code generation, Categorization, Code Generation Techniques, Code Generation in AADL Model – Ocarina.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the relevance of model based software development in the software development process.	**K2**
CO2	Explain Model Driven Architecture with Computation Independent Model (CIM), Platform Independent Model(PIM), Platform Specific Model (PSM).	**K3**
CO3	Illustrate software modeling with Architecture Analysis and Design Language (AADL).	**K3**
CO4	Explain error annex using error modelling concepts and illustrate error modelling in AADL.	**K2**
CO5	Illustrate the process of code generation from an AADL model.	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	(3√)	(2√)	(2√)									(2√)
CO2	(3√)	(2√)	(1√)	(2√)								(2√)
CO3	(3√)	(2√)	(2√)	(1√)								(2√)
CO4	(3√)	(3√)	(1√)									(2√)
CO5	(3√)	(2√)	(2√)									(2√)

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Model-Driven Software Engineering in Practice,	Marco, Brambilla, Jordi Cabot, Manuel Wimmer	Synthesis Lectures on Software Engineering	2/e, 2017
2	Principles of model checking	Christel Baier and Joost-Pieter Katoen	The MIT Press	2008
3	Model-Driven Software Development	Thomas Stahl and Markus Volter	Wiley,	2006
4	Model-Based Engineering with AADL: An Introduction to the SAE Architecture Analysis & Design Language	David P. Gluch, Peter H. Feiler	Adison-Wesley	2015

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	The Architecture Analysis & Design Language(AADL): An Introduction	Peter H. Feiler, David P. Gluch, John J. Hudak	Technical Note CMU/SEI-2006-TN-011	2006
2	Diagrams and Languages for Model-Based Software Engineering of EmbeddedSystems: UML and AADL	de Niz, Dionisio	Carnegie Mellon University, Software Engineering Institute	2007
3	Fault tree analysis: A survey of the state-of-the-art in modeling, analysis and tools	Enno Ruijters, Marielle Stoelinga	• Computer Science Review	2015
4	Illustrating the AADL error modeling annex (v.2) using a simple safety-critical medical device.	Larson, Brian &Hatcliff, John & Fowler, Kim &Delange, Julien	ACM SIGAda Ada Letters. 33. 65-84. 10.1145/2527269.2527271	2013

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://onlinecourses.nptel.ac.in/noc23_cs38/preview
2	https://onlinecourses.nptel.ac.in/noc21_cs57/preview
3	https://onlinecourses.nptel.ac.in/noc20_mg02/preview
4	https://onlinecourses-archive.nptel.ac.in/noc18-me29/preview

SEMESTER S6

VIDEO EDITING

Course Code	PECNT 636	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	Basic Knowledge of Multimedia	Course Type	Theory

Course Objectives:

This is an elective course in computer science and design. The course gives a comprehensive understanding of video editing, techniques, tools and principles. It covers the concept of basic and advanced editing techniques, audio manipulation, linear and nonlinear editing

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**(Introduction to editing)** Evolution of filmmaking - Introducing Digital Video - Getting Your Digital Video Gear -linear editing - non-linear digital video - Economy of Expression - risks associated with altering reality through editing.	9
2	**(Story telling)** Storytelling styles in a digital world through jump cuts, L-cuts, match cuts, cutaways, dissolves, split edits - Consumer and pro NLE systems - digitizing images - managing resolutions - mechanics of digital editing - pointer files - media management	9
3	**(Using audio and video)** Capturing digital and analog video - importing audio - Working with Clips - Turning Your Clips into a Movie - Fixing Color and Light Issues - Using Transitions and Titles - Working with Audio.	9
4	**(Advanced Video Editing)** Using Video Effects in iMovie - Working with Still Photos and	9

	Graphics- Previewing video - Exporting Movies for the Online World - Exporting Digital Video to Tape - Recording CDs and DVDs – Tools for digital video production.	

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the broad perspective of linear and nonlinear editing concepts.	**K2**
CO2	Articulate the concept of Storytelling styles.	**K2**
CO3	Apply basic editing techniques, including transitions, titles, color correction and audio manipulation	**K3**
CO4	Discuss the advanced editing techniques	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	-	-	-	-	-	-	2
CO2	2	1	-	-	-	-	-	-	-	-	-	2
CO3	3	2	1	1	-	-	-	-	-	-	-	3
CO4	2	1	-	-	-	-	-	-	-	-	-	2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	"Digital Video for Dummies"	Keith Underdahl	Dummy Series	Third Edition, 2001.
2	"The Technique of Film and Video Editing: History, Theory, and Practice"	Ken Dancyger	Focal Press	5th Edition, 2011

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	"Editing Digital Video: The Complete Creative and Technical Guide", Digital Video and Audio	Robert M. Goodman and Partick McGarth	McGraw – Hill	1st Edition 2003
2	"In the Blink of An Eye"	Walter Murch	Silman-James Press,U.S	2nd Edition,2001

SEMESTER S6

DESIGN PROCESS AND PERSPECTIVE

Course Code	PECNT637	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None/ **(Course code)**	Course Type	Theory

Course Objectives:

This course helps the learner to understand the stages involved in the design process, the methods used by the designers to generate and refine creative ideas, the key considerations that help shape them and the feedback and review elements that allow design teams to learn from each job and contribute to future commissions. It covers varied skills a learner needs to strategically and creatively interpret good design and write for advertising across multiple media platforms.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Graphic design, Group structures and working methods, Industrialization, Technology, Typography, Consumerism, Identity and branding, Social responsibility, Modernism and post- modernism, Nostalgia and rhetoric, Semiotics, Vernacular, Design as problem solving, Creative thinking.	9
2	Define the problem – Research the problem: Identifying drivers - Information gathering - Target groups – Idea Generation for the problem - Basic design directions - Questions and answers. Themes of thinking - Brainstorming- Deciding elements to design - Sketching and Drawing - Lines, shapes, Negative space/white space, Volumes, Value, Color, Texture- Color: Colors Theories-Color wheel - Color Harmonies or Color Schemes- Color Symbolism – Font - Layout. Refinement of Design : Thinking in images - Thinking in signs - Appropriation - Humor- Personification - Visual metaphors - Modification - Thinking in words- Thinking in technology – Prototyping - Developing designs - 'Types' of	9

	prototype- Vocabulary – Risk management – Implementation: Format - Materials- Finishing. Case Study.	
3	Introduction - Interactive Digital Media, Forms of Interactive Digital Media, Developing Interactive Digital Media, Essential Skills for the Interactive Digital Media Developer, The Impact of Interactive Digital Media, The Interactive Digital Media Development Process and Team, Fundamental Components of Interactive Digital Media - Analog vs. Digital Media, Bits and Bytes, File Formats, Analog to Digital, The Pros of Digital Media, Compression, Description vs. Command-Based Encoding of Media, Color on the Screen.	9
4	Media content - Graphics, Pixel-based Images, Vector-based Images, 2D Animation, 3D Graphics and Animation, Audio, Video in Interactive Digital Media, Text. Aesthetics - Typography, Color, Layout Principles. Authoring - Multimedia Authoring, Making Video Games: Casual and Console, Building Apps, Building Interactive Media for Performance and Public Spaces, Building Websites.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Discuss the fundamentals of the graphic design process.	**K2**
CO2	Make use of various graphic design thinking process and phases.	**K3**
CO3	Learn the concepts of design and development for Interactive Media.	**K2**
CO4	Illustrate embedding of media content, aesthetics and authoring interactive digital media.	**K2**
CO5	Create a website using different design concepts.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	1										2
CO2	1	1	2			2		2				3
CO3	1	1										2
CO4	1	1										2
CO5	3	3	3	3	3	3	3	3	3	3	3	3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	The Fundamentals of Graphics Design	Gavin Ambrose and Paul Harris	Bloomsbury Publishing.	1st Edition, 2008,
2	Design Thinking for Visual Communication	Gavin Ambrose	Bloomsbury Publishing	1st Edition, 2017
3	Introduction to Interactive Digital Media: Concept and Practice	Juliya V Griffey	Taylor & Francis.	1st Edition, 2019

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	History of Modern Design	David Raizman	Prentice Hall	2004
2	The Principles and Processes of Interactive Design	Jamie Steane	Bloomsbury Publishing	2015

SEMESTER S6

QUANTUM COMPUTING

(Common to CS/CM/CR/AD/AM)

Course Code	PECST638	CIE Marks	40
Teaching Hours/Week (L:T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To give an understanding of quantum computing against classical computing.
2. To understand fundamental principles of quantum computing, quantum algorithms and quantum information.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Review of Basics Concepts Review of linear algebra, Principles of quantum mechanics, Review of Information theory, Review of Theory of Computation. [Text 1 - Ch 1, 2; Text 2, Ch 11.1, 11.2]	9
2	Introduction to Quantum Information Qubit – Bloch sphere representation, Multiple qubit states, Quantum logic gates – single qubit and multi-qubit, Quantum circuits, Density matrix, Quantum entanglement. [Text 1 - Ch 3, 4; Text 2 - Ch 4]	9
3	Quantum Algorithms: - Simple Quantum Algorithms, Quantum Integral Transforms, Grover's Search Algorithm and Shor's Factorization Algorithm. [Text 1 - Ch 5,6,7,8]	9
4	Quantum Communication: - Von Neumann entropy, Holevo Bound, Data compression, Classical information over noisy quantum channels, Quantum information over noisy	9

	quantum channels, Quantum Key Distribution, Quantum Communication protocols [Text 2 - Ch 11.3, Ch 12.1 - 12.5]	

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

At the end of the course, students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the concept of quantum computing against classical computing.	**K2**
CO2	Illustrate various quantum computing algorithms.	**K2**
CO3	Explain the latest quantum communication & protocols.	**K2**
CO4	Experiment with new algorithms and protocols for quantum computing.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3									2
CO2	3	2	3									2
CO3	3	2	3									2
CO4	3	2	3									2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Quantum Computing : From Linear Algebra to Physical Realizations	Mikio Nakahara Tetsuo Ohmi	CRC Press	1/e, 2008
2	Quantum Computation and Quantum Information	Michael A. Nielsen & Isaac L. Chuang	Cambridge University Press	1/e, 2010

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Quantum Computing for Programmers	Robert Hundt	Cambridge University Press	1/e, 2022
2	Quantum Computing for Everyone	Chris Bernhardt	MIT Press	1/e, 2020
3	An Introduction to Practical Quantum Key Distribution [paper]	Omar Amer Vaibhav Garg Walter O. Krawec	IEEE Aerospace and Electronic Systems Magazine	March 2021
4	Quantum communication [paper]	Nicolas Gisin & Rob Thew	Nature Photonics	March 2007

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/106/106106232/
2	https://archive.nptel.ac.in/noc/courses/noc19/SEM2/noc19-cy31/

SEMESTER S6

CLOUD COMPUTING

(Common to CS/CA/CM/AM)

Course Code	PECST635	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	5/3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To learn fundamentals of cloud and configure cloud environments, deploy virtual machines, and work with containerization tools, gaining practical skills.
2. To learn to identify and address common security threats in cloud environments, implementing best practices to ensure the safety and compliance of applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction - Limitations of Traditional Computing & solution, Three Layers of Computing, Factors behind Cloud Service Adoption; Evolution and Enabling Technologies of Cloud; Benefits and Challenges; [Text 2] Fundamental Concepts and Models - Roles and Boundaries, Cloud Characteristics, Cloud Delivery Models, Cloud Deployment Models; [Text 1] Introduction to Cloud Providers (AWS, Azure, Google Cloud). ***Handson*** - Cloud Account Setup and Virtual Machine Deployment - Create accounts on a cloud provider and deploy virtual machine instances, and document the process and inferences.	**10**
2	Cloud-Enabling Technology - Networks and Internet Architecture, Cloud Data Center Technology, Modern Virtualization, Multitenant Technology, Service Technology and Service APIs; Understanding Containerization - Influencers, Fundamental Virtualization and Containerization, Understanding Containers, Understanding Container Images, Multi-	**12**

	Container Types.[Text 1] ***Handson*** - Hypervisor and Containers installation - Install hypervisors and deploy VMs on local machines. Install any container platform and deploy applications.	
3	Resource Management - Resource Pooling, Sharing, Provisioning; Scaling in Cloud and the Strategies; Capacity Planning in Cloud Computing; Storage and File System - Challenges; Cloud Native File System, Deployment models, Storage Types, Popular Cloud Storages. High performance Computing Models.[Text 2] ***Handson*** - Use Map-reduce to implement basic big data applications such as word count.	**11**
4	Understanding Cloud Security - Basic Security Terminology, Basic Threat Terminology, Threat Agents, Common Threats; Other Considerations - Flawed Implementations, Security Policy Disparity, Contracts, Risk Management.[Text 1] ***Handson :*** Identify possible attacks of any selected cloud applications and suggest/implement solutions/policies for mitigation.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	***Internal Ex***	***Evaluate***	***Analyse***	***Total***
5	**15**	**10**	**10**	**40**

Criteria for Evaluation(Evaluate and Analyse): 20 marks

Ways of assessing at

1. Analyze level - Analyze performance of traditional models (Hardware, Application, Computing / security models) against that in the cloud.
2. Evaluate level - Derive conclusions on the cloud programming / computing / security models based on standard performance evaluation criteria.

End Semester Examination Marks (ESE):

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• 2 questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. • Each question carries 9 marks. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Evaluate the limitations of traditional computing models and recognize the factors driving cloud service adoption and compare between various cloud delivery and deployment models.	**K5**
CO2	Demonstrate proficiency in cloud-enabling technologies, including modern virtualization and containerization	**K3**
CO3	Examine the resource management within the cloud, including resource pooling, scaling strategies, and storage management and utilize tools like MapReduce for processing big data applications.	**K4**
CO4	Identify potential security threats in cloud environments and apply appropriate security measures to mitigate these risks.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	3	3	3	3	3							3
CO2	3	3	3	3	2							3
CO3	3	3	3	3	3							3
CO4	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Cloud Computing : Concepts, Technology, Security, and Architecture	Thomas Erl	Pearson	2/e, 2023
2	Cloud Computing	Sandeep Bhowmik	Cambridge University Press	1/e, 2017

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Cloud Computing : Theory and Practice	Dan C. Marinescu	Morgan Kaufman	3/e, 2023
2	Cloud Computing: A Hands-On Approach	Arshdeep Bahga and Vijay Madisetti	Universities Press	1/e, 2014
3	Mastering Cloud Computing	Rajkumar Buyya, Christian Vecchiola S.Thamarai Selvi	Morgan Kaufman	1/e, 2013
4	Cloud Computing : A Practical Approach	Anthony T. Velte, Toby J. Velte, Robert Elsenpeter	McGraw Hill	1/e, 2010

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/105/106105167/

SEMESTER S6

OBJECT ORIENTED MODELING AND DESIGN

Course Code	PBCNT604	CIE Marks	60
Teaching Hours/Week (L: T:P: R)	3:0:0:1	ESE Marks	40
Credits	4	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	Basic knowledge about the following topic is assumed: objects, classes, object-oriented concepts, software engineering principles, software development life cycle models.	Course Type	Theory

Course Objectives:

1. The main objective of this course is to learn how to apply object -oriented concepts to all the stages of the software development life cycle. Object-oriented modeling and design is a way of thinking about problems using models organized around real-world concepts.
2. The fundamental construct is the object, which combines both data structure and behavior.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Module - 1 (Object modelling) Introduction: Object Oriented Development - Modeling Concepts– Object Oriented Methodology. Object Oriented Themes - Abstraction - Encapsulation - Combining Data and Behavior - Sharing - Emphasis on Object Structure. Object modeling: Objects and Classes, Links and Associations, Advanced links and Association Concepts, Generalization and Inheritance, A Sample Object Model, Booch's Methodology- Notations, models, concepts	11
2	Module- 2 (Dynamic and Functional modeling) Dynamic modeling: Events and States, Operations, Nested state	11

	diagrams, Concurrency, Advanced Dynamic Modeling Concepts, A sample Dynamic Model, Relationship of Object and Dynamic models Functional modeling: Functional models, Data Flow Diagrams, Specifying Operations, Constraints, A sample Functional Model, Jacobson Methodology- architecture, actors and use-cases	
3	Analysis: Object Modeling - Identifying Object Classes - Preparing a Data Dictionary - Identifying Associations. Dynamic Modeling - Preparing a Scenario - Interface Format - Identifying Event - Building a State Diagram. Functional Modeling - Identifying input and Output Values - Building Data Flow Diagram - Describing Functions. System Design: Breaking System into Subsystems, Identifying Concurrency, Allocating Subsystems to Processors and Tasks, Managing Data Stores, Handling of Global Resources, Common Architectural Framework.	**11**
4	Module - 4 (Object Design and Advanced Models) Object Design: Overview of Object design, Combining the three models, Designing algorithms, Design optimization, Implementation of control, Adjustment of inheritance, Design of association, Object representation, Physical packaging. Documenting design decisions Advanced models: Unified Modeling Language (UML).	**11**

Suggestion on Project Topics

Course Assessment Method
(CIE: 60 marks, ESE: 40 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Project	Internal Ex-1	Internal Ex-2	Total
5	30	12.5	12.5	60

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 2 marks **(8x2 =16 marks)**	• 2 questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 2 sub divisions. • Each question carries 6 marks. **(4x6 = 24 marks)**	**40**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Explain object-oriented modeling concepts and components of an object-oriented model.	**K2**
CO2	Illustrate dynamic and functional models for real time applications.	**K3**
CO3	Use object, dynamic and functional model for analyzing and designing a system.	**K3**
CO4	Illustrate the significance of object design models, algorithms and documenting design decisions	**K3**
CO5	To solve real time problems using various Modeling concepts for managing projects in multidisciplinary environments	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									2
CO2	3	3	3	3	3			1				2
CO3	3	3	3	3	3			1				2
CO4	3	3	3	3	3			1				2
CO5	3	3	3	3	3			1				2

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Object Oriented Modeling and Design	James Rumbaugh	Prentice Hall India	First edition

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Object Oriented Analysis and Design with Applications	Grady Booch	Pearson Education Asia References.	Third edition
2	Object Oriented Software Engineering	Ivan Jacobson	Pearson Education Asia	Third edition
3	Object Oriented Software Engineering	Berno Bruegge, Allen H. Dutoit	Pearson Education Asia	Third edition
4	Object Oriented Analysis and Design using UML	H. Srimathi, H. Sriram, A. Krishnamoorthy,	Scitech Publications	First edition
5	UML and C++ practical guide to Object Oriented development	Richard C. Lee & William	Prentice Hall India	Second Edition

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
4	https://archive.nptel.ac.in/courses/106/105/106105153/

PBL Course Elements

L: Lecture (3 Hrs.)	**R: Project (1 Hr.), 2 Faculty Members**		
	Tutorial	**Practical**	**Presentation**
Lecture delivery	Project identification	Simulation/ Laboratory Work/ Workshops	Presentation (Progress and Final Presentations)
Group discussion	Project Analysis	Data Collection	Evaluation
Question answer Sessions/ Brainstorming Sessions	Analytical thinking and self-learning	Testing	Project Milestone Reviews, Feedback, Project reformation (If required)
Guest Speakers (Industry Experts)	Case Study/ Field Survey Report	Prototyping	Poster Presentation/ Video Presentation: Students present their results in a 2 to 5 minutes video

Assessment and Evaluation for Project Activity

Sl. No	Evaluation for	Allotted Marks
1	Project Planning and Proposal	5
2	Contribution in Progress Presentations and Question Answer Sessions	4
3	Involvement in the project work and Team Work	3
4	Execution and Implementation	10
5	Final Presentations	5
6	Project Quality, Innovation and Creativity	3
Total		**30**

1. **Project Planning and Proposal (5 Marks)**

- Clarity and feasibility of the project plan
- Research and background understanding
- Defined objectives and methodology

2. **Contribution in Progress Presentation and Question Answer Sessions (4 Marks)**

- Individual contribution to the presentation
- Effectiveness in answering questions and handling feedback

3. **Involvement in the Project Work and Team Work (3 Marks)**

- Active participation and individual contribution
- Teamwork and collaboration

4. **Execution and Implementation (10 Marks)**

- Adherence to the project timeline and milestones
- Application of theoretical knowledge and problem-solving
- Final Result

5. **Final Presentation (5 Marks)**

- Quality and clarity of the overall presentation
- Individual contribution to the presentation
- Effectiveness in answering questions

6. **Project Quality, Innovation, and Creativity (3 Marks)**

- Overall quality and technical excellence of the project
- Innovation and originality in the project
- Creativity in solutions and approaches

SEMESTER S6

DATA STRUCTURES

(Common to CS/CA/CM/CD/CR/AI/AM/AD/CB/CN/CC/CU/CI/CG)

Course Code	OECST611	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	4	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	UCEST105	Course Type	Theory

Course Objectives:

1. To provide the learner a comprehensive understanding of data structures and algorithms.
2. To prepare them for advanced studies or professional work in computer science and related fields.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Basic Concepts of Data Structures** Definitions; Data Abstraction; Performance Analysis - Time & Space Complexity, Asymptotic Notations; Polynomial representation using Arrays, Sparse matrix (*Tuple representation*); Stacks and Queues - Stacks, Multi-Stacks, Queues, Circular Queues, Double Ended Queues; Evaluation of Expressions- Infix to Postfix, Evaluating Postfix Expressions.	11
2	**Linked List and Memory Management** Singly Linked List - Operations on Linked List, Stacks and Queues using Linked List, Polynomial representation using Linked List; Doubly Linked List; Circular Linked List; Memory allocation - First-fit, Best-fit, and Worst-fit allocation schemes; Garbage collection and compaction.	11
3	**Trees and Graphs** Trees :- Representation Of Trees; Binary Trees - Types and Properties, Binary Tree Representation, Tree Operations, Tree Traversals; Expression Trees; Binary Search Trees - Binary Search Tree Operations; Binary Heaps -	11

	Binary Heap Operations, Priority Queue. Graphs :- Definitions; Representation of Graphs; Depth First Search and Breadth First Search; Applications of Graphs - Single Source All Destination.	
4	**Sorting and Searching** Sorting Techniques :- Selection Sort, Insertion Sort, Quick Sort, Merge Sort, Heap Sort, Radix Sort. Searching Techniques :- Linear Search, Binary Search, Hashing - Hashing functions : Mid square, Division, Folding, Digit Analysis; Collision Resolution : Linear probing, Quadratic Probing, Double hashing, Open hashing.	**11**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Identify appropriate data structures for solving real world problems.	**K3**
CO2	Describe and implement linear data structures such as arrays, linked lists, stacks, and queues.	**K3**
CO3	Describe and Implement non linear data structures such as trees and graphs.	**K3**
CO4	Select appropriate searching and sorting algorithms to be used in specific circumstances.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fundamentals of Data Structures in C	Ellis Horowitz, Sartaj Sahni and Susan Anderson-Freed,	Universities press,	2/e, 2007
2	Introduction to Algorithms	Thomas H Cormen, Charles Leisesrson, Ronald L Rivest, Clifford Stein	PHI	3/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Classic Data Structures	Samanta D.	Prentice Hall India.	2/e, 2018
2	Data Structures and Algorithms	Aho A. V., J. E. Hopcroft and J. D. Ullman	Pearson Publication.	1/e, 2003
3	Introduction to Data Structures with Applications	Tremblay J. P. and P. G. Sorenson	Tata McGraw Hill.	2/e, 2017
4	Theory and Problems of Data Structures	Lipschuts S.	Schaum's Series	2/e, 2014

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://nptel.ac.in/courses/106102064
2	https://ocw.mit.edu/courses/6-851-advanced-data-structures-spring-2012/

SEMESTER S6

DATA COMMUNICATION

(Common to CS/CM/CD/CA)

Course Code	OECST612	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To understand the details of data communication at the lower level and the associated issues.
2. To gain insight into the important aspects of data communication and computer networking systems and to apply the in practical applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Communication model - Simplex, Half duplex, Full duplex transmission. Periodic analog signals - Sine wave, Amplitude, Phase, Wavelength, Time and frequency domain, Bandwidth. Analog & digital data and signals. Transmission impairments - Attenuation, Delay distortion, Noise. Data rate limits - Noiseless channel, Nyquist bandwidth, Noisy channel, Shannon's capacity formula. Guided transmission media - Twisted pair, Coaxial cable, Optical fiber. Unguided media - Radio waves, Terrestrial microwave, Satellite microwave, Infrared. Wireless propagation - Ground wave propagation, Sky wave propagation, Line-of-Sight (LoS) propagation.	**10**
2	Digital data to digital signal – Non-Return-to-Zero (NRZ), Return-to-Zero (RZ), Multilevel binary, Biphase. Analog data to digital signal - Sampling theorem, Pulse Code Modulation (PCM), Delta Modulation (DM). Digital data to analog signal - Amplitude Shift Keying (ASK), Frequency Shift	**9**

	Keying (FSK), Phase Shift Keying (PSK). Analog data to analog signal - Amplitude Modulation (AM), Frequency Modulation (FM), Phase Modulation (PM).	
3	Multiplexing - Frequency Division Multiplexing (FDM), Wavelength Division Multiplexing (WDM), Time Division Multiplexing (TDM), Characteristics, Synchronous TDM, Statistical TDM. Spread spectrum techniques - Direct Sequence Spread Spectrum (DSSS), Frequency Hopping Spread Spectrum (FHSS), Code Division Multiplexing, Code Division Multiple Access (CDMA).	**8**
4	Digital data communication techniques - Asynchronous transmission, Synchronous transmission. Detecting and correcting errors - Types of errors, Parity check, Checksum, Cyclic Redundancy Check (CRC), Forward Error Correction (FEC), Hamming distance, Hamming code. Basic principles of switching - Circuit switching, Packet switching, Message switching.	**9**

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Identify the characteristics of signals for analog and digital transmissions so as to define the associated real world challenges.	**K3**
CO2	Select transmission media based on characteristics and propagation modes.	**K3**
CO3	Choose appropriate signal encoding techniques for a given scenario	**K3**
CO4	Illustrate multiplexing and spread spectrum technologies	**K2**
CO5	Use error detection, correction and switching techniques in data communication	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	3	3	3									3
CO2	3	3	3	2								3
CO3	3	3		2								3
CO4	3	3	3	2								3
CO5	3	3	3	2								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Data Communications and Networking	Forouzan B. A	McGraw Hill	6/e, 2019
2	Data and Computer Communication	William Stallings	Pearson	10/e, 2016

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Mobile Communications	Schiller J	Pearson	2/e, 2009
2	Fundamentals of Networking and Communication	Curt M. White	Cengage	7/e, 2010

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://nptel.ac.in/courses/106105082

SEMESTER S6

FOUNDATIONS OF CRYPTOGRAPHY

Course Code	OECST 613	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. Develop a foundational understanding of mathematical concepts in cryptography,
2. Gain comprehensive knowledge of cryptographic methods.
3. Understand the principles and need for computer security.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Integer Arithmetic – Divisibility, Greatest Common Divisor Euclid's and Extended Euclid's Algorithm for GCD; Modular Arithmetic – Operations, Properties, Polynomial Arithmetic; Algebraic Structures – Group Ring Field.	9
2	Prime numbers and Prime Factorisation - Primitive Roots, Existence of Primitive Roots for Primes, Fermat's Theorem, Primality Testing, Euler's Theorem, Euler's Totient Function, Discrete Logarithms, Modular Arithmetic, Chinese Remainder Theorem.	9
3	Principles of security - Types of Security attacks, Security services, Security Mechanisms; Cryptography - Introduction, cryptographic notations, substitution techniques, Transposition Techniques, limitations of classical cryptography.	9
4	Symmetric key Ciphers - Block Cipher principles & Algorithms- DES, AES, Differential and Linear Cryptanalysis; Asymmetric Key Ciphers- RSA, ECC; Hash Functions - MD5, SHA-1.	9

Course Assessment Method

(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the integer arithmetic operations including divisibility and GCD algorithms, modular arithmetic operations and properties, polynomial arithmetic, and algebraic structures such as groups, rings, and fields.	**K2**
CO2	Describe the number theory concepts essential for cryptographic applications and mathematical problem-solving.	**K2**
CO3	Explain the security principles, types of attacks, and protective measures, alongside a thorough understanding of cryptographic techniques and their applications in securing data.	**K2**
CO4	Discuss symmetric and asymmetric key cryptography, including block cipher principles, algorithms, public key cryptosystems, and hash functions	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2										2
CO2	2	2										2
CO3	2	2										2
CO4	2	2										2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Cryptography & Network Security	Behrouz A. Forouzan	McGraw Hill	3/e, 2007
2	Security in Computing	Charles P. Pfleeger, Shari L. Pfleeger, Jonathan Margulies	Prentice Hall	5/e, 2015
3	Introduction to Cryptography: Principles and Applications	H. Delfs, H. Knebl	Springer	1/e, 2002
4	A Classical Introduction to Cryptography: Applications for Communications Security	Serge Vaudenay	Springer	1/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Cryptography and Network Security	William Stallings	Pearson Education	7/e,2017

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/111/101/111101137/
2	https://nptel/courses/video/106105031/L17.html
3	https://onlinecourses.nptel.ac.in/noc22_cs90/preview

SEMESTER S6

MACHINE LEARNING FOR ENGINEERS

(Common to CS/CA/CD/CM/CR/AD/AM/AI)

Course Code	OECST614	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To provide the basic concepts and algorithms in machine learning.
2. To discuss the standard and most popular supervised and unsupervised learning algorithms.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to ML** Machine Learning vs. Traditional Programming, Machine learning paradigms - supervised, semi-supervised, unsupervised, reinforcement learning. **Basics of parameter estimation -** maximum likelihood estimation (MLE) and maximum aposteriori estimation (MAP), Bayesian formulation. **Supervised Learning** Feature Representation and Problem Formulation, Role of loss functions and optimization **Regression -** Linear regression with one variable, Linear regression with multiple variables - solution using gradient descent algorithm and matrix method.	10
2	**Classification -** Naïve Bayes, KNN **Generalisation and Overfitting -** Idea of overfitting, LASSO and RIDGE	8

	regularization, Idea of Training, Testing, Validation **Evaluation measures** – Classification - Precision, Recall, Accuracy, F-Measure, Receiver Operating Characteristic Curve(ROC), Area Under Curve (AUC). Regression - Mean Absolute Error (MAE), Root Mean Squared Error (RMSE), R Squared/Coefficient of Determination.	
3	**Neural Networks (NN) -** Perceptron, Neural Network - Multilayer feed-forward network, Activation functions (Sigmoid, ReLU, Tanh), Back propagation algorithm. **Decision Trees** – Information Gain, Gain Ratio, ID3 algorithm	**8**
4	**Unsupervised Learning** **Clustering** - Similarity measures, Hierarchical Clustering - Agglomerative Clustering, partitional clustering, K-means clustering **Dimensionality reduction** - Principal Component Analysis, Multidimensional scaling **Ensemble methods** - bagging, boosting **Resampling methods** - Bootstrapping, Cross Validation. Practical aspects - Bias-Variance trade-off	**10**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Illustrate Machine Learning concepts and basic parameter estimation methods	**K2**
CO2	Demonstrate supervised learning concepts (regression, classification)	**K3**
CO3	Illustrate the concepts of Multilayer neural network and Decision trees	**K3**
CO4	Describe unsupervised learning concepts and dimensionality reduction techniques	**K3**
CO5	Use appropriate performance measures to evaluate machine learning models	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3								2
CO2	3	3	3	3	2							2
CO3	3	3	3	3	2							2
CO4	3	3	3	3	2							2
CO5	3	3	3	3	2							2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Introduction to Machine Learning	Ethem Alpaydin	MIT Press	2/e, 2010
2	Data Mining and Analysis: Fundamental Concepts and Algorithms	Mohammed J. Zaki, | Wagner Meira	Cambridge University Press	1/e, 2016

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Machine Learning	Tom Mitchell	McGraw-Hill	1997
2	Applied Machine Learning	M Gopal	Pearson	2/e, 2018
3	Neural Networks for Pattern Recognition	Christopher Bishop	Oxford University Press	1995
4	Machine Learning: A Probabilistic Perspective	Kevin P Murphy	MIT Press	1/e, 2012
5	The Elements Of Statistical Learning	Trevor Hastie, Robert Tibshirani, Jerome Friedman	Springer	2/e, 2007

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://youtu.be/fC7V8QsPBec?si=8kqBn-_7x1RG5V1J
2	https://youtu.be/g__LURKuIj4?si=Xj10NPfMfpQSOhVx
3	https://youtu.be/yG1nETGyW2E?si=ySlxpeWuFAUQBf7-
4	https://youtu.be/zop2zuwF_bc?si=W7TpSHLdi4rykva4

SEMESTER S6

CASE LAB

Course Code	**PCCNL607**	**CIE Marks**	50
Teaching Hours/Week (L: T:P: R)	0:0:3:0	**ESE Marks**	50
Credits	2	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	Computer Programming (GYEST204) Object Oriented Modelling and Design(PBCNT 604)	**Course Type**	Lab

Course Objectives:

1. To provide hands-on experience with various aspects of Software Engineering and UML.

2. To identify the requirements and perform DFD, behavioral and structural design using UML diagrams.

Expt. No.	Experiments
1	Design an SRS document in line with the IEEE recommended standards for any given case/problem.
2	Draw the use case diagram and specify the role of each of the actors. Also state the precondition, post condition and function of each use case.
3	Draw the activity diagram for any given case/problem.
4	Identify the classes. Classify them as weak and strong classes and draw the class diagram.
5	Draw the sequence diagram for any two scenarios for any given case/problem.
6	Design and Draw the collaboration diagram for any given case/problem.
7	Design and Draw the state chart diagram for any given case/problem.
8	Draw the component diagram for any given case/problem.
9	Demonstrate forward engineering in java. (Model to code conversion)
10	Demonstrate reverse engineering in java. (Code to Model conversion)
11	Develop and draw the deployment diagram.
12	Develop programme/Tool to calculate effort and cost estimation using COCOMO model for any given case/problem .

Course Assessment Method
(CIE: 50 marks, ESE: 50 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Preparation/Pre-Lab Work experiments, Viva and Timely completion of Lab Reports / Record (Continuous Assessment)	Internal Examination	Total
5	25	20	50

End Semester Examination Marks (ESE):

Procedure/ Preparatory work/Design/ Algorithm	Conduct of experiment/ Execution of work/ troubleshooting/ Programming	Result with valid inference/ Quality of Output	Viva voce	Record	Total
10	15	10	10	5	50

- ***Submission of Record: Students shall be allowed for the end semester examination only upon submitting the duly certified record.***
- ***Endorsement by External Examiner:*** *The external examiner shall endorse the record*

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Prepare Software Requirement Specification document, Design document, Test cases and Software configuration and Risk management related document.	**K3**
CO2	Develop function-oriented software design using appropriate open-source tools.	**K3**
CO3	Develop object-oriented software design using appropriate open-source tools.	**K3**
CO4	Develop Cost Estimation models using appropriate open source-tools.	**K3**
CO5	Apply an Openproj tool to track the progress of the project.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO- PO Mapping (Mapping of Course Outcomes with Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	1	1	3	3	3	3	2	3	3	3
CO2	3	2	1	1	3	3	3	3	2	3	3	3
CO3	3	2	1	1	3	3	3	3	2	3	3	3
CO4	3	2	1	1	3	3	3	3	2	3	3	3
CO5	3	2	1	1	3	3	3	3	2	3	3	3

1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Object Oriented Systems Analysis and Design using UML	Bennett S, McRobb S. & Farmer R	Tata McGraw-Hill	Second edition, 2004
2	MySQL/PHP Database Applications	J. Greenspan and B. Bulger	M&T Books	2008

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://staruml.io/
2	https://plantuml.com/
3	https://www.latex-project.org/

Continuous Assessment (25 Marks)

1. **Preparation and Pre-Lab Work (7 Marks)**

- Pre-Lab Assignments: Assessment of pre-lab assignments or quizzes that test understanding of the upcoming experiment.
- Understanding of Theory: Evaluation based on students' preparation and understanding of the theoretical background related to the experiments.

2. **Conduct of Experiments (7 Marks)**

- Procedure and Execution: Adherence to correct procedures, accurate execution of experiments, and following safety protocols.

- Skill Proficiency: Proficiency in handling equipment, accuracy in observations, and troubleshooting skills during the experiments.
- Teamwork: Collaboration and participation in group experiments.

3. **Lab Reports and Record Keeping (6 Marks)**

- Quality of Reports: Clarity, completeness and accuracy of lab reports. Proper documentation of experiments, data analysis and conclusions.
- Timely Submission: Adhering to deadlines for submitting lab reports/rough record and maintaining a well-organized fair record.

4. **Viva Voce (5 Marks)**

- Oral Examination: Ability to explain the experiment, results and underlying principles during a viva voce session.

Final Marks Averaging: The final marks for preparation, conduct of experiments, viva, and record are the average of all the specified experiments in the syllabus.

Evaluation Pattern for End Semester Examination (50 Marks)

1. **Procedure/Preliminary Work/Design/Algorithm (10 Marks)**

- Procedure Understanding and Description: Clarity in explaining the procedure and understanding each step involved.
- Preliminary Work and Planning: Thoroughness in planning and organizing materials/equipment.
- Algorithm Development: Correctness and efficiency of the algorithm related to the experiment.
- Creativity and logic in algorithm or experimental design.

2. **Conduct of Experiment/Execution of Work/Programming (15 Marks)**

- Setup and Execution: Proper setup and accurate execution of the experiment or programming task.

3. **Result with Valid Inference/Quality of Output (10 Marks)**

- Accuracy of Results: Precision and correctness of the obtained results.
- Analysis and Interpretation: Validity of inferences drawn from the experiment or quality of program output.

4. Viva Voce (10 Marks)

- Ability to explain the experiment, procedure results and answer related questions
- Proficiency in answering questions related to theoretical and practical aspects of the subject.

5. Record (5 Marks)

- Completeness, clarity, and accuracy of the lab record submitted

SEMESTER 7

COMPUTER SCIENCE AND DESIGN

SEMESTER S7

FORMAL METHODS IN SOFTWARE ENGINEERING

(Common to CS/CR/CM/CA/AD/AM)

Course Code	**PECST741**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	2:1:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To enable the learners to apply formal methods for modelling, validation, and verification of software systems.
2. To familiarize with a series of advanced tools that address challenges faced in design, coding, and verification.
3. To provide an introduction to the theoretical aspects of these tools, as well as hands-on exploration.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction :-** Stages in software development; software defects –causes of software defects; techniques for dealing with software defects-Testing and verification, formal methods and tools.	9
2	**Ensuring reliability in the design phase :-** Conceptual modelling, the tool Alloy, conceptual modelling in Alloy, Analysing Alloy models, Fixing bugs in modelling, How Alloy works? Show that the Konigsberg Bridge Problem has no solution.	9
3	**Verification by Model Checking :-** Verifier for Concurrent C (VCC): a Hoare-Triple- based tool for Verifying Concurrent C, intra procedure verification of programs, ghost statements.	9
4	**Program Verification:-** Inter-procedure verification of programs in VCC, function contracts, pure functions, loop invariants, proving total correctness of programs in VCC.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	*Assignment/Micro project*	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Explain the need and use of formal methods and tools in software engineering.	**K2**
CO2	Demonstrate conceptual modelling of systems using *Alloy*.	**K3**
CO3	Illustrate the process of proving correctness of code using Hoare-Triple based weakest precondition analysis	**K3**
CO4	Demonstrate program verification using VCC.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	-	-	-	-	-	-	-	-	-	-
CO2	2	3	2	3	2	-	-	-	-	-	-	-
CO3	3	3	3	2	-	-	-	-	-	-	-	-
CO4	3	3	3	3	3	-	-	-	-	-	-	-

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Software Abstractions	Daniel Jackson	MIT Press	2011

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Verifying C Programs: A VCC Tutorial, Working draft, version 0.2	E. Cohen, M. A., Hillebrand, S. Tobies, M. Moskal, W. Schulte		2015
2	The VCC Manual, Working draft, version 0.2			2016.

Links	
No.	**Link ID**
1	Tutorial for Alloy Analyzer 4.0 https://alloytools.org/tutorials/online/

SEMESTER S7

MULTIMEDIA COMPRESSION

Course Code	**PECNT742**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To understand types of compression.
2. To understand compression techniques on text, image, audio and video data.
3. To apply compression algorithms on different domains.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction To Multimedia – Components of Multimedia, Graphics/Image Data Types, Popular File Formats , Concepts Of Video-Analog video and digital video(definitions only), Digital Audio – digitization of sound, Storage Requirements of Multimedia Applications. Need For Compression, Elements Of Information Theory, Lossless Compression, Lossy Compression. Compression performance metrics	**9**
2	Basic Compression Techniques- Run length encoding-Shannon Fano Coding –Static Huffman Coding–binary and non binary Huffman coding-Arithmetic Coding – Dictionary based Coding- LZ77, LZ78 and LZW compression.	**9**
3	Audio Compression– μ-law and A-law Companding. Frequency Domain And Filtering – Basic Sub-Band Coding .MPEG Audio. Speech Compression Techniques – Linear Predictive Coding (LPC) and Code Excited LPC.	**9**
4	Image Compression: Fundamentals — Compression Standards – DCT, JPEG Standard– Wavelet Based Compression – Implementation Using Filters – EZW, SPIHT Coders Video Compression Techniques and Standards–MPEG-1, MPEG-4–Motion Estimation and Compensation Techniques	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe the fundamental principles of multimedia compression.	**K2**
CO2	Make use of statistical and dictionary-based text compression techniques for various applications**.**	**K3**
CO3	Explain the principles and standards of Audio Compression Techniques.	**K2**
CO4	Illustrate the various image and video compression standards	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	1										1
CO2	3	3	3	3								3
CO3	3	3	2	2								2
CO4	3	3	2	2								2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fundamentals of Multimedia	Mark S.Drew and Ze-Nian Li	PHI.	1st edition, 2008
2	Data Compression – The Complete Reference	David Salomon	Springer Verlag New York Inc	3rd Edition, 2008.
3	Introduction to Data Compression	Khalid Sayood	Morgan Kauffman Harcourt India	3rd edition, 2010

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Multimedia Communication - Applications, Networks, Protocols and Standards	Fred Halshall	Pearson Education	1st edition, 2001

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/117/105/117105083/ https://www.youtube.com/watch?v=aCvceLLrE0k&list=PLF8C86C2E163D8E4E&index=28&t=96s

SEMESTER S7

BIOINFORMATICS

Course Code	**PECST743**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To understand the fundamental concepts in Molecular Biology, Genomics, Proteomics and Modelling.
2. To introduce bio macromolecules such as genes and proteins, different biological databases, and tools and algorithms for biological data processing, analysis and interpretation, and the elements of the systems approach to Molecular Biology.

SYLLABUS

Module	Syllabus Description	Contact Hours
1	**Molecular Biology Primer (3 hours)** Genes, DNAs, RNAs, Proteins, Genomics, Sequencing techniques, Bioinformatics overview and scope **Sequence Alignment (6 hours)** Global and local sequence alignment-dynamic programming algorithms, edit distance, similarity, Needleman Wunsch Algorithm, Smith Waterman Algorithm	9
2	**Biological Databases and Data Formats (3 hours)** Genomic and Sequence Data Formats, GenBank, EMBL-Bank, and DDBJ, PROSITE, NCBI- Database Searching: BLAST, FASTA **Phylogenetics (6 hours)** Phylogenetic Tree basics and Construction Methods, UPGMA, Neighbour joining, Parsimonous trees, Additive trees, Bootstrapping	9
3	**Combinatorial Pattern Matching (9 hours)** Combinatorial Pattern Matching, Repeat finding, Keyword Trees, Suffix Trees, Heuristic similarity search algorithms, Approximate Pattern Matching	9

4	**R FOR BIOINFORMATICS** Variables, Data types, control flow constructs, String manipulation, Pattern Matching, arrays, lists and hashes, File handling, Programs to handle biological data and parse output files for interpretation, packages for sequence alignment, FASTA, BLAST (Bioconductor, msa, Biostrings etc.) **Indicative Laboratory/Microproject Tasks** Biological Databases, Sequence alignment: BLAST family of programs, FASTA, ClustalW for multiple sequence alignment, Phylogenetics software, Homology Modeling and Model evaluation, Related Programs in R.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	60

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the Basics of Bioinformatics	**K2**
CO2	Use various biological databases and apply sequence alignment techniques	**K3**
CO3	Use molecular phylogenetics to identify evolutionary relationships among various biological species	**K3**
CO4	Apply the concept of combinatorial pattern matching in bioinformatics	**K3**
CO5	Use R language and packages to solve bioinformatics problems	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	-	-	-	-	-	-	-	-	2
CO2	3	3	3	-	-	-	-	-	-	-	-	2
CO3	3	3	3	3	-	-	-	-	-	-	-	2
CO4	3	3	3	3	-	-	-	-	-	-	-	2
CO5	3	3	3	3	3	-	-	-	-	-	-	2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	An Introduction to Bioinformatics Algorithms,	N. C. Jones and P. A. Pevzner,	MIT Press, 2004	1/e, 2004
2	Bioinformatics for Beginners: Genes, Genomes, Molecular Evolution, Databases and Analytical Tools	Supratim Choudhuri	Academic Press	1/e, 2014
3	R Programming for Bioinformatics	Robert Gentleman	CRC Press	1/e, 2009

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Bioinformatics	T. K. Attwood and D. J. Parry-Smith,	Pearson Education	1/e, 2003
2	Analysis of Biological Networks,	B. Junker and F. Schreiber,	Wiley Publishers	1/e, 2007
3	Heterogeneous Information Networks - Principles & Methodologies	Y. Sun and J. Han, Mining	Morgan & Claypool Publishers	1/e, 2012
4	Multilayer Social Networks,	M. E. Dickison et al,	Cambridge University Press	1/e, 2016

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/102/106/102106065/
2	https://onlinecourses.swayam2.ac.in/cec21_bt04/preview

SEMESTER S7

INFORMATION SECURITY

(Common to CS/CM/CA/AM)

Course Code	**PECST744**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	PECST637	**Course Type**	Theory

Course Objectives

1. To learn the essentials of confidentiality, integrity and apply access control mechanisms to the user information
2. To understand threats and Vulnerabilities and design security frameworks
3. To learn how to maintain the accuracy and completeness of data as it is transmitted over the network with total security

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Information Security - CIA triad , OSI Security Architecture, Security Goals, Security Services and Mechanisms, Threats, Attacks-Malicious code, Brute force, Timing attack, Sniffers; Access Control Mechanisms - Access Control, Access control matrix, Access control in OS-Discretionary and Mandatory access control, Role-based access control.	9
2	Software Vulnerabilities - Buffer and Stack Overflow, Cross-site Scripting (XSS) and vulnerabilities, SQL Injection and vulnerabilities, Phishing; Malwares - Viruses, Worms and Trjans, Topological worms, Trapdoors, Salami attack, Man-in-the-middle attacks, Covert channels.	9
3	Introduction to security of information storage - Processing, and Transmission. Information Security Management - The ISO Standards relating to Information Security - Other Information Security Management Frameworks - Security Policies - Security Controls - The Risk Management Process - Regulations and legal frameworks; Authentication - User Authentication, Token Based, Biometric Authentication, Remote User Authentication, Multifactor Authentication.	9

4	Security in Networks - Threats in networks, Network Security Controls - Architecture, Encryption, Content Integrity, Strong Authentication, Access Controls, Wireless Security, Honeypots, Traffic flow security, Firewalls – Design and Types of Firewalls, Personal Firewalls, IDS, Email Security – PGP, S/MIME.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Explain the goals, services and mechanisms related to information security.	**K2**
CO2	Identify the different types of threats and attacks and the design strategies to mitigate the attacks	**K2**
CO3	Describe the information security practices within an organization, ensuring data protection and compliance with industry standards and legal requirements.	**K2**
CO4	Discuss the skills to enhance network security, protect data in transit, and respond to potential threats effectively	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Network security and Cryptography	B. Menezes	Cengage	1/e, 2010
2	Cryptography And Network Security Principles And Practice	William Stallings	Pearson	5/e, 2011

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Cryptography and Network Security	B. A. Forouzan, D. Mukhopadhyay	McGraw Hill	3/e, 2015
2	Network Security Essentials: Applications and Standards	William Stallings	Prentice Hall.	4/e, 2011
3	Information System Security	Nina Godbole	Wiley	2/e, 2017

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/106/106106129/
2	https://nptel.ac.in/courses/106106199

SEMESTER S7

BIG DATA ANALYTICS

Course Code	PECNT746	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	Basic knowledge in programming	Course Type	Theory

Course Objectives:

1. This course helps the learner to understand the basic concepts of big data analytics and the technologies used for storage, analysis and manipulation of data.
2. It also helps to develop projects and apply existing data analytics tools to gain comprehensive knowledge on Data analytics. It enables the learners to perform data analysis on a real-world scenario using appropriate tools.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Big data, Conventional Data vs Big data, Big data architecture, Big data platforms, Nature of data, Analytic processes and tools, 5 V's of Big data, Big data analytical method, Intelligent data analysis, Big data analytics life cycle. Introduction to stream concepts – Streaming data architecture, Stream data model, Sampling techniques for efficient stream processing, Filtering streams – Bloom filter, Count distinct problem– Flajolet martin algorithm, Estimating moments, Counting oneness in a window – DGIM Algorithm.	9
2	History of Hadoop, Hadoop Ecosystem, Core Components, HDFS-Architecture, Using HDFS Files, HDFS Design, Blocks, Name nodes and Data nodes, Basic File system Operations, Hadoop Specific File Types, Anatomy of a file read, Anatomy of a file write. Data Processing with MapReduce: Execution Pipeline, Runtime Coordination and Task Management in	9

	MapReduce, Designing MapReduce implementations: Using MapReduce as a framework for parallel processing, Example-Road Enrichment.	
3	PIG: Introduction to PIG, Execution Modes of Pig, Comparison of Pig with Databases, Grunt, Pig Latin, User Defined Functions, Data Processing operators. Hive: Hive Shell, Hive Services, Hive Metastore, Comparison with Traditional Databases, HiveQL, Tables, Querying Data and User Defined Functions. Hbase: HBasics, Concepts, Clients, Example, Hbase Versus RDBMS.	**9**
4	Introduction to R – Overview of modern data analytic tools, Introduction to R, R Graphical User Interfaces - Features of R Language, Vectors, Filtering, Creating Matrices, Applying Functions to Matrix Rows and Columns, Lists, Creating List, General List Operations, Data Frames, Creating Data Frames, Matrix like Operations in Frames, Applying Functions to Data Frames, Reading and Writing Files.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Outline the basics of big data concept	**K2**
CO2	Categorize and summarize the processing in Big Data and its importance.	**K2**
CO3	Simulate various big data technologies like Hadoop, MapReduce, Pig, Hive, Hbase.	**K3**
CO4	Determine tools and techniques to analyze big data	**K3**
CO5	Solve problems associated with big data using the features of R programming	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3										3
CO2	3	3	3									3
CO3	3	3	3	3								3
CO4	3	3	3	3								3
CO5	3	3	3	3	3							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Hadoop: The Definitive Guide	Tom White	O'reily Media	Third Edition, 2012
2	Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses	Michael Minelli, Michelle Chambers and Ambiga Dhiraj	Wiley	2013
3	Professional Hadoop Solutions.	Boris Lublinsky, Kevin T. Smith, Alexey Yakubovich	Wiley	2013
4	The Art of R Programming: A Tour of Statistical Software Design	Norman Matloff	No Starch Press	2011

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics	Bill Franks	Wiley and SAS Business Series	First Edition, 2012
2	Mining of Massive Datasets	Jure Leskovec, Anand Rajaraman and Jeffrey David Ullman	Cambridge University Press	2014
3	Big Data and Analytics	Seema Acharya, Subhasni Chellappan	Wiley Publications	2nd Edition, 2019
4	BIG DATA, Black Book	DT Editorial Services	DreamTech Press	1st Edition, 2016

SEMESTER S7

SOFTWARE TESTING AND QUALITY ASSURANCE

Course Code	**PECNT747**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To understand the principles and practices of software testing and quality assurance.
2. To apply various testing techniques and methodologies in software development projects.
3. To evaluate the effectiveness of quality models and standards for ensuring software quality.
4. To develop regression testing strategies and manage software testing processes efficiently.
5. To design and implement test automation solutions for improving testing efficiency and effectiveness

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Fundamentals of Software Testing and Quality Assurance** Role of testing in software development, Importance of processes in software quality assurance, Faults, errors, and failures in software testing, Limitations and challenges in software testing, Concepts of verification and validation in software quality assurance.	9
2	**Testing Techniques and Methodologies** White box and black box testing techniques: Black box testing - requirements-based testing, boundary value analysis, equivalence partitioning, White box testing - static analysis, unit testing, control flow testing, Integration, system, and acceptance testing methodologies, Non-functional testing techniques - performance, security, and usability testing.	9
3	**Quality Assurance Principles and Standards** Development of quality plans and objectives, Total Quality Management	9

	(TQM) concepts, Evaluation of quality models and standards (ISO, CMM, Six Sigma), Addressing quality challenges, Significance of national quality awards. **Regression Testing and Test Management** Importance of regression testing in software maintenance, Regression test planning and case selection, Dynamic slicing and test minimization techniques, Tools for regression testing, Test planning, execution, and reporting.	
4	**Software Test Automation and Object-Oriented Testing** Scope and benefits of test automation, Design and implementation of automation frameworks, Utilization of testing tools for automation, Object-oriented testing principles, Analysis of software quality metrics and continuous improvement initiatives	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain software testing fundamentals and quality assurance principles comprehensively.	**K2**
CO2	Summarize diverse testing techniques effectively to ensure software quality and reliability.	**K2**
CO3	Develop and implement quality plans and assurance strategies to meet project objectives.	**K3**
CO4	Utilize regression testing techniques and test management tools proficiently for maintaining software quality	**K3**
CO5	Design and implement automated testing solutions to enhance testing efficiency and effectiveness, while analyzing software quality metrics for continuous improvement.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	3	1										1
CO2	3	1										1
CO3	3	3	3	2								1
CO4	3	2	1	1	2							1
CO5	3	3	3	2								1

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Software Testing: Principles and Practices	Srinivasan Desikan, Gopalaswamy Ramesh	Pearson Education India	2006
2	Introduction to Software Testing	Paul Ammann, Jeff Offutt	Cambridge University Press	

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Software Testing and Quality Assurance: Theory and Practice	Kshirasagar Naik, Priyadarshi Tripathy	Wiley	August 2008

SEMESTER S7

PROTOTYPING INTERACTIVE SYSTEMS

Course Code	**PECNT748**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. to understand the prototyping and modelmaking, Prototypes and design process, traditional prototyping methods and tools.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Definition of prototyping and modelmaking, Physical and Digital Prototypes, prototypes as Design Artifacts, characteristics of prototyping, prototypes and the design process, prototyping strategies, rapid prototyping - offline rapid prototyping - online rapid prototyping techniques, Case study: Motion Computing J3400 Tablet.	**9**
2	How prototypes are used – Guidelines for Building Prototypes for Communication -Design Verification, Technical Performance Testing, Safety Standards Testing, Prototyping in Different Disciplines, iterative and evolutionary prototypes, Case study - Xoran Portable xCAT Scanner.	**9**
3	Prototypes and design process- User centered design, Participatory design, Exploring the design space, Expanding the design space, Contracting the design space, Prototyping strategies- Horizontal prototypes, Vertical prototypes, Task oriented prototypes, Scenario based prototypes.	**9**
4	Traditional prototyping methods and tools- Paper prototypes, Wizard of OZ prototypes. Digital prototyping methods and tools- Presentation software, Coded prototype, Real world example- ZURB's Verify, Prototyping software and apps, Advantages of prototyping tools	**9**

	Iterative and Evolutionary Prototypes - User Interface Toolkits , User Interface Builders , User Interface Development Environments. Prototyping Mixed Reality and Pervasive Computing Systems. Prototyping best practices.	

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Explain fundamentals of prototyping	**K2**
CO2	Apply prototyping for Effective Communication and Verification in Design and Technical Testing	**K3**
CO3	Apply participatory design techniques to involve end-users in the prototyping process effectively.	**K3**
CO4	Articulate traditional and digital prototyping methods and tools for efficient product development.	**K2**
CO5	Explain the skills and knowledge necessary to prototype advanced user interfaces and emerging technologies effectively.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	1	-	-	-	-	-	-	-	-	-	1
CO2	3	2	1	1	-	-	-	-	-	-	-	3
CO3	3	2	1	1	-	-	-	-	-	-	-	3
CO4	2	1	-	-	-	-	-	-	-	-	-	1
CO5	3	2	1	1	-	-	-	-	-	-	-	3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Prototyping And Model Making For Product Design	B. Jarki Hallgrimson	Laurence King Publishing	2nd Edition, 2019.
2	Prototyping Tools and Techniques	Michel Beaudouin-Lafon and Wendy E. Mackay		2009
3	The ultimate guide to prototyping, the best prototyping methods, tools and processes.	Jerry Cao, Kamil Zieba & Matt Ellis		2016

SEMESTER S7

COMPUTER VISION

Course Code	PECST745	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	5/3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To cover the basics of image formation, key computer vision concepts, methods, techniques, pattern recognition, and various problems in designing computer vision and object recognition systems.
2. To enable the learners to understand the fundamentals of computer vision and machine learning models to develop applications in computer vision.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Fundamentals in Computer Vision :-** Camera Calibration- Pinhole camera model, Geometric Image Features - Curves, Surfaces, Analytical Image Features - Elements of Analytical Euclidean Geometry, Geometric Camera Parameters, Stereopsis - Binocular Camera Geometry, Epipolar Constraint, Binocular Reconstruction, Local Methods for Binocular Fusion, Global Methods for Binocular Fusion.	9
2	**Features and Filters :-** Linear Filters- Linear Filters and Convolution, Shift Invariant Linear Systems. Estimating Derivatives with Finite Differences, Noise, Edges and Gradient-based Edge Detectors Image Gradients - Computing the Image Gradient, Gradient Based Edge and Corner Detection. Filters as Templates - Normalized Correlation and Finding Patterns.	9

3	**Machine Learning for Computer Vision :-** Machine Learning - Introduction, Dataset for Machine Perception- Labelled and Unlabelled Data, Basics of Classification and Clustering, Multi-Class Perspective. Machine Learning for Computer Vision -Machine Learning -Deep Learning Use Cases. Machine Learning Models for Vision - Image Vision-Pretrained Model, Transfer Learning, Fine-Tuning, Convolutional Networks, Convolutional Filters, Stacking Convolutional Layers, Pooling Layers - AlexNet, VGG19, , Modular architecture - ResNet, Neural Architecture Search Design - NASNet	9
4	**Segmentation and Object detection :-** Segmentation Using Clustering Methods - Human vision- Grouping and Gestalt, Applications- Shot Boundary Detection, Background Subtraction, Image Segmentation by Clustering Pixels- Simple Clustering Methods, Clustering and Segmentation by K-means Object detection - YOLO, Segmentation-Mask R-CNN and Instance Segmentation, U-Net and Semantic Segmentation, Model Quality Metrics ***A case study to compare performance of various models on a suitable dataset.***	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Understand the basic concepts and terminologies like Camera Calibration, Stereopsis in computer vision	**K2**
CO2	Apply filters for feature extraction and for finding patterns.	**K3**
CO3	Build different machine learning models for computer vision	**K3**
CO4	Implement segmentation and object detection models	**K3**
CO5	Analyze different machine learning models for segmentation/object detection.	**K4**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3	3								3
CO5	3	3	3	3	3							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer vision: A modern approach	Forsyth, David, and Jean Ponce	Prentice hall	2011
2	Emerging topics in computer vision	Medioni, Gerard and Sing Bing Kang	PHI	2004
3	Practical Machine Learning for Computer Vision	Valliappa Lakshmanan, Martin Görner, Ryan Gillard	O'Reilly Media	2021

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer vision: algorithms and applications	Szeliski, Richard	Springer Science & Business Media	2010
2	Image Segmentation: Principles, Techniques, and Applications	Tao Lei, Asoke K. Nandi	John Wiley & Sons	2022
3	Deep Learning in Computer Vision Principles and Applications	Ali Ismail Awad, Mahmoud Hassaballah	CRC Press	2020

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	Computer Vision and Image Processing - Fundamentals and Applications by Prof. M. K. Bhuyan at IIT Guwahati https://onlinecourses.nptel.ac.in/noc23_ee39/preview
2 **3**	Computer Vision by Prof. Jayanta Mukhopadhyay at IIT Kharagpur https://onlinecourses.nptel.ac.in/noc19_cs58/preview
4	Deep Learning for Computer Vision by Prof. Vineeth N Balasubramanian at IIT Hyderabad https://onlinecourses.nptel.ac.in/noc21_cs93/preview
	COVID-Net Open Source Initiative - COVIDx CT-3 Dataset https://www.kaggle.com/datasets/hgunraj/covidxct

SEMESTER S7

ADVANCED COMPUTER NETWORKS

Course Code	PECST751	CIE Marks	40
Teaching Hours/Week (L:T:P:R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To give a comprehensive understanding of advanced networking concepts, including MPLS, VPNs, Data Center Networks, and Software-Defined Networking (SDN).
2. To impart the skills necessary to analyze, design, and evaluate complex networking architectures, addressing the challenges and emerging trends.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Review of Computer Networking Fundamentals - OSI and TCP/IP Models, Layers and Protocols, IP Addressing and Subnetting, Routing Protocols - RIP, OSPF, BGP; QoS in IP networks - Random Early Detection, Protocols for QoS support - RSVP, RTP, Multiprotocol Label Switching (MPLS): Overview and Use Cases; Network Security Basics - Firewalls, ACLs, and NAT; Working of NAT; Virtual Private Networks (VPNs) - Types and Architectures; Overview of Data Center Networks: Key Components and Topologies;	8
2	DLL switching - Overview, VLANs, Inter-VLAN Routing; Spanning Tree Protocol (STP) - IEEE 802.1D, Rapid Spanning Tree Protocol (RSTP) - IEEE 802.1w, Multiple Spanning Tree Protocol (MSTP) - IEEE 802.1s, STP Enhancements - BPDU Guard, Root Guard, and Loop Guard; Data Center Network Architectures - Traditional vs. Modern Data Center Designs (Spine-Leaf, Clos Networks), Ethernet Fabrics and TRILL; Data Center Design Considerations - Scalability, Redundancy, and Latency.	9
3	SDN Architecture and Components - Control Plane, Data Plane, and Application Plane; OpenFlow Protocol and its Role in SDN; SDN Controllers - Ryu, OpenDaylight, and ONOS; SDN Use Cases - Traffic Engineering,	9

	Network Function Virtualization (NFV) - NFV Concepts, Virtualizing Network Functions and Services; NFV Infrastructure (NFVI) and Management (MANO); Service Function Chaining (SFC); NFV in Telecom Networks.	
4	Data Center Interconnect (DCI) - Technologies for Data Center Interconnection(VPLS, OTV, and VXLAN), DCI Design and Deployment Considerations; Intent-Based Networking (IBN) - Introduction to Intent-Based Networking; Content Distribution on the Internet - Architectures for Information-Centric Networking; Content Naming, Routing and Caching, Security in Named Data Networking; Network Automation and Orchestration; Automation Tools - Ansible, Terraform; Orchestration Frameworks - Kubernetes.	**10**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain and critically analyze advanced networking protocols and technologies, including MPLS, VPNs, and SDN, and their applications in modern networks	**K3**
CO2	Demonstrate an understanding of data center network architectures, including the design considerations and protocols that ensure scalability, redundancy, and efficiency.	**K3**
CO3	Use Software-Defined Networking (SDN) and Network Function Virtualization (NFV) to automate and optimize network operations.	**K3**
CO4	Explain emerging trends such as Intent-Based Networking (IBN) and network automation, applying this knowledge to modernize and innovate networking solutions.	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	2								3
CO2	3	3	3	2								3
CO3	3	3	3	2								3
CO4	3	2	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer Networking: A Top-Down Approach	James F. Kurose, Keith W. Ross	Pearson	8/e, 2022
2	Data Center Virtualization Fundamentals: Understanding Techniques and Designs for Highly Efficient Data Centers with Cisco Nexus, UCS, MDS, and Beyond	Gustavo A. A. Santana	CISCO Press	1/e, 2013
3	MPLS and VPN Architectures	Jim Guichard, Ivan Pepelnjak, Jeff Apcar	CISCO Press	1/e, 2000
4	High-speed networks and Internet: Performance and Quality of Service	William Stallings	Pearson	2/e, 2002
5	Software Defined Networks: A Comprehensive Approach	Paul Goransson, Chuck Black, Timothy Culver	Morgan Kaufman	2/e, 2016
6	Information-Centric Networking (ICN): Content-Centric Networking (CCNx) and Named Data Networking (NDN) Terminology	B. Wissingh, C. Wood, A. Afanasyev, L. Zhang, D. Oran, C. Tschudin	RFC 8793	2020

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Cloud Networking: Understanding Cloud-based Data Centre Networks	Gary Lee	Morgan Kaufman	1/e, 2014

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/106/106106243/

SEMESTER S7

RESPONSIBLE ARTIFICIAL INTELLIGENCE

Course Code	PECST752	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To impart the ideas of fairness, accountability, bias, and privacy as fundamental aspects of responsible AI.
2. To teach the principles of interpretability techniques including simplification, visualization, intrinsic interpretable methods, and post hoc interpretability for AI models.
3. To give the learner understanding of the ethical principles guiding AI development, along with privacy concerns and security challenges associated with AI deployment.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Foundations of Responsible AI :-** Introduction to Responsible AI- Overview of AI and its societal impact; Fairness and Bias - Sources of Biases, Exploratory data analysis, limitation of a dataset, Preprocessing, inprocessing and postprocessing to remove bias.	7
2	**Interpretability and explainability:-** Interpretability - Interpretability through simplification and visualization, Intrinsic interpretable methods, Post Hoc interpretability, Explainability through causality, Model agnostic Interpretation. Interpretability Tools - SHAP (SHapley Additive exPlanation), LIME (Local Interpretable Model-agnostic Explanations)	10
3	**Ethics, Privacy and Security :-** Ethics and Accountability -Auditing AI models, fairness assessment, Principles for ethical practices.	10

	Privacy preservation - Attack models, Privacy-preserving Learning, Differential privacy- Working, The Laplace Mechanism, Introduction to Federated learning. Security - Security in AI Systems, Strategies for securing AI systems and protecting against adversarial attacks	
4	**Future of Responsible AI and Case Studies : -** Future of Responsible AI - Emerging trends and technologies in AI ethics and responsibility. Case Studies - Recommendation systems, Medical diagnosis, Computer Vision, Natural Language Processing.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Identify and describe key aspects of responsible AI such as fairness, accountability, bias, and privacy.	**K2**
CO2	Describe AI models for fairness and ethical integrity.	**K2**
CO3	Understand interpretability techniques such as simplification, visualization, intrinsic interpretable methods, and post hoc interpretability.	**K2**
CO4	Comprehend the ethical principles, privacy concerns, and security challenges involved in AI development and deployment.	**K3**
CO5	Understand responsible AI solutions for practical applications, balancing ethical considerations with model performance.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Responsible Artificial Intelligence: How to Develop and Use AI in a Responsible Way	Virginia Dignum	Springer Nature	1/e, 2019
2	Interpretable Machine Learning	Christoph Molnar	Lulu	1/e, 2020

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	ResponsibleAI Implementing Ethical and Unbiased Algorithms	Sray Agarwal, Shashin Mishra	Springer Nature	1/e, 2021

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://youtu.be/3-xhMXeYIcg?si=x8PXrnk0TabaWxQV
2	https://youtu.be/sURHNhBMnFo?si=Uj0iellJs3oLOmDL [SHAP and LIME] https://c3.ai/glossary/data-science/lime-local-interpretable-model-agnostic-explanations/ https://shap.readthedocs.io/en/latest/ https://www.kaggle.com/code/bextuychiev/model-explainability-with-shap-only-guide-u-need
3	https://www.youtube.com/live/DA7ldX6OIG4?si=Dk4nW1R1zi_UMG_4
4	https://youtu.be/XlYhKwRLerc?si=IeU7C0BLhwn9Pvmi Case Studies https://www.kaggle.com/code/teesoong/explainable-ai-on-a-nlp-lstm-model-with-lime https://www.kaggle.com/code/victorcampelo/using-lime-to-explaining-the-preditions-from-ml

SEMESTER S7

FUZZY SYSTEMS

(Common to CS/CA)

Course Code	**PECST753**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To understand the concepts of fuzziness and its use in building better solutions to problems.
2. To understand the basic concepts of fuzzy sets, fuzzy relations, fuzzy logic and building of fuzzy approximation-based solutions.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Basic Fuzzy Set Theory :-** Introduction - Uncertainty, Imprecision and Vagueness. Crisp vs Fuzzy sets. Representation of Fuzzy sets. Membership Functions – Types, Basic operations - dilation, concentration, normalization, Linguistic hedges. Properties of fuzzy set - Level Sets - Alpha cut representation. Operations on fuzzy sets- fuzzy complement, fuzzy intersection, fuzzy union, aggregation operations	**9**
2	**Fuzzy Relations :-** Operations on Fuzzy relations: union, intersection, complement, cartesian product. Fuzzy composition- Max- min, Max – product. Extension Principle- Fuzzy arithmetic – fuzzy numbers, arithmetic operations on fuzzy numbers. Fuzzy Reasoning – Generalized Modus Ponens (GMP) and Generalized Modus Tollens (GMT).	**9**

3	**Fuzzification and Defuzzification Methods :-** Fuzzy inference – Zadeh rule, Mamdani rule. Development of membership Functions – Intuition, Inference, Rank ordering, Inductive reasoning. Defuzzification to Scalars - Max membership principle, Centroid method, Weighted average method, Mean max membership, Center of sums, Center of largest area, First (or last) of maxima.	9
4	**Fuzzy Inference Systems :-** Approximate Reasoning, Fuzzy (Rule-Based) Systems – Multiple conjunctive antecedents, Multiple disjunctive antecedents, Aggregation of fuzzy rules, Graphical Techniques of Inference. Fuzzy Controllers -Mamdani FIS, Larsen Model.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Explain fuzzy logic based problem solving	**K2**
CO2	Summarize the concepts of crisp sets, crisp relations, crisp logic with fuzzy sets, fuzzy relations and fuzzy logic	**K3**
CO3	Develop fuzzy systems by selecting appropriate membership functions, fuzzification and defuzzification methods	**K3**
CO4	Develop solutions using graphical and rule-based methods	**K3**
CO5	Make use of fuzzy logic inference to solve real world problems	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	1	1									2
CO2	3	1	1									2
CO3	3	3	2	1								2
CO4	3	3	2	1								2
CO5	3	3	2	2	1							2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fuzzy Logic with Engineering Applications	Timothy J. Ross	John Wiley and Sons	3/e, 2010
2	Fuzzy Sets and Fuzzy Logic: Theory and Applications	George J. Klir and Bo Yuan	Pearson	1/e, 2015

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Fuzzy Sets, Fuzzy Logic, and Fuzzy Control Systems	Guanrong Chen, Trung Tat Pham	CRC Press	1/e, 2019
2	Discrete Mathematics and Its Applications with Combinatorics and GraphTheory	Kenneth H. Rosen	MGH	7/e, 2011
3	Discrete Mathematical Structures with Applications to Computer Science	Trembly J.P, Manohar R	TataMc Graw Hill	1/e, 2003
4	Discrete Mathematical Structures	Bernard Kolman, Robert C. Busby, Sharan Cutler Ross,	Pearson	1/e, 2003

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://nptel.ac.in/courses/108104157

SEMESTER S7

DIGITAL FORENSICS

(Common with CS/CM/CA/CD/CR/AI/AM/AD)

Course Code	**PECST754**	**CIE Marks**	40
Teaching Hours/Week (L:T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To impart the fundamental knowledge on incident management and reporting.
2. To provide a good understanding on devices, operating systems, network and mobile forensics.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Digital Forensics - Principles in Digital Forensics; Stages in Digital Forensics Investigation- Forensics Imaging & Cloning, Concept of Chain of Custody, Digital Evidence Handling at Crime Scene, Collection/Acquisition and Preservation of Digital Evidence, Processing & Analysis, Compilation of Findings & Reporting; Expansion of Stages in Digital Investigation. Types of Storage Media - Hard Disk Drives (HDD), Solid State Drives (SSD), USB Flash Drives, Optical Discs, Memory Cards, Cloud Storage, Drive Geometry, Cylinders, Heads, and Sectors, Logical Block Addressing (LBA); Expansion of Types of Storage Medium. Overview of File Systems - Introduction to File Systems, File Systems in Digital Forensics, FAT (File Allocation Table), Structure and Characteristics : FAT12, FAT16, FAT32, NTFS (New Technology File System), Structure and Characteristics, Master File Table (MFT), EXT (Extended File System), EXT2, EXT3, EXT4, Journaling in EXT3 and EXT4, HFS (Hierarchical File System), HFS and HFS+ Structure and Characteristics, Metadata and Attributes ***Tools suggested*** : Hex Viewer , FTK Imager , OS Forensics	10

2	Windows Forensics - OS Artefacts, Registry Analysis, Analysis of USB Connections, Event Logs, Applications, Slack Space, Overwritten Files, Data Recovery Techniques, Volatile and Non-Volatile Data, Hibernation file analysis, Pagefile analysis, prefetch files, thumbnails, Timestamps, File Signatures, File System Analysis Tools, Techniques for Recovering Deleted Files, File Carving; Memory Forensics - RAM dump and analysis; Linux and MAC Forensics; Anti Forensics Methods - Steganography, Encryption, Alternate Data Streams. ***Tools suggested*** : Hex Viewer, FTK Imager, Autopsy, RegRipper, Volatility, Dumpit	**9**
3	Mobile Forensics - Introduction to Mobile Forensics, Mobile Forensics Fundamentals, Understanding Mobile Device Storage, Android, iOS, Windows OS Artifacts, ADB (Android Debug Bridge), APK Files, Techniques for Acquiring Data from Mobile Devices, Rooting, Jailbreaking. Analysis of Application Files - Social Media Files, Understanding and Analyzing APK Files, Messages, Malware Analysis, Cloud Data in Mobile Forensics, Analyzing Backups and Cloud Data, Advanced Data Recovery Techniques (Bypassing Encryption, Password Cracking), Challenges in Mobile Forensics. ***Tools suggested***: MobileCheck, BlueStacks(Android Emulator), SQLite Database viewer	**9**
4	Network Forensics - Introduction to Network Forensics, Overview of Network Architectures and Protocols, Capturing and Analyzing Network Traffic using Wireshark/Tcpdump, Log Analysis, Email and Web Forensics, Email Header Analysis; Endpoint Security systems - Intrusion Detection Systems, Firewall, Router Forensics, NAS, Proxy, VPN; Public Key Infrastructure Systems; Digital Signature - Concepts of Public Key and Private Key, Certification Authorities and Their Role, Creation and Authentication of Digital Signature. ***Tools Suggested:*** Wireshark , Apache Log Viewer	**8**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Perform forensics analysis of hard disk, Network, and mobile phones.	**K3**
CO2	Experiment with the network traffic dump.	**K3**
CO3	Examine the analyse logs of the systems and identify the anomalies.	**K3**
CO4	Plan an onsite triage in case of an incident.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									2
CO2	3	3	3		3							2
CO3	3	3	3		3							2
CO4	3	3	3		3							2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Digital Forensics and Incident Response	Gerard Johansen	Packt	2/e, 2020
2	Guide to Computer Forensics and Investigations	Bill Nelson, Amelia Phillips, Christopher Steuart	Cengage	6/e, 2020
3	Practical Mobile Forensics	Rohit Tamma, Oleg Skulkin , Heather Mahalik, Satish Bommisetty	Packt	4/e, 2020
4	Mobile Forensics - Advanced Investigative Strategies	Oleg Afonin, Vladimir Katalov	Packt	1/e, 2016
5	Network Forensics : Tracking Hackers Through Cyberspace	Sherri Davidoff, Jonathan Ham	Pearson	1/e, 2013
6	File system forensic analysis	Brian Carrier	Addison-Wesley	1/e, 2005
7	Windows Forensics: The Field Guide for Corporate Computer Investigations	Chad Steel	Wiley	1/e, 2006
8	Android Forensics: Investigation, Analysis and Mobile Security for Google Android	Andrew Hoog	Syngress	1/e, 2011

Video Links (NPTEL, SWAYAM…)

No.	Link ID
1	https://onlinecourses.swayam2.ac.in/cec20_lb06/preview
2	https://www.swgde.org/documents/published-by-committee/quality-standards/
3	https://csrc.nist.gov/pubs/sp/800/101/r1/final

SEMESTER S7

COMPUTER GAME DESIGN AND PROGRAMMING

Course Code	**PECNT756**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	PCCNT602	**Course Type**	Theory

Course Objectives:

The purpose of this course is to make awareness about the basic concepts in game and strategies involved in the game design. This course helps the learner to understand various design techniques to develop new games. The study of computer game design enables the development of algorithms for creating various games. This is the course for awarding B.Tech. Minor in Computer Science and Design with specialization in Game Design.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction, Game Design Schemas, Game Design Fundamentals, Design Process – iterative design. Game design exercises – creation modification analysis. Case study: Tic Tac Toe. Introduction to systems & Interactivity-Elements of System-Framing of system-Open and Closed System-Defining interactivity- Multivalent Model of Interactivity -interaction and choice.	**9**
2	Defining games – play and games-Role playing games-Defining digital games-Traits of digital games. Primary Schemas-Formal schema-Experimental Schema-Contextual Schema-Defining Rules, Quality of Rules-Three kinds of rules.	**9**
3	Introduction to OpenGL-OpenGL architecture – OpenGL utility Library – Glut, Simulation Games-First-Person Shooters, Real-time Strategy Games-Turn-Based Strategy Games- Role-Playing Games-Puzzle Games-Multi User Dungeons.	**9**

4	Typical Game Loop-Getting started with OpenGL -Initialization – Context Types and Window. Options-Display Modes- Window Creation- Function Call backs - Clear screen, Main loop- resizing- rendering – adding Glew, Vertices and Shapes -Buffer Objects- Introduction to shaders-Creating Buffer Objects. Creating rectangles with OpenGL.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Use the game design principles to develop interactive games.	**K3**
CO2	Develop and frame systems with levels of interactivity.	**K3**
CO3	Summarize games and schemas in game development.	**K2**
CO4	Design games which implement programming with OpenGL.	**K3**
CO5	Design graphical objects using OpenGL for game design.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3								3
CO2	3	3	3	3								3
CO3	2	2	1	1								2
CO4	3	3	3	3	3							3
CO5	3	3	3	3	3							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Rules of Play_ Game Design Fundamentals	Katie Salen Tekinbas, Eric Zimmerman	The MIT Press	2003
2	.OpenGL Book,		https://openglbook.com/the-book.html.	

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	The Art of Game Design: A Book of Lenses	Jesse Schell	CRC Press	Third Edition
2	Game Development : Gaming Design & Programming	K.Patinson	Code Academy	
3	Fundamentals of Game Design	Ernest Adams	New Riders Publishing	Third Edition
4	Learn OpenGL: Learn modern OpenGL graphics programming in a step-by-step fashion	Joey de Vries Page	Kendall & Wells	

Video Links (NPTEL, SWAYAM…)

Module No.	Link ID
1	https://youtu.be/D-nc1CECS_s?si=h2RCvfHhNI31hp4b
2	https://youtu.be/Flrx-ZqmfCc?si=99YgVTTcPNnXCIo8
3	https://youtu.be/XYWjnRV3ty8?si=XVsT9ltWiMV1TwXR
4	https://youtu.be/XYWjnRV3ty8?si=XVsT9ltWiMV1TwXR

SEMESTER S7

OPTIMIZATION TECHNIQUES

Course Code	PECNT757	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None/ **(Course code)**	Course Type	Theory

Course Objectives:

This course will help to build an understanding on the basics of optimization techniques and introduces basics of linear programming, network flow problems, computational complexity of various problems and meta heuristic search technique. The course helps to understand how to develop hybrid model to solve an optimization problem.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Decision-making procedure under certainty and under uncertainty - Operations Research-Probability and decision - making- Queuing or Waiting line theory - Simulation and Monte - Carlo Technique - Nature and organization of optimization problems- Scope and hierarchy of optimization- Typical applications of optimization.	9
2	Essential features of optimization problems - Objective function- Continuous functions - Discrete functions - Unimodal functions - Convex and concave functions, Investment costs and operating costs in objective function - Optimizing profitably constraints - Internal and external constraints - Formulation of optimization problems. Continuous functions - Discrete functions - Unimodal functions - Convex and concave functions.	9
3	Necessary and sufficient conditions for optimum of unconstrained functions - Numerical methods for unconstrained functions - One-dimensional search - Gradient-free search with fixed step size.	9

	Linear Programming - Basic concepts of linear programming - Graphical interpretation - Simplex method - Apparent difficulties in the Simplex method.	
4	Network analysis by linear programming and shortest route, maximal flow problem. Introduction to Non-traditional optimization, Computational Complexity – NP-Hard, NP-Complete. Tabu Search - Basic Tabu search, Neighborhood, Candidate list, Short term and Long term. Simulated Annealing - Acceptance probability, Cooling, Neighborhoods, Cost function, application of Simulated Annealing in solving sequencing and scheduling problems.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the concepts of decision making, queuing theory, monte carlo technique, basic concepts in operations research and optimisation, different metaheuristic search techniques.	**K2**
CO2	Solve optimization problems.	**K3**
CO3	Solve network flow and shortest route problems.	**K3**
CO4	Explain the concepts of computational complexity.	**K2**
CO5	Apply metaheuristic search techniques for various problems.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	1											
CO2	1	1	2									3
CO3	1	1										2
CO4	1	1										2
CO5	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	G. Zapfel, R. Barune and M. Bogl	Metaheuristic search concepts: A tutorial with applications to production and logistics	Springer.	2010
2	Goldberg	Genetic algorithms in Search, optimization and Machine Learning	Addison Wesley	2010
3	K. Debe	Rao S.S., Optimization Theory and Applications, Wiley Eastern, 1984.	Wiley Eastern, 1984.	1984

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Linear Programming	Gass S. I.		
2	Modern heuristic techniques for combinatorial problems,	Reeves C	Orient Longman	1993
3	Optimization for engineering design – algorithms and examples	K. Deb	Prentice Hall of India	2004
4	Introduction to Linear Programming	Gass S. I.		

SEMESTER S7

PROGRAMMING LANGUAGES

(Common to CS/CR/CM/CA/AD/AM)

Course Code	**PECST758**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To enable the students understand various constructs and their respective comparisons in different high-level languages so that he can choose a suitable programming language for solving a particular problem
2. To develop the student's ability to understand the salient features and paradigms in the landscape of programming languages.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction - The Origins of Programming Languages, Abstractions in Programming Languages, Computational Paradigms, Language Definition, Language Translation, The Future of Programming Languages; Language Design Criteria - Historical Overview, Efficiency, Regularity, Security, Extensibility, C++: An Object-Oriented Extension of C, Python: A General-Purpose Scripting Language; Syntax and Analysis Parsing: Lexical Structure of Programming Languages, Context-Free Grammars and BNFs, Parse Trees and Abstract Syntax Trees, Ambiguity, Associativity, and Precedence, EBNFs and Syntax Diagrams, Parsing Techniques and Tools, Lexics vs. Syntax vs. Semantics, Case Study: Building a Syntax Analyzer for TinyAda;	**9**
2	Basic Semantics- Attributes, Binding, and Semantic Functions, Declarations, Blocks, and Scope, The Symbol Table, Name Resolution and Overloading, Allocation, Lifetimes, and the Environment, Variables and Constants, Aliases, Dangling References, and Garbage, Case Study: Initial Static Semantic Analysis of TinyAda. Data Types - Data Types and Type Information, Simple Types, Type Constructors, Type Nomenclature in Sample Languages, Type Equivalence,	**9**

	Type Checking, Type Conversion, Polymorphic Type Checking, Explicit Polymorphism, Case Study: Type Checking in TinyAda.	
3	Expressions and Statements - Expressions, Conditional Statements and Guards, Loops and Variations on WHILE, The GOTO Controversy and Loop Exits, Exception Handling, Case Study: Computing the Values of Static Expressions in TinyAda. Procedures and Environments- Procedure Definition and Activation, Procedure Semantics, Parameter-Passing Mechanisms, Procedure Environments, Activations, and Allocation, Dynamic Memory Management, Exception Handling and Environments, Case Study: Processing Parameter Modes in TinyAda.	**9**
4	Abstract Data Types and Modules- The Algebraic Specification of Abstract Data Types, Abstract Data Type Mechanisms and Modules, Separate Compilation in C, C++ Namespaces, and Java Packages, Ada Packages, Modules in ML, Modules in Earlier Languages, Problems with Abstract Data Type Mechanisms, The Mathematics of Abstract Data Types.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the history of programming languages and introduce abstraction, the concept of different language paradigms, and an overview of language design criteria.	**K1**
CO2	Describe how the syntactic structure of a language can be precisely specified using context-free grammar rules in Backus-Naur form (BNF).	**K2**
CO3	Explain the abstractions of the operations that occur during the translation and execution of programs.	**K2**
CO4	Apply the data types in various languages	**K3**
CO5	Apply procedure activation and parameter passing; and exceptions and exception handling.	**K4**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2									3
CO2	2	3	2									3
CO3	3	2	2									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Programming languages: principles and practices.	Kenneth C Louden	Cengage Learning	3/e, 2011
2	Concepts of programming languages.	Sebesta R W.	Pearson	12/e, 2023
3	Programming languages: concepts and constructs.	Sethi R	Pearson	2/e, 2006

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Programming Languages: Principles and Paradigms	Allen Tucker, Robert Noonan	McGraw-Hill	2/e, 2017
2	Principles of programming languages.	Gilles Dowek.	Springer	1/e, 2009.
3	Principles of Programming Languages	Rajiv Chopra	Wiley	1/e, 2019

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/102/106102067/

SEMESTER S7

INTERNET OF THINGS

(Common to CS/CM/CA)

Course Code	**PECST755**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	5/3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To provide students with an understanding of IoT architecture, protocols, and integration techniques that enable device-to-device, device-to-cloud, and cloud-to-cloud communications.
2. To enable students with the ability to create and implement IoT solutions using platforms like Raspberry Pi, cloud-based services, and analytics tools to develop real-world IoT applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction - Why IoT? Trends in IT Space, Internet of Things Era, Device-to-Device/Machine-to-Machine Integration, Device-to-Cloud (D2C) Integration, IoT Platform as a Service (PaaS), Cloud-to-Cloud (C2C) Integration, IoT Key Application Domains, Emerging IoT Flavors; IoT Ecosystem - Architecture for IoT, Mobile Technologies, Mobile Application Development Platforms, LPWAN.	9
2	Infrastructure and Service Discovery Protocols - Layered Architecture for IoT, Protocol Architecture of IoT, Infrastructure Protocols, Device or Service Discovery for IoT, Protocols & products for IoT Service Discovery; Integration Technologies and Tools - Smart Enterprises and Environments, Sensor and Actuator Networks, The IoT Device Integration Concepts, Standards, and Implementations, The Device Integration Protocols and Middleware, The Protocol Landscape.	9
3	Platforms for IoT Applications and Analytics - The IoT Building Blocks, Usecases, M2M Application Platform, IoT Architectural Building Blocks, Data Analytics Platforms, IoT Data Virtualization Platforms and capabilities, The IoT Edge Data Analytics; Clouds for IoT Applications and Analytics - Reflecting the Cloud Journey, The Key Motivations for Cloud-Enabled	9

	Environments, IoT and Cloud-Inspired Smarter Environments, Hybrid, Federated, and Special-purpose cloud, The Emergence of Edge/Fog Clouds, SDN and SDS.	
4	Introduction to Raspberry Pi, Creating your first project, Creating a Sensor to Measure Ambient Light, Creating an Actuator for Controlling Illumination, Publishing Information Using MQTT & HTTP, Creating Web Pages for Your Devices.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	***Internal Ex***	***Evaluate***	***Analyse***	***Total***
5	**15**	**10**	**10**	**40**

Criteria for Evaluation(Evaluate and Analyse): 20 marks

Students must be assessed to analyze various data collection, analytics, and actuation used in various IoT applications. Evaluation of the technologies and recommendation based on parameters should be done to propose appropriate technologies.

End Semester Examination Marks (ESE):

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	**Part B**	**Total**
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• 2 questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. • Each question carries 9 marks. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand IoT trends, architecture layers, and key technologies, including Device-to-Device, Device-to-Cloud, and Cloud-to-Cloud integration.	**K2**
CO2	Identify and differentiate between various IoT infrastructure, service discovery, and integration protocols, as well as their roles in IoT ecosystems.	**K3**
CO3	Develop simple IoT projects using Raspberry Pi, integrating sensors, actuators, and protocols such as MQTT and HTTP to create interactive systems.	**K3**
CO4	Evaluate cloud and edge computing models, including hybrid and federated environments, and apply these concepts to build scalable and efficient IoT applications.	**K5**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3	3								3
CO3	3	3	3	3								3
CO4	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	The Internet of Things	Pethuru Raj, Anupama C. Raman	CRC Press	1/e, 2017
2	Mastering Internet of Things	Peter Waher	Pact	1/e, 2018

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Internet of Things : Architecture and Design Principles	Raj Kamal	McGraw Hill	2/e, 2023
2	Internet of Things : Principles and Paradigms	Rajkumar Buyya Amir Vahid Dastjerdi	Morgan Kaufman	1/e, 2016
3	Introduction to IoT	Sudip Misra, Anandarup Mukherjee, Arijit Roy	Cambridge University Press	1/e, 2021

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/105/106105166/

SEMESTER S7

CYBER SECURITY

Course Code	OECST721	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	Nil	Course Type	Theory

Course Objectives:

1. To teach the basic attacks, threats and vulnerabilities related to cyber security
2. To make the learner aware of cyber crimes and cyber laws
3. To give concepts of the malwares and its protection mechanisms in systems and mobile devices

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Cyber Security :-** Basic Cyber Security Concepts, Layers of Security, Vulnerability, Threats, Computer Criminals, CIA Triad, Motive of Attackers, Active attacks, Passive attacks, Software attacks, Hardware attacks, Cyber Threats and its Classifications- Malware, Social Engineering, DoS/DDoS, Insider Threats, Advanced Persistent Threats (APTs), Data Breaches and Information Theft.	9
2	**Cybercrime and CyberLaw :-** Cybercrime, Classification of Cybercrimes, The legal perspectives- Indian perspective, Global perspective, Categories of Cybercrime. Fundamentals of cyber law, Outline of legislative framework for cyber Law, History and emergence of cyber law, Outreach and impact of cyber law, Major amendments in various statutes.	9
3	**Malwares and Protection against Malwares :-** Virus, Worms, Trojans, Spyware, Adware, Key-logger, Ransomware, Common Methods of Malware Propagation- Email Attachments, Malicious Websites, Removable Media, File Sharing Networks, Malvertising, Protection against Malware- Antivirus/Antimalware Software, Regular Software Updates, Email	9

	Filtering, Web Filtering, Data Backup and Recovery, Strong Passwords and Multi-Factor Authentication (MFA).	
4	**Mobile App Security :-** Security Implications of Mobile Apps, Mobile App Permission Management and Best Practices, Risks of Location-Based Social Networks, Data Security on Mobile Devices- Importance of Data Security on Mobile Devices to Protect Sensitive Information, Risks of Unencrypted Data Storage and Communication on Mobile Platforms, Benefits of Device Encryption, Secure Messaging Apps, and Encrypted Storage Solutions.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the attacks, security mechanisms and services to user information	**K2**
CO2	Identify the cybercrimes and discuss the cyber laws against the crimes	**K2**
CO3	Discuss the malwares and the protection mechanisms against malwares	**K3**
CO4	Describe the issues and solutions related with mobile applications	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	3										2
CO2	2	3	2									2
CO3	2	3	2									2
CO4	2	3	2									2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer Security: Principles and Practices	William Stallings	Pearson	5/e, 2011
2	Cyber Security- Understanding Cyber Crimes, Computer Forensics and Legal Perspectives	Nina Godbole, Sunit Belapure	Wiley	1/e, 2011
3	Computer and Cyber Security: Principles, Algorithm, Applications, and Perspectives	B.B.Gupta, D.P Agrawal, Haoxiang Wang.	CRC Press	1/e, 2018
4	Cyber Security Essentials	James Graham, Richard Howard, Ryan Otson	Auerbach	1/e, 2010

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/111/101/111101137/
2	https://jurnal.fh.unila.ac.id/index.php/fiat/article/download/2667/1961/12044
3	https://www.coursera.org/learn/data-security-privacy#modules https://nptel.ac.in/courses/106105217
4	https://archive.nptel.ac.in/courses/106/106/106106156/

SEMESTER S7

CLOUD COMPUTING

Course Code	OECST722	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To understand the core principles, architecture, and technologies that underpin cloud computing, including virtualization, data storage, and cloud services.
2. To equip students with the skills to use cloud computing tools effectively, implement cloud-based applications, and address security challenges within cloud environments.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction - Cloud Computing, Types of Cloud, Working of Cloud Computing, Cloud Computing Architecture - Cloud Computing Technology, Cloud Architecture, Cloud Modelling and Design.	8
2	Virtualization - Foundations, Grid, Cloud And Virtualization, Virtualization And Cloud Computing; Data Storage And Cloud Computing - Data Storage, Cloud Storage, Cloud Storage from LANs to WANs.	9
3	Cloud Computing Services - Cloud Computing Elements, Understanding Services and Applications by Type, Cloud Services; Cloud Computing and Security - Risks in Cloud Computing, Data Security in Cloud, Cloud Security Services.	10
4	Cloud Computing Tools - Tools and Technologies for Cloud, Apache Hadoop, Cloud Tools; Cloud Applications - Moving Applications to the Cloud, Microsoft Cloud Services, Google Cloud Applications, Amazon Cloud Services.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Articulate the fundamental concepts of cloud computing, its types, and how cloud computing architecture operates.	**K2**
CO2	Understand and describe the foundations of virtualization, its relationship with cloud computing.	**K2**
CO3	Describe various cloud computing services, understand the different service models, and identify potential risks.	**K3**
CO4	Demonstrate proficiency in using cloud computing tools such as Apache Hadoop, and deploy applications using popular cloud platforms.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO 5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2									2
CO2	2	2	2	2								2
CO3	2	2	2	2								2
CO4	2	2	2	2								2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Cloud Computing: A Practical Approach for Learning and Implementation	A.Srinivasan, J.Suresh	Pearson	1/e, 2014

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Cloud Computing : Concepts, Technology, Security, and Architecture	Thomas Erl	Pearson	2/e, 2023
2	Cloud Computing	Sandeep Bhowmik	Cambridge University Press	1/e, 2017
3	Cloud Computing: A Hands-On Approach	Arshdeep Bahga and Vijay Madisetti	Universities Press	1/e, 2014

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://onlinecourses.nptel.ac.in/noc21_cs14/preview

SEMESTER S7

SOFTWARE ENGINEERING

Course Code	OECST723	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To Provide fundamental knowledge in the Software Development Process including Software Development, Object Oriented Design, Project Management concepts and technology trends.
2. To enable the learners to apply state of the art industry practices in Software development.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Software Engineering and Process Models -** Software engineering, Software characteristics and types, Layers of Software Engineering-Process, Methods, Tools and Quality focus. Software Process models – Waterfall, Prototype, Spiral, Incremental, Agile model – Values and Principles. **Requirement engineering -** Functional, Non-functional, System and User requirements. Requirement elicitation techniques, Requirement validation, Feasibility analysis and its types, SRS document characteristics and its structure. *Case study:* SRS for College Library Management Software	9
2	**Software design -** Software architecture and its importance, Software architecture patterns: Component and Connector, Layered, Repository, Client-Server, Publish-Subscribe, Functional independence – Coupling and Cohesion *Case study:* Ariane launch failure **Object Oriented Software Design -** UML diagrams and relationships– Static and dynamic models, Class diagram, State diagram, Use case diagram, Sequence diagram *Case Studies*: Voice mail system, ATM Example	10

	Software pattern - Model View Controller, Creational Design Pattern types – Factory method, Abstract Factory method, Singleton method, Prototype method, Builder method. Structural Design Pattern and its types – Adapter, Bridge, Proxy, Composite, Decorator, Façade, Flyweight. Behavioral Design Pattern	
3	**Coding, Testing and Maintenance:** **Coding guidelines** - Code review, Code walkthrough and Code inspection, Code debugging and its methods. **Testing** - Unit testing , Integration testing, System testing and its types, Black box testing and White box testing, Regression testing **Overview of DevOps and Code Management** - Code management, DevOps automation, Continuous Integration, Delivery, and Deployment (CI/CD/CD), *Case study* – Netflix. **Software maintenance and its types-** Adaptive, Preventive, Corrective and Perfective maintenance. Boehm's maintenance models (both legacy and non-legacy)	**10**
4	**Software Project Management -** Project size metrics – LOC, Function points and Object points. Cost estimation using Basic COCOMO. Risk management: Risk and its types, Risk monitoring and management model **Software Project Management -** Planning, Staffing, Organisational structures, Scheduling using Gantt chart. Software Configuration Management and its phases, Software Quality Management – ISO 9000, CMM, Six Sigma for software engineering.	**7**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Plan the system requirements and recommend a suitable software process model.	**K3**
CO2	Model various software patterns based on system requirements.	**K3**
CO3	Apply testing and maintenance strategies on the developed software product to enhance quality.	**K3**
CO4	Develop a software product based on cost, schedule and risk constraints.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Software Engineering: A practitioner's approach	Roger S. Pressman	McGraw-Hill	8/e, 2014
2	Software Engineering	Ian Sommerville	Addison-Wesley	10/e, 2015
3	Design Patterns, Elements of Reusable Object Oriented Software	Erich Gamma,Richard Helm, Ralph Johnson,John Vlissides	Pearson Education Addison-Wesley	1/e, 2009

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Pankaj Jalote's Software Engineering: With Open Source and GenAI	Pankaj Jalote	Wiley India	1/e, 2024
2	Software Engineering: A Primer	Waman S Jawadekar	Tata McGraw-Hill	1/e, 2008
3	Object-Oriented Modelling and Design with UML	Michael Blaha, James Rumbaugh	Pearson Education.	2/e, 2007
4	Software Engineering Foundations : A Software Science Perspective	Yingux Wang	Auerbach Publications	1/e, 2008
5	Object-Oriented Design and Patterns	Cay Horstmann	Wiley India	2/e, 2005
6	Engineering Software Products: An Introduction to Modern Software Engineering	Ian Sommerville	Pearson Education	1/e, 2020

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://www.youtube.com/watch?v=Z6f9ckEElsU
2	https://www.youtube.com/watch?v=1xUz1fp23TQ
3	http://digimat.in/nptel/courses/video/106105150/L01.html
4	https://www.youtube.com/watch?v=v7KtPLhSMkU
2	https://archive.nptel.ac.in/courses/106/105/106105182/

SEMESTER S7

COMPUTER NETWORKS

Course Code	OECST724	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To Introduce the core concepts of computer networking.
2. To Explore routing protocols and their role in network communication

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Computer Networks:- Introduction, Network Components, Network Models, ISO/OSI, TCP/IP, Physical Topology,Overview of the Internet, Protocol layering; Physical Layer- Transmission media (copper, fiber, wireless), Datagram Networks, Virtual Circuit networks, Performance.	7
2	Data Link Layer:- Error Detection and Correction - Introduction, Hamming Code, CRC, Checksum; Framing-Methods, Flow Control- Noiseless Channels, Noisy Channels; Medium Access Control- Random Access, Controlled Access; Wired LANs - IEEE Standards, Ethernet, IEEE 802.11;	11
3	Network Layer:- Logical Addressing- IPv4 and IPv6 Addresses; Internet Protocol- IPV4 and IPv6; Unicast Routing Protocols- Distance Vector Routing, Link State Routing Multicast Routing Protocols.	9
4	Transport Layer:- Transport Layer Protocols- UDP, TCP; Congestion Control- Open Loop Vs Closed Loop Congestion Control, Congestion Control in TCP; Application Layer - Application Layer Paradigms, Client-server applications, World Wide	8

	Web and HTTP, FTP. Electronic Mail, DNS; Peer-to-peer paradigm - P2P Networks.	

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
2 Questions from each module. Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	Each question carries 9 marks. Two questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Comprehend the OSI and TCP/IP models, the functioning of different network layers, and the protocol stack used in computer networks.	**K2**
CO2	Evaluate various transmission media (copper, fiber, wireless), error detection/correction methods, and medium access control mechanisms in both wired and wireless LANs.	**K2**
CO3	Demonstrate a working knowledge of IPv4 and IPv6 addressing schemes, routing protocols (unicast and multicast), and apply them to network scenarios.	**K3**
CO4	Summarize UDP and TCP protocols, explain congestion control mechanisms, and understand client-server and peer-to-peer applications like HTTP, FTP, DNS, and P2P networks.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3										3

CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer Networks: A Top-Down Approach	Behrouz A Forouzan	McGraw Hill	SIE, 2017

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer Networks, A Systems Approach	L. L. Peterson and B. S. Davie	Morgan Kaufmann	5/e, 2011
2	TCP/IP Architecture, design, and implementation in Linux	Sameer Seth M. Ajaykumar Venkatesulu	Wiley	1/e, 2008
3	Computer Networks	Andrew Tanenbaum	Pearson	6/e, 2021
4	Computer Networking: A Top-Down Approach Featuring Internet	J. F. Kurose and K. W. Ross	Pearson Education	8/e, 2022

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://nptel.ac.in/courses/106/105/106105183/

SEMESTER 8

COMPUTER SCIENCE AND DESIGN

SEMESTER S8

SOFTWARE ARCHITECTURES

Course Code	**PECST861**	**CIE Marks**	40
Teaching Hours/Week (L:T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To develop a comprehensive understanding of software architecture principles and patterns.
2. To provide the ability to design and analyze software architectures.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Software Architecture:** Definition and Importance, Architecture in the Life Cycle, Role of the Architect vs. Engineer, Requirements engineering: Stakeholders, Concerns, and Types of Requirements, Use Cases and Tactics.	**8**
2	**Architectural Patterns and Styles:** Architectural Patterns- Overview of Patterns and Styles, Applying Patterns and Choosing a Style. Patterns for Enterprise Applications: Enterprise Applications and Layered Patterns, Concurrency Problems.	**8**
3	**Components, Contracts, and Service-Oriented Architectures:** Component Software- Nature of Components and Reuse, UML and Components Design by Contract- Contracts, Polymorphism, Inheritance, and Delegation Service-Oriented Architectures- Standards, Technologies, and Security.	**9**
4	**Architecture Evaluation and Description:** Describing Architectures and Viewpoints, Evaluating Architectures. Architectural Description Languages (ADLs)- Overview and Applications.	**7**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Understand the foundational concepts of software architecture, including the roles of stakeholders and the importance of requirements engineering.	**K2**
CO2	Apply architectural patterns and styles to design software systems, particularly in enterprise contexts.	**K3**
CO3	Understand the principles of component-based software design and the use of contracts in ensuring reliable software systems.	**K2**
CO4	Apply architectural description techniques to document and evaluate software architectures.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	2									3
CO2	3	3	3		2							3
CO3	3	2	2		2							3
CO4	3	3	3		2							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Software Architecture	A.Bijlsma, B.J.Heeren, E.E.Roubtsova,S. Stuurman	Free Technology Academy	1/e, 2011
2	Software Architecture 1	Mourad Chabane Oussalah	Wiley	1/e, 2014

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Head First Software Architecture: A Learner's Guide to Architectural Thinking	Raju Gandhi, Mark Richards, Neal Ford	Oreilly	1/e, 2024

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://www.youtube.com/playlist?list=PL4JxLacgYgqTgS8qQPC17fM-NWMTr5GW6

SEMESTER S8

NATURAL LANGUAGE PROCESSING

(Common to CS/CA/CD)

Course Code	**PECST862**	**CIE Marks**	40
Teaching Hours/Week (L:T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To provide a comprehensive understanding of natural language processing (NLP) and language models, focusing on the principles and techniques of prompt engineering to effectively guide and optimize AI-driven outputs.
2. practical skills necessary to design, implement, and evaluate prompt engineering strategies across various applications, while considering the ethical implications and challenges associated with AI-generated content.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to NLP:** Introduction to Natural Language Processing - Various stages of traditional NLP – Challenges - Basic Text Processing techniques - Common NLP Tasks. N-gram Language Models - Naive Bayes for Text Classification, and Sentiment Analysis – Evaluation-Precision, Recall and F-measure-Test sets and cross validation.	**7**
2	**Traditional NLP Techniques**: Annotating Linguistic Structures - Context-Free Grammars, Constituency Parsing, Ambiguity, CYK Parsing, Dependency Parsing - Transition-Based Dependency Parsing, Graph-Based Dependency Parsing, Evaluation.	**7**
3	**Neural Networks for NLP:** Word representations - Lexical Semantics, Vector Semantics, TF-IDF, Pointwise Mutual Information (PMI), Neural Word embeddings - Word2vec, GloVe, Contextual Word Embeddings. Evaluating Vector Models - Feedforward Neural Networks for Text Classification	**10**

4	**Advanced NLP and Applications:** Sequence Modelling - Recurrent Neural Networks, RNNs as Language Models, RNNs for NLP tasks, Stacked and Bidirectional RNN architectures, Recursive Neural Networks, LSTM & GRU, Common RNN NLP Architectures, Encoder-Decoder Model with RNNs, Attention models, Transformers. NLP Applications - Machine Translation, Question Answering and Information Retrieval, Introduction to Large Language Models.	**12**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the foundational concepts of NLP and apply that to do text processing.	**K3**
CO2	Utilize word representations and evaluate vector models for NLP	**K3**
CO3	Analyse and implement advanced linguistic annotation and parsing techniques	**K4**
CO4	Apply advanced sequence modeling techniques using Neural Networks	**K3**
CO5	Apply NLP techniques in machine translation, question answering, and information retrieval.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3								3		
CO2	3	3			3							
CO3	3	3									3	
CO4	3	3	3		3							
CO5	3	3	3			3						

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Speech and language processing: An introduction to natural language processing, computational linguistics, and speech recognition	Dan Jurafsky and James H. Martin.	Pearson	2006
2	Introduction to Natural Language Processing	Jacob Eisenstein	MIT Press	2019
3	Natural Language Processing with Transformers	Lewis Tunstall, Leandro von Werra, and Thomas Wolf	O'Reilly	2022

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Deep learning for Natural Language Processing	Stephan Raaijmakers	Manning	2022
2	Natural Language Processing with PyTorch	Delip Rao and Brian McMahan	O'Reilly	2019
3	Deep Learning	Ian Goodfellow, Yoshua Bengio, Aaron Courville	MIT Press	2016

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://onlinecourses.nptel.ac.in/noc19_cs56

SEMESTER S8

TOPICS IN SECURITY

(Common to CS/CM/AM/CB/CN/CU/CI)

Course Code	**PECST863**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To explore various web security and privacy concerns
2. To impart security policies and models for data integrity.
3. To enable the learners to protect databases and introduce IDS

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Fundamentals of Security and Threat Management**: Computer Security, Threats, Harm, Vulnerabilities, Authentication, Access Control **Web Security-** Browser Attacks, Web Attacks Targeting Users, Obtaining User or Website Data **Privacy-** Privacy Concepts, Principles and Policies, Privacy on the Web, Privacy Principles and Policies, Email Security.	9
2	**Cryptography in Network Security-** Network Encryption, Browser Encryption, Onion Routing, IPSEC, VPN **Intrusion Detection and Prevention Systems-**Types of IDSs, Other Intrusion Detection Technology, Intrusion Prevention Systems, Intrusion Response, Goals for Intrusion Detection Systems, IDS Strengths and Limitations	9
3	**Database Security**: -Machine Learning for Malware detection, Supervised Learning for Misuse/Signature Detection, Anomaly Detection using ML, Spam detection based on Machine Learning approach, Adversarial Machine Learning Security Requirements of Databases, Reliability and Integrity of Databases, Database Disclosure	10

4	**Security policies and models**: Confidentiality Policies, Bell- LaPadula model, Integrity policies, Biba model, Clark-Wilson models, Chinese wall model, waterfall model. **Management and Incidents-** Security Planning, Business Continuity Planning, Handling Incidents, Risk Analysis, Dealing with Disaster	**8**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the fundamentals of threat management, web security and privacy	**K2**
CO2	Identify the significance of network security and IDS	**K2**
CO3	Apply machine learning algorithms for database security	**K3**
CO4	Explain the policies and models for data integrity along with managements and incidents associated with data	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Security in Computing	Charles P. Pfleeger, Shari Lawrence Pfleeger Jonathan Margulies	Pearson	5/e, 2015
2	Data mining and machine learning in cybersecurity	Dua, Sumeet, Xian Du	Auerbach Publications	1/e, 2011
3	Machine learning and security: Protecting systems with data and algorithms.	Chio, Clarence, David Freeman	O'Reilly	1/e, 2018
4	Network Security and Cryptography	Bernard Menezes	Cengage Learning	1/e, 2010
5	Computer Security: Art and Science	M Bishop	Addison - Wesley	2/e, 2019

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Principles of information security	E Whiteman, J Mattord	Cengage Learning	4/e, 2011
2	Network Security Essentials: Applications and Standards	William Stallings	McGraw Hill	6/e, 2018
3	Network security: the complete reference.	Bragg, Roberta	McGraw-Hill	1/e, 2004
4	Database Security	Basta A., Zgola M,	Cengage Learning	3/e, 2011

Video Links (NPTEL, SWAYAM…)

Module No.	Link ID
1	https://onlinecourses.nptel.ac.in/noc24_cs121 https://nptel.ac.in/courses/106106093 https://archive.nptel.ac.in/courses/106/106/106106129/

SEMESTER S8

COMPUTATIONAL COMPLEXITY

(Common to CS/CM/AD/CB/CN/CU/CR/CI)

Course Code	**PECST864**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	PCCST302, PCCST502	**Course Type**	Theory

Course Objectives:

1. To develop an understanding of various computational models, including deterministic and nondeterministic models, Turing machines, and other computational models, and analyze their capabilities and limitations, focusing on how these models influence the classification of problems into complexity classes.
2. To explore key complexity classes such as P, NP, and PSPACE, and apply polynomial-time reductions to prove the NP-completeness of various problems, and also investigate space complexity, polynomial hierarchy, and advanced topics.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Complexity Theory - Basic concepts and motivations, Deterministic and nondeterministic models, Turing machines, and computational models. (Text 2 - Ch 7) Complexity Classes P and NP - Definitions and examples of P and NP, Polynomial-time algorithms, NP-completeness and the Cook-Levin theorem. (Text 2 - Ch 7, 8) Reductions and Completeness - Polynomial-time reductions, NP-complete problems, and their significance, Examples of NP-complete problems (Text 1 - Ch 2)	**9**
2	Space Complexity - Space complexity classes: L, NL, PSPACE, Savitch's theorem and NL-completeness, PSPACE-completeness. (Text 2 - Ch 8) Polynomial Hierarchy and Alternation - Definition of the polynomial hierarchy (PH), Complete problems for each level of PH, Relationship between PH and other classes. (Text 1 - Ch 5)	**9**
3	Interactive Proofs - Definition and examples of interactive proofs, IP =	**9**

	PSPACE theorem, Zero-knowledge proofs. (Text 1 - Ch 8) Probabilistically Checkable Proofs (PCPs) - Introduction to PCPs, PCP theorem and implications, Applications in hardness of approximation. (Text 1 - Ch 9)	
4	Circuit Complexity - Boolean circuits and circuit complexity, Circuit lower bounds, Complexity of specific functions. (Text 2 - Ch 9) Quantum Complexity - Basics of quantum computation, Quantum complexity classes: BQP, QMA, Quantum algorithms and their complexity. (Text 3 - Ch 10, 11)	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe and interpret different computational models, including deterministic and nondeterministic Turing machines.	**K2**
CO2	Recall and categorize complexity classes such as P, NP, and PSPACE, and explain their fundamental properties.	**K2**
CO3	Use polynomial-time reductions to demonstrate problem completeness and analyze the computational difficulty of problems.	**K3**
CO4	Evaluate problems based on their space complexity and apply theories like Savitch's theorem to assess space-bounded algorithms.	**K4**
CO5	Examine advanced topics in complexity theory, including interactive proofs, PCPs, and quantum complexity, and their implications for computational theory.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	3	3	3									2
CO2	3	3	3									2
CO3	3	3	3									2
CO4	3	3	3									2
CO5	3	3	3									2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computational Complexity: A Modern Approach	Sanjeev Arora, Boaz Barak	Cambridge University Press	1/e, 2019
2	Introduction to the Theory of Computation	Michael Sipser	Cengage	3/e, 2014
3	Quantum Computing: A Gentle Introduction	Eleanor Rieffel, Wolfgang Polak	MIT Press	1/e, 2014

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Randomized Algorithms	Rajeev Motwani and Prabhakar Raghavan	Cambridge University Press	1/e, 2004
2	Probability and Computing: Randomization and Probabilistic Techniques in Algorithms and Data Analysis	Michael Mitzenmacher and Eli Upfal	Cambridge University Press	3/e, 2017
3	Introduction to Algorithms	Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein	The MIT Press Cambridge	4/e, 2023
4	The Probabilistic Method	Noga Alon and Joel H. Spencer	Wiley-Blackwell	4/e, 2016
5	Approximation Algorithms	Vijay V. Vazirani	Springer	4/e, 2013
6	Theory of Computation : Classical And Contemporary Approaches	Dexter C Kozen	Springer	6/e, 2006
7	Computational Complexity: A Conceptual Perspective,	Oded Goldreich	Cambridge University Press	1/e, 2008

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://onlinecourses.nptel.ac.in/noc21_cs90/preview https://onlinecourses.nptel.ac.in/noc21_cs49/preview
2	https://onlinecourses.nptel.ac.in/noc21_cs90/preview https://onlinecourses.nptel.ac.in/noc21_cs49/preview
3	https://onlinecourses.nptel.ac.in/noc21_cs90/preview https://onlinecourses.nptel.ac.in/noc21_cs49/preview
4	https://onlinecourses.nptel.ac.in/noc21_cs90/preview https://onlinecourses.nptel.ac.in/noc21_cs49/preview https://archive.nptel.ac.in/courses/106/104/106104241/

SEMESTER S8

DESIGNING HUMAN CENTERED SYSTEMS

Course Code	**PECNT866**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None/ (Course code)	**Course Type**	Theory

Course Objectives:

1. This course serves as an introductory exploration into the creation, development, and assessment of user interfaces.
2. Central to the course's focus is the inquiry: how can we craft systems centred around human needs and preferences, ensuring they are both functional and user-friendly.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Methods for Observing Human Experience: Ethnographic research - Interviewing, Fly-on-the-Wall Observation, Walk-a-Mile Immersion (Textbook 1) Contextual Inquiry: -Eliciting Work Activity Data (Textbook 2) Participatory Research, Evaluative Research. (Textbook 1). Contextual Analysis: Consolidating and Interpreting Work Activity Data (Textbook 2)	9
2	Extracting Interaction Design Requirements, Constructing Design - Informing Models: second span of the bridge, Some general "how to" suggestions, A New example domain: slideshow presentations, User models, Usage models, Work environment models, Barrier summaries, Model Consolidation, Protecting your sources, A bridged methods for design-informing models extraction, Roots of essential use cases in software use cases. (Textbook 2)	9
3	Methods for Envisioning Future Possibilities: Concept Ideation, Modeling and Prototyping, Design Rationale. (Textbook 1) Design	9

	Thinking, Ideation, and Sketching: Design paradigms, Design thinking, Design perspectives, User personas, Ideation, Sketching (Textbook 2).	
4	Mental Models and Conceptual Design: Introduction, Mental models, Conceptual design, Storyboards, Design influencing user behavior, Design for embodied interaction, Ubiquitous and situated interaction. Prototyping: Introduction, Depth, and breadth of a prototype, Fidelity of prototypes, Interactivity of prototypes, Choosing the right breadth, depth, level of fidelity, and amount of interactivity, Paper prototypes, Advantages of and cautions about using prototypes, Prototypes in transition to the product, Software tools for prototyping (Textbook 2).	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Summarize a collection of methods for practicing Human-Centered Design-the discipline of developing solutions in the service of people.	**K2**
CO2	Explain observational studies to understand work practices within real-world contexts, identifying patterns and opportunities for improvement.	**K2**
CO3	Apply best practices in interaction design, drawing from industry standards and expert recommendations to create intuitive and user-centered interfaces.	**K3**
CO4	Articulate design thinking, ideation, and sketching methodologies into a cohesive design process, from problem exploration to solution implementation.	**K2**
CO5	Explain the fundamentals of mental models and their role in shaping user perception and interaction with digital products and to prototype interfaces using appropriate tools and techniques.	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	1	1								2
CO2	2	2	1	1								2
CO3	3	3	3	3	1							3
CO4	2	2	1	1								2
CO5	2	2	1	1								2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Innovating for People: Handbook of Human-Centered Design Methods	LUMA Institute	LUMA Institute, LLC, ISBN978-0-9857509-0-9.	2012
2	The UX Book: Process and Guidelines for Ensuring a Quality User Experience	Morgan Kaufmann / Elsevier	Pardha S. Pyla and Rex Hartson	2012

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	The Design of Everyday Things.	Donald A. Norman	Basic Books	1st Basic edition 2002
2	Sketching User Experiences: Getting the Design Right and the Right Design	Bill Buxton	Morgan Kaufmann	1st edition ,2007
3	Contextual Design: Defining Customer-Centered Systems	Beyer, H. and Holtzblatt	Morgan Kaufmann Publishers	1998
4	Usability Engineering	Jakob Nielsen	Morgan Kaufmann	1994

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/106/106106177/
2	https://archive.nptel.ac.in/courses/106/106/106106177/
3	https://archive.nptel.ac.in/courses/110/106/110106124/
4	https://archive.nptel.ac.in/courses/107/103/107103083/

SEMESTER S8

STORAGE SYSTEMS

(Common to CS/CM/CR/CD/AM/AD)

Course Code	PECST867	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To provide a comprehensive understanding of storage technologies and architectures.
2. To empower students to design and implement effective storage solutions.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Storage technologies:-** Computer storage technologies-Magnetic bubble memories, Charged Coupled Devices - CCDs, Micro-Electro-Mechanical Systems - MEMS, Flash memories, Processing In Memory - PIM, Optical storage - Data deduplication in storage systems. Storage Arrays- Architectural Principles, Replication, Local Snapshot Redundant Arrays of Independent Disks (RAID) - RAID0,RAID2,RAID3, RAID4, RAID5, RAID6, Hybrid RAID.	9
2	**Data Storage Networking:-** Fibre Channel SAN- FC SAN Components,SAN Topologies, iSCSI SAN- iSCSI names, Sessions, iSNS, Network Attached Storage - NAS Protocols, NAS Arrays, NAS Performance Object Storage - Objects and Object IDs, metadata, API Access	9
3	**Business Continuity, Backup and Recovery:-** Replication- Synchronous Replication, Asynchronous Replication Application, Layer Replication, Logical Volume Manager–Based Replication, Backup Methods- Hot Backups, Offline Backups, LAN-Based Backups, LAN-Free Backups (SAN Based), Serverless Backups, NDMP, Backup Types- Full Backups, Incremental Backups, Differential Backups ,	9

	Synthetic Full Backups, Application-Aware Backups	
4	**Storage Management:-** Capacity Management- Capacity Reporting, Thin Provisioning Considerations, Deduplication and Compression, Quotas and Archiving, Showback and Chargeback, Performance Management- Latency/Response Time, IOPS,MBps and Transfer Rate, Factors Affecting Storage Performance Management Protocols and Interfaces.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Describe emerging storage technologies.	**K2**
CO2	Compare and contrast different storage networking technologies.	**K2**
CO3	Understand the importance of business continuity.	**K2**
CO4	Develop a comprehensive backup and recovery strategy	**K3**
CO5	Utilize management tools and best practices to monitor, optimize, and secure storage resources, ensuring optimal performance and data integrity.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2									3
CO2	3	3	2									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Data Storage Networking	Nigel Poulton	WILEY	2/e, 2015
2	Computer Storage Fundamentals	Susanta Dutta	BPB Publication	1/e, 2018

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Storage Systems : Organization, Performance, Coding, Reliability, and Their Data Processing	Alexander Thomasian	Morgan Kaufmann	1/e, 2021
2	Information Storage and Management	Somasundaram Gnanasundaram Alok Shrivastava	Wiley	2/e, 2012

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/108/106108058/

SEMESTER S8

PROMPT ENGINEERING

(Common to CS/CM/CR/CD/AD/AM)

Course Code	**PECST868**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To develop students' practical skills in applying prompt engineering techniques to real-world applications, while fostering an awareness of the ethical considerations and challenges in the field
2. To give an understanding of contextual cues to mitigating biases with techniques for seamless interaction with AI systems.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Prompt Engineering and Language Models :-** Fundamentals of Natural Language Processing (NLP) - Overview of Language Models: From Rule-Based Systems to Transformer Architectures (e.g., GPT, BERT) - Understanding Prompts: Definition, Importance, and Applications - Introduction to Prompt Engineering: Techniques and Use Cases - Ethical Considerations in Prompt Engineering ***Handson*** : Explore various language models using platforms like OpenAI, Hugging Face, or Google Colab; Experimenting with basic prompts to understand the impact of phrasing and context on model outputs.	**9**
2	**Techniques and Strategies in Prompt Engineering :-** Designing Effective Prompts - Best Practices and Common Pitfalls; Prompt Tuning and Fine-Tuning Language Model; Using Zero-Shot, Few-Shot, and Multi-Shot Learning in Prompts; Exploring the Role of Context, Repetition, and Specificity in Prompt Responses; Advanced Prompt Engineering Techniques: Prompt Chaining, Iterative Prompting. ***Handson :*** Crafting and optimizing prompts for specific tasks (e.g., text generation, summarization, Q&A); Using prompt engineering to fine-tune pre-	**9**

	trained models on specific datasets or tasks.	
3	**Applications of Prompt Engineering :-** Prompt Engineering in Chatbots and Conversational AI; Content Generation: Creative Writing, Code Generation, and Data Augmentation; Prompt Engineering for Sentiment Analysis, Classification, and Translation; Integration of Prompt Engineering with Other AI Technologies (e.g., Computer Vision, Data Science); Real-World Case Studies and Industry Applications ***Handson :*** Developing a simple chatbot using prompt engineering techniques, Case study analysis and reproduction of real-world prompt engineering applications	**9**
4	**Challenges, Future Trends, and Research in Prompt Engineering :-** Challenges in Prompt Engineering: Ambiguity, Bias, and Misinterpretation; Evaluating and Improving Prompt Performance: Metrics and Benchmarks; Future Trends: Emerging Techniques and the Evolution of Language Models; ***Handson :*** Working on a capstone project to solve a real-world problem using prompt engineering	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the core principles of NLP, language models, and the role of prompts in influencing AI behavior.	**K2**
CO2	Demonstrate the ability to design and fine-tune prompts for specific tasks, optimizing language models for desired outputs	**K3**
CO3	Apply prompt engineering techniques to develop functional AI applications, such as chatbots, content generation tools, and automated systems.	**K3**
CO4	Compare the ethical implications of prompt engineering, addressing challenges such as bias, ambiguity, and misuse, and propose solutions to mitigate these issues.	**K3**
CO5	Apply prompt engineering techniques to a variety of assigned tasks	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Speech and Language Processing	Daniel Jurafsky and James H. Martin	Pearson	2/e, 2013
2	Unlocking the Secrets of Prompt Engineering	Gilbert Mizrahi	Packt	1/e, 2023
3	Prompt Engineering	Ian Khan	Wiley	1/e, 2024

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Natural Language Processing with Python	Steven Bird, Ewan Klein, and Edward Loper	Oreilly	1/e, 2009
2	Transformers for Natural Language Processing	Denis Rothman	Packt	1/e, 2021

SEMESTER S8

EVOLUTIONARY COMPUTING

Course Code	**PECNT869**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	Nil	**Course Type**	Theory

Course Objectives:

1. This course helps the learner to gain knowledge of evolutionary computation techniques and methodologies in the context of modern heuristic methods.
2. To get an idea of how to apply these techniques to the optimization problems and the problems that require machine learning techniques.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Historical Development, Features, Classification and Components of Evolutionary Computing, Advantages, Applications. Comparison with other optimization techniques (Gradient Descent). Simulated Annealing: Annealing Schedule, Parameter Selection, Applications. Hill Climbing: Mathematical Description, Types of hill climbing algorithms.	**9**
2	Local and Global Maxima, Ridges, Plateau. Hybrid approaches combining Simulated Annealing and Hill Climbing. Introduction to genetic algorithms -Biological Background, Genetic Algorithm vs. Traditional Algorithms, Simple genetic algorithm, Classification of Genetic Algorithm -Messy Genetic Algorithms, Adaptive Genetic Algorithms, Hybrid Genetic Algorithms, Parallel Genetic Algorithm. Genetic Programming, Working of Genetic Programming, Characteristics of Genetic Programming, Advantages	**9**

	and Limitations of Genetic Algorithm, Applications of Genetic Algorithm.	
3	Ant Colony Optimization: Ant Foraging Behavior, Theoretical Considerations, Convergence Proofs, ACO Algorithm, ACO And Model Based Search, Variations Of ACO: Elitist Ant System (EAS), Minmax Ant System (MMAS) , Rank Based Ant Colony System (RANKAS).	**9**
4	Principles of Bird Flocking and Fish Schooling , Evolution of PSO , Operating Principles , PSO Algorithm , Neighborhood Topologies , Convergence Criteria , Variations of PSO Artificial Bee Colony (ABC) Optimization: Behaviour Of Real Bees, ABC Algorithm, Variations of ABC: Abcgbest and Abcgbestdist.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination-2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the basic concepts of evolutionary algorithms and its applications	**K2**
CO2	Utilize the different concepts of simulated annealing and hill climbing in diverse domains.	**K3**
CO3	Illustrate the concept of genetic algorithms and their applications	**K2**
CO4	Apply different ant colony optimizations to solve problems.	**K3**
CO5	Understand different PSO and artificial bee colony optimizations and its application to real world problems.	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	**3**										3
CO2	3	3	3	3								3
CO3	3	3	3									3
CO4	3	3	3	3								3
CO5	3	3										3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Genetic Algorithms in search, Optimization and machine learning	Goldberg D E	Addison-Wesley	2005
2	Evolutionary Computation A Unified Approach	Kenneth A DeJong	Prentice Hall of India	2006
3	Ant Colony optimization	Marco Dorigo, Thomas Stutzle	Prentice Hall of India	2005
4	Principles of Soft Computing -3rd edition	S.N.Sivanandam , S.N.Deepa	John Wiley & Sons	2018
5	Artificial Intelligence	Elaine Rich, Kevin Knight	Tata McGraw Hill Education Private Limited	2011

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	An Introduction to Evolutionary Computing -2nd Edition	E. Eiben, J. E. Smith	Natural Computing Series, Springer	2015
2	Hands-On Genetic Algorithms with Python: Applying Genetic Algorithms to Solve Real-World Deep Learning and Artificial Intelligence Problems	Eyal Wirsansky	Packt Publishing	2020

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://www.youtube.com/watch?v=TC9WNwM2noM
2	https://www.youtube.com/watch?v=THSNf9mPsmA
3	https://www.youtube.com/watch?v=ZR2t5qFmxv8
4	https://www.youtube.com/watch?v=U9ah51wjvgo

SEMESTER S8

NEXT GENERATION INTERACTION DESIGN

(Common to CS/CR/CM/CA/CD/AM/AD/CN/CC/CI/CG)

Course Code	**PECST865**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	5/3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To provide a comprehensive understanding of the principles of interaction design and their application in augmented reality (AR) and virtual reality (VR) environments.
2. To equip learners with practical skills in developing, prototyping, and evaluating AR/VR applications, focusing on user-centered design and advanced interaction techniques.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Interaction Design and AR/VR :-** Fundamentals of Interaction Design - Principles of interaction design, Human-computer interaction (HCI) basics, User experience (UX) design principles; Introduction to AR and VR - Overview of AR and VR technologies (Key differences and Application), Overview of AR/VR hardware (headsets, controllers, sensors), Software tools and platforms for AR/VR development.	**8**
2	**User-Centered Design and Prototyping :-** Understanding User Needs and Context - User research methods, Personas and user journey mapping, Contextual inquiry for AR/VR, Designing for AR/VR Environments, Spatial design principles, Immersion and presence in AR/VR, User interface (UI) design for AR/VR; Prototyping and Testing - Rapid prototyping technique, Usability testing methods, Iterative design and feedback loops.	**8**
3	**Advanced Interaction Techniques :-** Gesture - Designing for gesture-based interaction, Implementing gesture controls in AR/VR applications; Voice - Voice recognition technologies, Integrating voice commands in AR/VR; Haptic Feedback and Sensory Augmentation - Understanding haptic feedback and tactile interactions; Eye Gaze - Designing and integrating Eye Gaze in VR; Spatial Audio;	**10**

	Microinteraction; Motion capture and tracking technologies; Natural Language Interaction and conversational interfaces; Type of IoT sensors and uses.	
4	**Implementation, Evaluation, and Future Trends :-** Developing AR/VR Projects - Project planning and management, Collaborative design and development, Case studies of successful AR/VR projects; Evaluating AR/VR Experiences - Evaluation methods and metrics, Analyzing user feedback, Refining and improving AR/VR applications; Future Trends and Ethical Considerations- Emerging technologies in AR/VR, Ethical implications of AR/VR, Future directions in interaction design for AR/VR.	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	*Internal Ex*	*Evaluate*	*Analyse*	*Total*
5	**15**	**10**	**10**	**40**

Criteria for Evaluation(Evaluate and Analyse): 20 marks

- The students must be directed to measure the quality of the interfaces / GUI based on various techniques such as user testing.
- The students may be assessed based on their ability to analyze various performance of the interfaces /GUIs.

End Semester Examination Marks (ESE):

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• 2 questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. • Each question carries 9 marks. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	**Bloom's Knowledge Level (KL)**
CO1	Apply fundamental interaction design principles and human-computer interaction (HCI) concepts to create effective and intuitive user experiences in AR/VR applications.	**K3**
CO2	Demonstrate proficiency in using AR/VR hardware and software tools for the development and prototyping of immersive environments.	**K3**
CO3	Conduct user research and apply user-centered design methodologies to tailor AR/VR experiences that meet specific user needs and contexts.	**K4**
CO4	Implement advanced interaction techniques such as gesture controls, voice commands, haptic feedback, and eye gaze in AR/VR applications to enhance user engagement and immersion.	**K3**
CO5	Evaluate AR/VR projects, utilizing appropriate evaluation methods and metrics, and propose improvements based on user feedback and emerging trends in the field.	**K5**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	3	3	3	3								3
CO2	3	3	3	3	3							3
CO3	3	3	3	3	3							3
CO4	3	3	3	3	3							3
CO5	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Augmented Reality - Theory, Design and Development	Chetankumar G Shetty	McGraw Hill	1/e, 2023
2	Virtual Reality and Augmented Reality: Myths and Realities	Ralf Doerner, Wolfgang Broll, Paul Grimm, and Bernhard Jung	Wiley	1/e, 2018
3	Augmented Reality: Principles and Practice	Dieter Schmalstieg and Tobias Hollerer	Pearson	1/e, 2016
4	Human–Computer Interaction	Alan Dix, Janet Finlay, Gregory D. Abowd, Russell Beale	Pearson	3/e, 2004
5	Evaluating User Experience in Games: Concepts and Methods	Regina Bernhaupt	Springer	1/e, 2010
6	Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics	Bill Albert, Tom Tullis	Morgan Kaufman	2/e, 2013
7	The Fourth Transformation: How Augmented Reality & Artificial Intelligence Will Change Everything	Robert Scoble and Shel Israel	Patrick Brewster	1/e, 2016
8	Augmented Reality and Virtual Reality: The Power of AR and VR for Business	M. Claudia tom Dieck and Timothy Jung	Springer	1/e, 2019

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	Interaction Design https://archive.nptel.ac.in/courses/107/103/107103083/
2	Virtual Reality https://archive.nptel.ac.in/courses/106/106/106106138/
3	Augmented Reality https://www.youtube.com/watch?v=WzfDo2Wpxks

SEMESTER S8

INTRODUCTION TO ALGORITHM

(Common to CS/CA/CM/CD/CR/AD/AM)

Course Code	**OECST831**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To give proficiency in analysing algorithm efficiency and solve a variety of computational problems, including sorting, graph algorithms.
2. To provide an understanding in algorithmic problem-solving techniques, including Divide and Conquer, Greedy Strategy, Dynamic Programming, Backtracking, and Branch & Bound algorithms.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Algorithm Analysis Time and Space Complexity- Asymptotic notation, Elementary operations and Computation of Time Complexity-Best, worst and Average Case Complexities- Complexity Calculation of simple algorithms Recurrence Equations: Solution of Recurrence Equations – Iteration Method and Recursion Tree Methods	9
2	Trees - Binary Trees – level and height of the tree, complete-binary tree representation using array, tree traversals (Recursive and non-recursive), applications. Binary search tree – creation, insertion and deletion and search operations, applications; Graphs – representation of graphs, BFS and DFS (analysis not required), Topological Sorting.	9
	Divide and Conquer - Control Abstraction, Finding Maximum and Minimum, Costs associated element comparisons and index comparisons, Binary Search, Quick Sort, Merge Sort - Refinements; Greedy Strategy - Control Abstraction, Fractional Knapsack Problem, Minimum Cost Spanning Trees – PRIM’s Algorithm, Kruskal’s Algorithm, Single Source Shortest Path Algorithm - Dijkstra’s Algorithm.	9
4	Dynamic Programming - The Control Abstraction- The Optimality Principle	9

	- Matrix Chain Multiplication, Analysis; All Pairs Shortest Path Algorithm - Floyd-Warshall Algorithm; The Control Abstraction of Backtracking – The N-Queens Problem. Branch and Bound Algorithm for Travelling Salesman Problem.	

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Identify algorithm efficiency using asymptotic notation, compute complexities, and solve recurrence equations	**K3**
CO2	Use binary trees and search trees, and apply graph representations, BFS, DFS, and topological sorting	**K3**
CO3	Use divide and conquer to solve problems like finding maximum/minimum, binary search, quick sort, and merge sort	**K3**
CO4	Apply greedy strategies to solve the fractional knapsack problem, minimum cost spanning trees using Prim's and Kruskal's algorithms, and shortest paths with Dijkstra's algorithm.	**K3**
CO5	Understand the concepts of Dynamic Programming, Backtracking and Branch & Bound	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									1
CO2	2	3	2	2								2
CO3	3	3	3	2								2
CO4	2	2										2
CO5	2	3	2									2

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Introduction to Algorithms	T. H. Cormen, C. E. Leiserson, R. L. Rivest, C. Stein	Prentice-Hall India	4/e, 2022
2	Fundamentals of Computer Algorithms	Ellis Horowitz, SartajSahni, Sanguthevar Rajasekaran	Universities Press	2/e, 2008

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Algorithm Design	Jon Kleinberg, Eva Tardos	Pearson	1/e, 2005
2	Algorithms	Robert Sedgewick, Kevin Wayne	Pearson	4/e, 2011
3	The Algorithm Design Manual	Steven S. Skiena	Springer	2/e, 2008

Video Links (NPTEL, SWAYAM…)

No.	Link ID
1	https://archive.nptel.ac.in/courses/106/105/106105164/

SEMESTER S8

WEB PROGRAMMING

Course Code	**OECST832**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	GXEST203	**Course Type**	Theory

Course Objectives:

1. To equip students with the knowledge and skills required to create, style, and script web pages using HTML5, CSS, JavaScript, and related technologies.
2. To provide hands-on experience with modern web development tools and frameworks such as React, Node.js, JQuery, and databases, enabling students to design and build dynamic, responsive, and interactive web applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Creating Web Page using HTML5 -** Introduction, First HTML5 example, Headings, Linking, Images, Special Characters and Horizontal Rules, Lists, Tables, Forms, Internal Linking, meta Elements, HTML5 Form input Types, Input and datalist Elements and autocomplete Attribute, Page-Structure Elements; **Styling Web Page using CSS -** Introduction, Inline Styles, Embedded Style Sheets, Linking External Style Sheets, Positioning Elements:, Absolute Positioning, z-index, Positioning Elements: Relative Positioning, span, Backgrounds, Element Dimensions, Box Model and Text Flow, Media Types and Media Queries, Drop-Down Menus; **Extensible Markup Language -** Introduction, XML Basics, Structuring Data, XML Namespaces, Document Type Definitions (DTDs), XML Vocabularies	**9**
2	**Scripting language -** Client-Side Scripting, Data Types, Conditionals, Loops, Arrays, Objects , Function Declarations vs. Function Expressions , Nested Functions , The Document Object Model (DOM) - Nodes and NodeLists, Document Object, Selection Methods, Element Node Object, Event Types **Asynchronous JavaScript and XML -** AJAX: Making Asynchronous Requests, Complete Control over AJAX, Cross-Origin Resource Sharing	**9**

	JavaScript library - jQuery - jQuery Foundations - Including jQuery, jQuery Selectors, Common Element Manipulations in jQuery, Event Handling in jQuery	
3	**JavaScript runtime environment: Node.js -** The Architecture of Node.js, Working with Node.js, Adding Express to Node.js; **Server-side programming language: PHP** - What Is Server-Side Development? Quick tour of PHP, Program Control, Functions, Arrays , Classes and Objects in PHP , Object-Oriented Design ; **Rendering HTML : React -** ReactJS Foundations : The Philosophy of React, What is a component? Built- in components, User- defined components - Types of components, Function Components, Differences between Function and Class Components	**9**
4	**SPA** – Basics, Angular JS; **Working with databases -** Databases and Web Development, SQL, Database APIs, Accessing MySQL in PHP; **Web Application Design -** Real World Web Software Design, Principle of Layering , Software Design Patterns in the Web Context, Testing; **Web services** - Overview of Web Services - SOAP Services, REST Services, An Example Web Service, Web server - hosting options	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	**15**	**10**	**10**	**40**

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Develop structured web pages with HTML5 and style them using CSS techniques, including positioning, media queries, and the box model.	**K3**
CO2	Write client-side scripts using JavaScript and utilize jQuery for DOM manipulation, event handling, and AJAX requests to create responsive and interactive user interfaces.	**K3**
CO3	Build and deploy server-side applications using Node.js, Express, and PHP, and integrate databases using SQL to store and retrieve data for dynamic content generation.	**K3**
CO4	Utilize React for building component-based single-page applications (SPAs), understanding the fundamental principles of component architecture, and leveraging AngularJS for web application development.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3		3							3
CO2	3	3	3		3							3
CO3	3	3	3		3							3
CO4	3	3	3		3							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Fundamentals of Web Development	Randy Connolly, Ricardo Hoar	Pearson	1/e, 2017
2	Building User Interfaces with ReactJS - An Approachable Guide	Chris Minnick	Wiley	1/e, 2022
3	Internet & World Wide Web - How to Program	Paul J. Deitel, Harvey M. Deitel, Abbey Deitel	Pearson	1/e, 2011
4	SPA Design and Architecture: Understanding Single Page Web Applications	Emmit Scott	Manning Publications	1/e, 2015

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	A Hand Book On Web Development : From Basics of HTML to JavaScript and PHP	Pritma Jashnani	Notion press	1/e, 2022
2	Advanced Web Development with React	Mohan Mehul	BPB	1/e, 2020
3	JavaScript Frameworks for Modern Web Development	Tim Ambler, Sufyan bin Uzayr, Nicholas Cloud	Apress	1/e, 2019

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/106/106106222/
2	https://archive.nptel.ac.in/courses/106/106/106106156/

SEMESTER S8

SOFTWARE TESTING

Course Code	**OECST833**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To Cultivate proficiency in software testing methodologies and techniques.
2. To Foster expertise in software testing tools and technologies.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Introduction to Software Testing & Automation:-** Introduction to Software Testing - Concepts, importance of testing, software quality, and real-world failures (e.g., Ariane 5, Therac 25); Software Testing Processes - Levels of thinking in testing; Testing Terminologies - Verification, validation, fault, error, bug, test cases, and coverage criteria; Types of Testing - Unit, Integration, System, Acceptance, Performance (stress, usability, regression), and Security Testing; Industry Trends - AI in test case automation, Introduction to GenAI in testing; Testing Methods - Black-Box, White-Box, and Grey-Box Testing; Automation in Testing - Introduction to automation tools (e.g., Selenium, Cypress, JUnit); Case Study- Automation of Unit Testing and Mutation Testing using JUnit.	8
2	**Unit Testing, Mutation Testing & AI-Driven Automation:-** Unit Testing- Static and Dynamic Unit Testing, control flow testing, data flow testing, domain testing; Mutation Testing- Mutation operators, mutants, mutation score, and modern mutation testing tools (e.g., Muclipse); JUnit Framework - Automation of unit testing, frameworks for testing in real-world projects; AI in Testing - GenAI for test case generation and optimization, impact on automation; Industry Tools - Application of AI-driven testing tools in automation and predictive testing; Case Study - Mutation testing using JUnit, AI-enhanced test case automation.	8

3	**Advanced White Box Testing & Security Testing:-** Graph Coverage Criteria - Node, edge, and path coverage; prime path and round trip coverage; Data Flow Criteria - du paths, du pairs, subsumption relationships; Graph Coverage for Code - Control flow graphs (CFGs) for complex structures (e.g., loops, exceptions); Graph Coverage for Design Elements - Call graphs, class inheritance testing, and coupling data-flow pairs; Security Testing - Fundamentals, tools (OWASP, Burp Suite), and their role in protecting modern applications; Case Study - Application of graph based testing and security testing using industry standard tools.	10
4	**Black Box Testing, Grey Box Testing, and Responsive Testing:-** Black Box Testing - Input space partitioning, domain testing, functional testing (equivalence class partitioning, boundary value analysis, decision tables, random testing); Grey Box Testing - Introduction, advantages, and methodologies (matrix testing, regression testing, orthogonal array testing); Performance Testing - Network latency testing, browser compatibility, responsive testing across multiple devices (e.g., BrowserStack, LambdaTest); Introduction to PEX - Symbolic execution, parameterized unit testing, symbolic execution trees, and their application; GenAI in Testing - Advanced use cases for predictive and responsive testing across devices and environments; Case Study- Implementation of black-box, grey-box, and responsive testing using PEX and AI-driven tools.	10

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

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

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Demonstrate the ability to apply a range of software testing techniques, including unit testing using JUnit and automation tools.	**K2**
CO2	Illustrate using appropriate tools the mutation testing method for a given piece of code to identify hidden defects that can't be detected using other testing methods.	**K3**
CO3	Explain and apply graph coverage criteria in terms of control flow and data flow graphs to improve code quality.	**K2**
CO4	Demonstrate the importance of black-box approaches in terms of Domain and Functional Testing	**K3**
CO5	Illustrate the importance of security, compatibility, and performance testing across devices.	**K3**
CO6	Use advanced tools like PEX to perform symbolic execution and optimize test case generation and also leverage AI tools for automated test case prediction and symbolic execution with PEX.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3	3	3							3
CO3	3	3	3									3
CO4	3	3	3	3								3
CO5	3	3	3		3							3
CO6	3	3	3	3	3							3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Software Testing.	Paul Ammann, Jeff Offutt	Cambridge University Press	2/e, 2016
2	Software Testing and Quality Assurance: Theory and Practice	Kshirasagar Naik, Priyadarshi Tripathy	Wiley	1/e, 2008

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Software Testing	Ron Patten	Pearson	2/e, 2005
2	Software Testing: A Craftsman's Approach	Paul C. Jorgensen	CRC Press	4/e, 2017
3	Foundations of Software Testing	Dorothy Graham, Rex Black, Erik van Veenendaal	Cengage	4/e, 2021
4	The Art of Software Testing	Glenford J. Myers, Tom Badgett, Corey Sandler	Wiley	3/e, 2011

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/101/106101163/
2	https://archive.nptel.ac.in/courses/106/101/106101163/
3	https://archive.nptel.ac.in/courses/106/101/106101163/
4	https://archive.nptel.ac.in/courses/106/101/106101163/

SEMESTER S8

INTERNET OF THINGS

Course Code	**OECST834**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	NA	**Course Type**	Theory

Course Objectives:

1. To give an understanding in the Internet of Things, including the components, tools, and analysis through its fundamentals and real-world applications.
2. To enable the students to develop IoT solutions including the softwares and programming of Raspberry Pi hardware.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to IoT - Physical Design of IoT, Logical Design of IoT, IoT levels and Deployment templates, Domain Specific IoT- Home automation, Energy, Agriculture, Health and lifestyle.	**9**
2	IoT and M2M-M2M, Difference between IoT and M2M, Software Defined Networking, Network Function virtualization, Need for IoT System Management, Simple Network Management Protocol (SNMP), NETCONF, YANG; LPWAN - LPWAN applications, LPWAN technologies, Cellular (3GPP) and Non 3GPP standards, Comparison of various protocols like Sigfox, LoRA, LoRAWAN, Weightless, NB-IoT, LTE-M.	**9**
3	Developing IoT - IoT design methodology, Case study on IoT system for weather monitoring, Motivations for using python, IoT-system Logical design using python, Python Packages of Interest for IoT - JSON, XML, HTTPlib & URLLib, SMTPLib	**9**
4	Programming Raspberry Pi with Python-Controlling LED with Raspberry Pi, Interfacing an LED and switch with Raspberry Pi, Other IoT devices- PcDino, Beagle bone Black, Cubieboard, Data Analytics for IoT	**9**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
2 Questions from each module. Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	Each question carries 9 marks. Two questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

At the end of the course, students should be able to:

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Understand domain-specific applications and apply the principles of IoT, including physical and logical design and deployment templates	**K2**
CO2	Use the principles of IoT and M2M, their differences, and key concepts like SDN, NFV, and essential management protocols.	**K3**
CO3	Develop and apply IoT design methodology, utilize Python for logical system design, and leverage key Python packages through practical case studies.	**K3**
CO4	Experiment using Raspberry Pi with Python to control LEDs and switches, interface with other IoT devices.	**K3**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3							2		3
CO2	3	3	3							2		3
CO3	3	3	3	2						2		3
CO4	3	3	3	2						2		3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Internet of Things - a Hands On Approach.	Arshdeep Bahga, Vijay Madisetti	Universities Press	1/e, 2016

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Internet of Things : Architecture and Design Principles	Rajkamal	McGraw Hill	2/e, 2022
2	The Internet of Things –Key applications and Protocols	Olivier Hersent, David Boswarthick, Omar Elloumi	Wiley	1/e, 2012
3	IoT fundamentals : Networking technologies, Protocols and use cases for the Internet of things	David Hanes Gonzalo. Salgueiro, Grossetete, Robert Barton	Cisco Press	1/e, 2017

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1	https://archive.nptel.ac.in/courses/106/105/106105166/
2	https://archive.nptel.ac.in/courses/108/108/108108179/

SEMESTER S8

COMPUTER GRAPHICS

Course Code	**OECST835**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	**ESE Marks**	60
Credits	3	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objective:

1. To provide strong technological concepts in computer graphics including the three-dimensional environment representation in a computer, transformation of 2D/3D objects and basic mathematical techniques and algorithms used to build applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	**Basics of Computer graphics -** Basics of Computer Graphics and its applications. Video Display devices - LED, OLED, LCD, PDP and FED and reflective displays. Random and Raster scan displays and systems. **Line and Circle drawing Algorithms -** Line drawing algorithms- Bresenham's algorithm, Liang-Barsky Algorithm, Circle drawing algorithms - Midpoint Circle generation algorithm, Bresenham's Circle drawing algorithm.	**10**
2	**Geometric transformations -** 2D and 3D basic transformations - Translation, Rotation, Scaling, Reflection and Shearing, Matrix representations and homogeneous coordinates. **Filled Area Primitives -** Scan line polygon filling, Boundary filling and flood filling.	**10**
3	**Transformations and Clipping Algorithms -** Window to viewport transformation. Cohen Sutherland and Midpoint subdivision line clipping algorithms, Sutherland Hodgeman and Weiler Atherton Polygon clipping algorithms.	**8**
4	**Three dimensional graphics -** Three dimensional viewing pipeline. Projections- Parallel and Perspective projections. Visible surface detection algorithms- Back face detection, Depth buffer algorithm, Scan line algorithm, A buffer algorithm.	**8**

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24 marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. **(4x9 = 36 marks)**	60

Course Outcomes (COs)

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

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Understand the principles of computer graphics and displays	K2
CO2	Illustrate line drawing, circle drawing and polygon filling algorithms	K3
CO3	Illustrate 2D and 3D basic transformations and matrix representation	K3
CO4	Demonstrate different clipping algorithms and 3D viewing pipeline.	K3

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3	3								3
CO3	3	3	3	3								3
CO4	3	3	3	3								3

Note: *1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation*

Text Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Computer Graphics : Algorithms and Implementations	D. P. Mukherjee, Debasish Jana	PHI	1/e, 2010
2	Computer Graphics with OpenGL	Donald Hearn, M. Pauline Baker and Warren Carithers	PHI	4/e, 2013

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Introduction to Flat Panel Displays	Jiun-Haw Lee, I-Chun Cheng, Hong Hua, Shin-Tson Wu	Wiley	1/e, 2020
2	Computer Graphics and Multimedia	ITL ESL	Pearson	1/e, 2013
3	Computer Graphics	Zhigang Xiang and Roy Plastock	McGraw Hill	2/e, 2000
4	Principles of Interactive Computer Graphics	William M. Newman and Robert F. Sproull	McGraw Hill	1/e, 2001
5	Procedural Elements for Computer Graphics	David F. Rogers	McGraw Hill	1/e, 2017
6	Computer Graphics	Donald D Hearn, M Pauline Baker	Pearson	2/e, 2002

Video Links (NPTEL, SWAYAM…)	
No.	**Link ID**
1.	Computer Graphics By Prof. Samit Bhattacharya at IIT Guwahati https://onlinecourses.nptel.ac.in/noc20_cs90/preview