

DAV UNIVERSITY JALANDHAR

FACULTY OF SCIENCE



**Course Scheme and Syllabus
for**

**Master of Computer Applications
(Two Years Degree Course)**

1st to 4th Semester

(As per Choice Based Credit System)

Syllabi Applicable for 2023 Batch & Onwards

**Master of Computer Applications
Syllabus 2023-25**

Duration: 2 years (4 Semesters)

Eligibility: Bachelor's degree of minimum three years duration in BCA/B.Sc.(IT)/B.Sc.(CS) or equivalent/B.Voc. with Computer as a major subject and with mathematics at 10+2 level or at graduation level with at least 50% aggregate marks (45% in case of candidate belonging to SC/ST)

Or

Bachelor Degree in Computer Science & Engineering or equivalent with at least 50% aggregate marks (45% in case of candidate belonging to SC/ST)

Or

Any bachelor's degree of minimum three years duration with mathematics at 10+2 level or at graduation level **and** minimum One Year Diploma in Computer Applications/Science/IT or equivalent from any recognized University/Institution at least 50% aggregate marks (45% in case of candidate belonging to SC/ST)

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Semester 1

S.No	Paper Code	Course Title	Course Type	L	T	P	Cr
1	CSA517	Discrete Mathematical Structures	Core	4	0	0	4
2	CSA518	Advanced Database Management System	Core	4	0	0	4
3	CSA519	Data Structures and File Processing	Core	4	0	0	4
4	CSA520	Software Testing and Quality Assurance	Core	4	0	0	4
5	CSA521	Python Programming	Core	4	0	0	4
6	CSA522	Advanced Database Management Systems Laboratory	Core	0	0	4	2
7	CSA523	Data Structures and File Processing Laboratory	Core	0	0	4	2
8	CSA524	Python Programming Laboratory	Core	0	0	4	2
				20	0	12	26

Semester 2

S.No	Paper Code	Course Title	Course Type	L	T	P	Cr
1	CSA525	Advanced JAVA & Network Programming	Core	4	0	0	4
2	CSA526	Linux and Shell Programming	Core	4	0	0	4
3	CSA527	Advanced Web Technology	Core	4	0	0	4
4	CSA577	Design and Analysis of Algorithms	Core	4	0	0	4
5	CSA578	Computer Based Optimization Techniques	Core	4	0	0	4
6	CSA528	Advanced JAVA & Network Programming Laboratory	Core	0	0	4	2
7	CSA529	Advanced Web Technology Laboratory	Core	0	0	4	2
8	CSA530	Linux and Shell Programming Laboratory	Core	0	0	4	2
				20	0	12	26

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Semester 3

S. No	Paper Code	Course Title	Course Type	L	T	P	Cr
1	CSA612	Theory of Computer Science	Core	4	0	0	4
2	CSA628	Computer Networks and Data Communication	Core	4	0	0	4
3	CSA629	Advances in Operating System	Core	4	0	0	4
4	CSA676	Artificial Intelligence	Core	4	0	0	4
5	CSAXXX	Discipline Elective I	DSE	4	0	0	4
6	CSA630	Computer Networks and Data Communication Laboratory	Core	0	0	4	2
7	ENG551	Technical Writing and Communications Skills	AECC	0	0	2	1
8	CSA631	Summer Training Seminar	Core	0	0	2	1
9	CEC101	Community Engagement Course	Core	1	0	0	1
	CEC102	Community Engagement Course	Core	0	0	1	1
				21	0	9	26

Semester 4

S. No	Course Title		Course Type	L	T	P	Cr
1	CSAXXX	Discipline Elective I	DSE	4	0	0	4
2	CSAXXX	Discipline Elective I	DSE	4	0	0	4
3	CSAXXX	Discipline Elective I	DSE	4	0	0	4
4	CSAXXX	Discipline Elective II	DSE	0	0	4	2
5	CSAXXX	Discipline Elective II	DSE	0	0	4	2
6	CSA689	Major Project	DSE	0	0	16	8
				12	0	24	24

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Discipline Elective-I	
CSA605	Data Mining and Data Warehousing
CSA606	Mobile Computing
CSA607	Emerging Trends in Information Technology
CSA608	Distributed and Parallel Processing
CSA609	Information Systems
CSA616	System Simulation and Modelling
CSA617	Embedded Systems
CSA619	Advanced Software Engineering
CSA620	Compiler Design
CSA627	Research Methodology
CSA632	Big Data Analytics
CSA633	Machine Learning
CSA634	Internet of Things
CSA635	R Programming
CSA636	Mobile Application Development
CSA637	Scientific Computing using MATLAB
CSA638	Graphics & Multimedia
CSA671	Microprocessor and Its Applications
CSA678	Digital Image Processing
CSA682	Soft Computing
CSA683	System Software
CSA691	Natural Language Processing
Discipline Elective-II	
CSA639	Big Data Analytics Laboratory
CSA640	Machine Learning Laboratory
CSA641	Internet of Things Laboratory
CSA642	R Programming Laboratory
CSA643	Mobile Application Development Laboratory
CSA644	Scientific Computing using MATLAB Laboratory
CSA645	Graphics & Multimedia Laboratory
CSA680	Digital Image Processing Laboratory
CSA689	Major Project
CSA692	Digitizing Industry knowledge for Software Development
CSA693	Cybersecurity

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Note:

1. Students will adopt MOOC course or 4 to 6 weeks Summer Training under registered company after 2nd Semester. If student has adopted summer training program, then examination will be conducted along with 3rd semester practical.

2. The Major Project will include the development of application/system software under the supervision of internal supervisor assigned from the department. For evaluation, 20% weightage will be given to the synopsis of the project and 80% weightage will be given to the Viva, Project Execution, and Project Report.

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Course Title: Discrete Mathematical Structures

Course Code: CSA517

Course Duration: 45-60 Hours

Course Objective: The objective of this course is to acquaint the students with the basic concepts in Discrete Mathematics viz. sets, functions, relations, groups, graphs etc. required for the implementation of various computer science courses.

Course Outcomes:

CO-1	Understand the set theory, Relation and Functions.
CO-2	Understand Group Theory and Recurrence relations
CO-3	Apply the operations of simple and multi graphs, directed and undirected graphs, Eulerian and Hamiltonian Graphs, Shortest path algorithms
CO-4	Learn to apply Vectors and Matrices and Counting and Probability Theory

UNIT – A

12 Hours

Set Theory

- Set and its Representations, Types of sets
- Subsets
- Operations on Sets-Union, Intersection and Difference of Sets
- Venn Diagrams, Statement Problems
- Laws- Associative Laws, Distributive Laws, Demorgan's Laws

Relation and Functions

- Relations, Pictorial Representations of Relations, Composition of Relations, Types of Relations, Closure Properties
- Equivalence Relations and Partitions, Hasse diagram, Lattices, Bounded Lattices, Distributive Lattices.
- Functions, Special functions, Composition of Functions, one-one, onto and Inverse of a function
- Mathematical functions, Exponential and Logarithmic Functions

UNIT – B

Group Theory

13 Hours

- Group Axioms, Semi groups, Properties of Groups
- Subgroups
- Cosets, , Normal subgroup
- Permutation Group
- Dihedral Group

Recurrence relations

- Characteristic Equation
- Homogeneous and non-homogeneous linear recurrence relations with constant coefficients
- Generating Functions for some standard sequences

UNIT – C

10 Hours

Graphs

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- Basic Terminology, Special Graphs,
- Handshaking Theorem,
- Isomorphism of Graphs,
- Walks, Paths, Circuits, Eulerian and Hamiltonian Paths
- Planar and Non-Planar Graphs,
- Coloring of Graph, Directed graphs, Travelling Salesman Problem

Logic and Propositional Calculus

- Propositions,
- Basic logic operators
- Logic equivalence involving Tautologies and Contradiction
- Algebra of Propositions
- Conditional and Biconditional Statements
- Logical Implication, Propositional Functions, Quantifiers

UNIT – D

10 Hours

Vectors and Matrices

- Vectors, Matrices
- Matrix Addition, Scalar Multiplication
- Matrix Multiplication, Transpose
- Square matrices
- Invertible Matrices, Inverses, Determinants

Counting and Probability Theory

- Basic counting principle, Factorial Notation
- Binomial Coefficients, Permutations, Combinations
- Sample Space and Events
- Finite Probability Spaces
- Conditional Probability
- Independent Events, Binomial Distribution
- Random variables

Reference Books:

1. Kolman, Busby, Ross: Discrete Mathematical Structure, PEARSON Education, 5th Edition.
2. C. L. Liu, Elements of Discrete Mathematics, McGraw-Hill College,
3. Rajaraman, V., Computer Oriented Numerical Methods, Prentice Hall of India.
4. Seymour Lipschutz, Marc Lipson, Discrete Mathematics, McGraw Hill Professional,
5. J. P. Tremblay & R. Manohar. , Discrete Mathematical Structures with Applications to Computer Science, McGraw-Hill, Inc.
6. K.E. Atkinson, W. Han, Elementary Numerical Analysis, 3rd Edition, Wiley
7. Rosen, K. H., *Discrete Mathematics and its Applications*, 6th Edition, McGraw Hill, 2007.

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Course Title: Advanced Database Management System
Course Code: CSA518
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: The concepts related to database, database design techniques, transaction management, SQL, PL/SQL and database operations are introduced in this subject. This creates strong foundation for data base creation.

Course Outcomes:

CO-1	Express the basic concepts of DBMS and RDBMS.
CO-2	Apply normalization theory to the normalization of a database.
CO-3	Apply the concept of Transaction Management & Recovery techniques in RDBMS.
CO-4	Analyze various advanced databases prevailing in market, PL/SQL, Parallel and Distributed Databases, XML Database and multidimensional Databases.
CO-5	Demonstrate No SQL databases (Open Source)&XML databases.

UNIT- A

10 Hours

Introduction to Data Base and Data Models

- General Architecture of a Data Base Management Software, Advantages and Disadvantages of DBMS, Entity Relationship model, hierarchical model from network to hierarchical, relational model, object-oriented database, object relational database

Data Base Design

- Functional dependencies; Normalization,
- Multivalued dependencies, decomposition, Relational algebra and calculus, Need and types of query optimization procedures, phases of query optimization

UNIT – B

10 Hours

Data Base Protection

- Concurrency, recovery, Integrity, Protection, essentials of security authorization, types of database security

Relational Query Language

- SQL, client/server architecture, Technical introduction to Oracle.

Software Development using SQL

- SQL data types, Querying database tables
- Conditional retrieval of rows, working with Null values, matching a pattern from the table querying multiple tables: Equi joins, Cartesian joins, Outer joins
- Self joins; Set operator: Union, Intersect, Minus, Nested queries

UNIT – C

10 Hours

Introduction to PL/SQL

- The PL/SQL block structure, PL/SQL data types, Variables and constants, assignment and expressions, Writing PL/SQL code, cursor management in PL/SQL
- Concept of stored procedures, Database triggers, types of triggers,

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Dropping triggers, storage of triggers

Parallel Databases

- **Database System Architectures:** Centralized and Client-Server Architectures, Server System Architectures, Parallel Systems,
- **Parallel Databases:** I/O Parallelism – Inter and Intra Query Parallelism – Inter and Intra operation Parallelism

UNIT – D

15 Hours

Distributed Database Concepts

- Distributed database, Characteristics of distributed databases, Distributed database design, fragments and replications; Distributed Transaction, Distributed Query Processing, Phases of Distributed query optimization, Operation site allocation plan, Reliability of distributed DBMS.

Advanced databases

- Multidimensional Databases, Temporal Databases, Spatial databases, NOSQL Databases and their characteristics

XML databases

- XML Databases, XQL and XQuery, XML Schema, XML query processing

Reference Books:

1. Desai, B.C., 1993: An Introduction to Database Systems, Galgotia Publ. Private Ltd.
2. Date, C.J.: Data Base Systems, Vols. I & II, Narosa Publications.
3. Ivan Bayross: PL/SQL The Programming Language of ORACLE, (BPB Publication)
4. Mukhi, Vijay 1992: Mastering Oracle 6.0, BPB Publications.
5. Database system concepts: Korth
6. Principles of Database Management: James Martin
7. Computer Database Organization: James Martin
8. Fundamentals of Database Systems: Elmasri Navathe

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Course Title: Data Structures and File Processing
Course Code: CSA519
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: The emphasis of this course is on the organization of information, the implementation of common data structures such as lists, stacks, queues, trees, and graphs.

Course Outcomes:

CO-1	Ability to analyse algorithms and algorithm complexity.
CO-2	To extend the knowledge of summarize searching and sorting techniques
CO-3	Ability to describe stack, queue and linked list operation
CO-4	Ability to have knowledge of tree and graphs
CO-5	To acquire the knowledge of Heap, Hash Table, hashing functions and File Structure

UNIT – A

12 Hours

Preliminaries

- Introduction to Data Structures: Primitive and Composite, Various data structures
- Common operations on data structures, algorithm complexity
- big O notation, time space trade-off between algorithms
- Complexity of Algorithms, Records and Pointers.

Arrays

- Arrays defined, representing arrays in memory, various operations on linear arrays
- Multi-dimensional arrays, Matrices, Sparse Matrices
- Linear Search, Binary Search
- Insertion Sort, Selection Sort, Bubble Sort
- Merge Sort, Radix Sort

UNIT – B

13 Hours

Linked Lists

- Types of linked lists, representing linked lists in memory
- Advantage of using linked lists over arrays
- Various operation on linked lists

Stacks

- Description of stack structure, implementation of stack using arrays and linked lists
- Applications of stacks converting arithmetic expression from infix notation to polish and their subsequent evaluation
- Quicksort technique to sort an array, parenthesis checker.

Queues

- Implementation of queue using arrays and linked lists
- Deques, Priority Queues and their implementation, applications of queues.

UNIT – C

10 Hours

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Trees

- Description of tree structure and its terminology, binary search tree
- Implementing binary search tree using linked lists
- Various operations on binary search trees, AVL Trees

Heaps

- Description of heap structure, implementing heaps using arrays
- Various operations on heaps, Applications of heaps
- Heapsort technique to sort an array

UNIT – D

10 Hours

Graphs and Hash Tables

- Representation of Graphs and Applications: Adjacency Matrix, Path Matrix
- Warshall's Algorithm, Linked Representation of a Graph
- Traversing a Graph, DFS and BFS.
- Direct address tables, hash tables
- Collision resolution by chaining, hash functions
- Open addressing – linear probing, quadratic probing, double hashing

Files

- Operations on files, Types of files
- File Organizations: Sequential files, Indexed Sequential file, Directed files and multikey files
- File performance criteria and terms.

Reference Books:

1. Kanetkar, Yashavant, 2021, Let Us C, BPB Publications.
2. Cooper, Mullish, 1998: The Spirit of C, An Introduction to Modern Programming, Jaico Publ. House, New Delhi.
3. Kerninghan, B.W. & Ritchie, D.M.: The C Programming Language, Prentice Hall of International, 2015.
4. Gottfried, B.: Theory and Problems of Programming in C, Schaum Series, 1996.
5. Horwitz, E., and Sahni, S., 2008: Fundamentals of data structures in C, Computer Science Press.
6. Aho, A. V., Hopcroft, and Ullman, J.E., 2002: Data structures and algorithms, Addison Wesley.
7. Tanenbaum, A. M. and Augenstein, M.J., 2019: Data structures using C, Prentice Hall
8. Lipschutz, Seymour, 2014: Theory & problems of data structures, Schaum Series.
9. Deshpanday: C and data structures, Wiley India Pvt. Ltd, 2003.

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Course Title: Software Testing and Quality Assurance

Course Code: CSA520

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: The students will gain the knowledge about software testing techniques, STEP methodology, software testing strategies, software metrics, software quality assurance tools and techniques, quality management, quality models and system configuration management.

Course Outcomes:

CO-1	Understand software testing and quality assurance as a fundamental component of software life cycle.
CO-2	Define the scope of SW Testing & Quality Assurance projects, Software Testing Strategies and Metrics of Software.
CO-3	Efficiently perform Testing & Quality Assurance activities using modern software tools & Quality Management & Quality Models.
CO-4	Estimate cost of Testing & Quality Assurance activities using modern software tools & Quality Management & Quality Models.
CO-5	System Configuration Management, Planning and Organizing SCM.

UNIT-A

Introduction

15 Hours

- Software Testing, Objectives of Software Testing, Software Testing Process, Static and Dynamic Analysis
- STEP Methodology, Elements of STEP and STEP Architecture

Software Testing Techniques

- BBT & its Technique, Boundary Value Analysis, Cause-Effect Graph, White-Box Testing and its Techniques
- Domain and Boundary Testing, Logic Based Testing, Data Flow Testing

UNIT-B

15 Hours

Software Testing Strategies

- Characteristics, Integration Testing, Functional Testing
- Object Oriented Testing, Alpha and Beta Testing, Overview of Testing Tools
- Test planning, functional testing, stability testing and debugging techniques

Metrics for Software

- Importance of Metrics to Software Project, Software Quality Metrics
- Software Metrics: Product Metrics: Software Size Metrics, Control Complexity Metrics, Object-Oriented Metrics, Software Quality Metrics

UNIT-C

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Quality Assurance

15 Hours

- Concept of Software quality, product and process quality, software quality metrics, quality control and total quality management,
- Quality tools and techniques, quality standards, Software Quality Attributes, Factors Affecting Software Quality
- Building software quality assurance plan, Components of SQAP

Quality Management & Quality Models

- Software Quality System, Quality Management Principles, Essence of International Standards
- ISO 9000 Quality Standard, SEI Capability Maturity Model

Designing software quality assurance system

- Statistical methods in quality assurance, fundamentals of statistical process control, process capability, Six-sigma quality

UNIT-D

15 Hours

Reliability

- Basic concepts, reliability measurements, predictions and management
- Factors affecting software reliability, Software reliability vs hardware reliability, Software reliability metrics

System Configuration Management (SCM)

- Basic requirements for SCM System, SCM principles, Planning and organizing for SCM
- Benefits of SCM, Change Management, Version and Release Management

Reference Books:

1. Schulmeyer G.G. and McManus J. (eds.), *Handbook of Software Quality Assurance*, New Delhi: Prentice Hall, 3rd Ed. 1999
2. Deutsch, Wills and Hall, *Software Quality Engineering: A Total Technique and Management Approach*, New Delhi: PHI, 1993.
3. Futrell Robert T., Snafer Donald F., Shafter Linda I., *Quality Software Project Management*, New Delhi: Pearson, 2002.
4. Perry, William E., *Effective Methods for Software Testing*, New York: Wiley, 2006.
5. Hutcheson, *Software Testing Fundamentals*, Wiley India Pvt. Ltd, 2007.
6. Gill Nasib Singh, *Software Engineering: Software Reliability, Testing and Quality Assurance*, Khanna Book Publishing, 2009.
7. Galin Daniel, *Quality Assurance: From theory to implementation*, New Delhi: Pearson Education Ltd., 2004
8. Kan S.H., *Metrics and Models in Software Quality Engineering*, New Delhi: Pearson, 2nd Ed, 2014.
9. Myers Glenford J., *The Art of Software Testing*, New York: John Wiley, 2nd Ed. 2011.

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Course Title: Python Programming

Course Code: CSA521

L	T	P	Credits	Marks
4	0	0	4	100

Course Duration: 45-60 Hours

Course Objective: This course provides the knowledge about developing programs and scripts using Python programming language. All the advanced concepts of programming will help benefit the students in research as well in software development.

Course Outcomes:

CO-1	Familiar with Python environment, data types, operators used in Python. Compare and contrast Python with other Programming languages.
CO-2	Learn the use of control structures and numerous data types with their methods.
CO-3	Design and define functions, modules, packages and exception handling methods.
CO-4	Create and handle files in Python and learn Object oriented programming Concepts.
CO-5	GUI Programming in Python (using Tkinter/wx Python/Qt) and Database Connectivity.

UNIT-A

Introduction to Python Language

15 Hours

- Programming language, History of Python, Origin of Python Programming, Features, Limitations, Applications, Getting and Installing Python, Python Environment Variables, Python Help, Python differences from other languages.

Python Data Types and Input Output

- Keywords, Identifiers, Variables, Statements, Indentation, Documentation, Data Type, Type Conversion.
- Python Input and Output.

Operators and Expressions

- Arithmetic, Comparison, Assignment, Logical, Bitwise, and Python special operators.
- Expressions, Precedence and Associatively.

UNIT-B

15 Hours

Control Structures

- Decision Making Statements
- Python Loops

Python Native Data Types

- Creation of following Data Types along with methods and functions
- Number, String, Tuple, Set, Dictionary

Python Functions and Modules

- Creating Functions, Advantages of Functions, Types of Functions,

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Built-In, User Defined Functions, Anonymous Functions, Call by Value, Call by Reference, Recursion.

- Designing of Modules. Importing Modules

UNIT-C

15 Hours

Python Class and Objects

- Designing Classes, Creating Objects, Accessing Objects, __init__ method, constructor, garbage collection, destroying objects.
- Inheritance and Operator Overloading.

File Handling

- File creation, open () and close () methods, read () and write() methods, file modes, file encoding, file object attributes, renaming and deleting files, Python directory, directory methods and functions.

Exception Handling

- Python Exception, Built-in Exception, Exception Handling, Try, except, finally, Python user defined exceptions.

UNIT-D

15 Hours

GUI Programming in Python (using Tkinter/wx Python/Qt)

- What is GUI, Advantage of GUI, Introduction to GUI, Layout Management, Events and Bindings, Fonts, Colors, Drawing on Canvas, Line, Oval, Rectangle, etc. Widget such as Frame, Label, Button, Check Box, Entry, List Box, Radio button, Message, Text, Spinbox, etc.

Database connectivity in Python

- Installing mysql connector, accessing connector module module, using connect, cursor, execute & close functions, reading single & multiple results of query execution

Reference Books:

1. Fabrizio Romano; Learn Web Development with Python: Get hands-on with Python Programming and Django web development; Packt Publishing Ltd.
2. William S Vincent; Django for Beginners: Build Websites with Python and Django; Welcome to code.
3. Martin C. Brown Python: The Complete Reference, TMH Publisher.
4. M. C. Brown, *The Complete Reference Python*, Osborne/McGraw-Hill, 2018.
5. S. Maruch, A. Maruch, *Python for Dummies*, John Wiley & Sons, 2011.
6. A. B. Downey, *Think Python*, O'Reilly Media Inc., 2012.
7. J. M. Zelle, *Python Programming: An Introduction to Computer Science*, Franklin, Beedle & Associates, Inc., 2004.

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**Course Title: Advanced Database Management Systems
Laboratory
Course Code: CSA522**

L	T	P	Credits	Marks
0	0	4	2	50

Course Outcomes:

CO-1	Implementation of SQL: DDL, DML, DCL, TCL.
CO-2	Implementation of Nested Queries, Join Queries, Cursors, Procedures and Functions.
CO-3	Implementation of Triggers, various DBA roles/techniques: Creation of user, Granting of privileges to the users, Creation of roles, Loading of privileges into user defined roles
CO-4	Import/Export data between various databases and flat files.

1. Implementation of SQL: DDL, DML, DCL, TCL
2. Implementation of Nested Queries and Join Queries.
3. Implementation of Cursors.
4. Implementation of Procedures and Functions
5. Implementation of Triggers
6. Implementation of various DBA roles/techniques: Creation of user, Granting of privileges to the users, Creation of roles, Loading of privileges into user defined roles,
7. Import/Export data between various databases and flat files

**Course Title: Data Structures and File Processing Laboratory
Course Code: CSA523**

L	T	P	Credits	Marks
0	0	4	2	50

1. Implementation of Data Structures: **Arrays Linked List, Stack, Queues, Trees**, etc
2. Implementation Searching: Linear and Binary
3. Implement Sorting: Bubble, Selection, Insertion, and Quick
4. Binary tree using pre-order, post-order and in-order traversals
5. Implementation of Traversal on graph using Depth First Search and Breadth First Search
6. Implement AVL Trees as well as various operations of searching, insertion and deletion on AVL Trees.

Course Outcomes:

CO-1	Ability to analyse algorithms and algorithm correctness.
CO-2	To extend the knowledge of summarize searching and sorting techniques.
CO-3	Ability to describe stack, queue and linked list operation.
CO-4	Ability to have knowledge of tree and graphs concepts.

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Course Title: Python Programming Laboratory
Course Code: CSA524

L	T	P	Credits	Marks
0	0	4	2	50

Course Outcomes:

CO-1	Familiar with Python environment, data types, operators used in Python.
CO-2	Learn the use of control structures and numerous data types with their methods.
CO-3	Design and define functions, modules, packages and exception handling methods.
CO-4	Create and handle files in Python and learn Object oriented programming Concepts.
CO-5	GUI Programming in Python (using Tkinter/wx Python/Qt) and Database Connectivity.

1. Implementation of Python programs: Control Structures, Lists, Tuples,
2. Strings, Dictionary, Sets, Files,
3. Exception handling, Classes and Objects,
4. Inheritance, Overloading, GUI Programming,
5. Database Connectivity, etc

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Course Title: Advanced JAVA and Network Programming

Course Code: CSA525

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: To introduce Advanced JAVA concepts to the students with the design of network protocols.

Course Outcomes:

CO-1	Learn to Create Graphical User Interface (GUI) using AWT and swing components.
CO-2	To understand creating GUI based application, Data Base Connectivity and Remote method Invocation.
CO-3	Attain the basic knowledge of TCP and UDP protocols.
CO-4	Learn to create, design and implement sockets and user data gram protocols.

UNIT – A

10 Hours

Abstract Window Toolkit

- Review of Java Basic Features
- Applets
- AWT Controls
- Event Handling
- Multithreading, I/O Files

Swing

- Features, Components, Swing Vs AWT, Swing Containers, Controls, Using Dialogs,
- Sliders, Progress Bars, Tables, Creating User Interface using Swing

UNIT – B

15 Hours

Java Database Connectivity

- Connectivity model, Java. SQL package, JDBC Exception Classes
- Database connectivity
- Data manipulation and navigation
- Creating Database Applications

Java RMI

- Distributed object technologies
- RMI architecture
- Creating RMI applications.

UNIT – C

10 Hours

TCP Connection

- TCP Connection establishment & Termination
- Port Numbers and Concurrent Servers
- Protocol Usage by common Internet Applications

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UDP Connection

- UDP Communication Semantics
- UDP Echo Server
- Echo Client working
- Protocol Usage by Common Internet Applications

UNIT-D

10 Hours

Networking

- Networking basics
- Client/server model
- Java and the Net, TCP/IP client sockets
- TCP/IP server sockets
- Inet Address, URL
- Data grams, creating networking applications

Socket Programming

- Sockets Address Structures
- Byte ordering & Manipulation Functions
- TCP Socket System Calls

Reference Books:

1. Schildt, Herbert: The Complete Reference Java 2, TMH.
2. Ivan Bayross: Web Enabled Commercial Application Development using Java 2.0, BPB.
3. Cornell, Gary and Horstmann Cay S.: Core Java, Vol I and Vol II, Sun Microsystems Press.
4. Keogh, James: J2EE : The Complete Reference.
5. Martin Bond, Debbie Law, Andy Longshaw, Dan Haywood, Peter Roxburgh: Sams: Teach Yourself J2EE in 21 days, Pearson.

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Course Title: Linux and Shell Programming

Course Code: CSA526

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: This course provides an introduction to programming with file handling utilities, security by file permissions, process utilities, basic linux commands, Scripts and filters. To familiarize students with fundamentals of the Bourne again shell (bash), shell programming, pipes, input and output redirection Control structures, arithmetic in shell interrupt processing, functions, debugging shell scripts, kernel support for file, file structure related system calls (file API's), inter process communication, semaphore and shared memory.

Course Outcomes:

CO-1	Familiarity with basic LINUX OS concepts and commands.
CO-2	Acquire knowledge in file I/O and process management.
CO-3	Implementation of Shell programming.
CO-4	Understand Inter-process communication using Linux.

15 Hours

UNIT—A

Introduction to Linux And Linux Utilities

- A brief history of LINUX, architecture of LINUX
- Linux/Unix operating system, Linux/Unix architecture
- Features of Linux/Unix, Accessing Linux system
- Starting and shutting down system, Logging in and Logging out

Commands in Linux

- Introduction to vi editor. Linux commands- PATH, man, echo, printf, script, passwd, uname, who, date, stty, pwd, cd, mkdir, rmdir, ls, cp, mv, rm, cat, more, wc, lp, od, tar, gzip, file handling utilities, security by file permissions, process utilities, disk utilities, networking commands, unlink, du, df, mount, umount, find, unmask, ulimit, ps, w, finger, arp, ftp, telnet, rlogin. Text Processing utilities and backup utilities , tail, head , sort, nl, uniq, grep, egrep, fgrep, cut, paste, join, tee, pg, comm, cmp, diff, tr, awk, cpio File oriented commands, directory oriented commands..

UNIT—B

10 Hours

The Linux File system

- Linux/Unix files, inodes and structure and file system
- File system components, Standard file system
- File system types, file system mounting and unmounting.

Processes in Linux

- Process, process identifiers, process structure: process table, viewing processes, system processes, process scheduling
- Starting new processes: waiting for a process, zombie processes, orphan process, fork, vfork, exit, wait, waitpid, exec, signals functions, unreliable signals, interrupted system calls, kill, raise, alarm, pause, abort, system, sleep functions, signal sets. File locking: creating lock files, locking regions, use of

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read and write with locking, competing locks, other lock commands, deadlocks.

UNIT—C

10 Hours

Shell Programming

- Linux Session, Standard Streams, Redirection, Pipes, Tee Command, Command Execution, Command-Line Editing, Quotes, Command Substitution, Job Control, Aliases, Variables, Predefined Variables, Options, Shell/Environment Customization, control structures, loops, subprograms, creating shell scripts
- Filters and Pipes, Concatenating files, Display Beginning and End of files, Cut and Paste, Sorting, Translating Characters, Files with Duplicate Lines, Count Characters, Words or Lines, Comparing Files.

UNIT—D

10 Hours

Inter Process Communication

- Pipe, process pipes, the pipe call, parent and child processes, and named pipes: fifos
- semaphores: semget, semop, semctl, message queues: msgget, msgsnd, msgrcv, msgctl, shared memory: shmget, shmat, shmdt, shmctl, ipc status commands.

Introduction To Sockets

- Socket, socket connections - socket attributes, socket addresses, socket, connect, bind, listen, accept, socket communications

Reference Books:

1. Peterson, James, L. and Silberschatz, A., 1985: Operating System Concepts, Wiley Publ. Comp.
2. Dhamdhare, D M: Operating Systems-A concept based approach, Mc Graw Hill.
3. Deitel, H.M., 1984: An Introduction to Operating System, Addison-Wesley Publ. Comp.
4. Milenkovic, M., 1987: Operating System – Concepts and Design, McGraw Hill International Editions.
5. Richie: Operating System, BPB.
6. Hansen PerBrineh, 1978: Operating System Principles, Prentice Hall India.
7. Madnick and Donovan: Operating System, McGraw Hill Book Co.
8. Joshi, R.C.: Operating Systems, Wiley India Pvt. Ltd.
9. Robert Love, *Linux System Programming*, O'Reilly Media, 2013.

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Course Title: Advanced Web Technology

Course Code: CSA527

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective:

- To build web applications using ASP and client-side script technologies based on Microsoft's IIS.
- Creating web-based applications using ADO.Net
- To build Web services and creating XML files for writing and reading data from XML

Course Outcomes:

CO-1	Understand, analyze and apply the role of languages like HTML, DHTML, CSS, XML, Javascript, VBScript, ASP, PHP and protocols in the workings of the web and web applications.
CO-2	Analyze a web project and identify its elements and attributes in comparison to traditional projects.
CO-3	Create web pages using HTML, DHTML and Cascading Styles sheets. CO4: Analyze and build interactive web applications using ASP and ASP.NET.
CO-4	Build web applications using PHP, XML documents and XML Schema, and consume web services.

10 Hours

UNIT—A

Introducing

- History of the Internet and World Wide Web
- HTML 4 protocols – HTTP, SMTP, POP3, MIME, IMAP

Overview of ASP .NET Framework

- ASP.NET and the .NET Framework, Understanding the framework class Library, Understanding the Common language Runtime, Installing the ASP.NET Framework

UNIT—B

13 Hours

Introduction of ASP .NET

- Creating your First ASP .NET Web, Understanding ASP.NET Pages, Understanding ASP.NET Controls, Overview of ASP.NET Controls, Understanding HTML Controls, Understanding and Handling Control Events
- Understanding Control Trees, Using Code –Behind pages, Deciding Between Single-File and Code-Behind Pages, Handling Page Events, Using the Page. Is Post Back Property, Debugging and Tracing ASP.NET Pages, Debugging Pages with Visual Web Developer, ASP.Net Applications, Web Server (IIS Server)

Web Forms & Web Forms Control

- Introduction, Web Forms, WEB FORM CONTROL, Server Control, Client Control, WEB FORMS & HTML, Adding control to a web form, Submitting From Data, Accepting User Input, Using the Label Control

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- Using the Checkbox Control, Using the Radio Button Control, Performing Cross-Page Posts, specifying a Default Button, Displaying Images, Using the Image Map Control, Using the Panel Control, Using the Hyper Link control, Running a Web applications, Multi forms, Creating a Multiform

UNIT—C

12 Hours

Form Validation:

- Introduction, Client Side and Server Side Validation, Client Side Validation, Server Side Validation, Overview of the Validation Controls, Validation Control and JavaScript, Using Page. Is Valid, Validation Controls
- Using the Required Field Validator control, Using the Compare Validator Control, Using the Range Validator control, Calendar Control, Ad-rotator Control (Displaying Advertisements), Using the Regular Expression Validator Control, Using the Custom Validator Control, Using the Validation Summary Control, Creating Custom Validation Controls, creating a Length Validator Control, Creating an Ajax validator control

State Management & Rich Control:

- Introduction, State Management, Client – Side State Management, Server - Side State Management, Advantages of State Management, Accepting File UPLOADS, Saving Files to the file System, Displaying Different Page Views, displaying a Tabbed Page view, displaying a Multi – Part form, Displaying a Wizard

UNIT—D

10 Hours

Introduction of ADO .NET:

- Introduction, The ADO.NET Data Architecture, Component classes that make up the Data Providers, Connected and Disconnected Database, Create an XML Web service using ASP.NET, Create a disconnected ADO.NET Windows application
- Create Connection using ADO .NET object model, building a Connection String, Connection Classes, Executing Commands, Data Set Classes, Using an XSD Schema to Create a Typed Data Set, Using the Designer to Build a Typed Data Set, Programming with a Typed Data Set, Data Adapter Classes, Filling Typed Data Sets
- Using Table Adapters, Adding Additional Queries to a Typed Data Set, Display data on data bound control, Working with List controls, working with tabular data bound controls, Using ASP.NET Parameters with Data Source controls, Overview of SQL Server, Features of SQL Server Express, SQL Server Management tools, Server Database Versus Local Databases

Database Accessing on Web Application:

- Data Binding Concept with Web, Understanding Templates and Data Binding Expressions, Using Templates, DataGrid Control, Creating DataGrid, Binding standard web server control, Working with tabular data bound controls, Display data on web form using Data Bound Control

Web Service & XML:

- Introduction to XML, Reading and Writing Data Set's Data in XML File, Writing Data in XML, Reading data from XML, Remote Method Call using XML, Web Services Overview, Soap Message, ASP.NET Web Services, Web Services Description Language, Building & Consuming a web service,

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Changes to our source, Performance Counter Web Service, Testing Web Services, Consuming, Contract, Command line tool, Using the Web Service, Web Applications Deployment.

Reference Books:

1. Stephen Walther, *ASP.NET 4 Unleashed*, Sams Publishing, 2010.
2. George Shepherd, *Microsoft ASP.NET 4 Step by Step (Microsoft)*, Paperback Edition, 2010.
3. Scott Mitchell, *Teach Yourself ASP.NET 4 in 24 Hours*, Complete Starter Kit, 2010.
4. A. Russell Jones, *Mastering Asp.Net with Visual C#*, CA, USA: SYBEX Inc. Alameda 2002
5. Wallace B. McClure, *Professional ADO.NET 2: Programming with SQL Server 2005, Oracle, and MySQL* Wrox 2005.
6. Black book; Web Technologies: HTML, JS, PHP, Java, JSP, ASP.NET, XML and AJAX; Dreamtech Press.
7. Deitel H.M., Deitel P.J.; *Internet & World Wide Web: How to program*; Pearson Education.

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Course Title: Design and Analysis of Algorithms

Course Code: CSA577

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: The objective of the module is to create skills in students to design and analysis of algorithms.

Course Outcomes:

CO-1	To develop proficiency in problem solving and Analysis of various Algorithms for mainly Time and Space Complexity.
CO-2	To understand the String processing and Greedy techniques.
CO-3	To get a good understanding of dynamic programming and back tracking techniques
CO-4	To develop a base for Branch and Bound algorithms and Complexity Theory.

UNIT – A

10 Hours

Algorithms and Analysis

- Introduction
- Algorithms specification
- Recursive algorithms
- Space and Time Complexity
- Asymptotic Notation (O , Θ and Ω) practical complexities, Best, average and worst-case performance of algorithms
- Introduction to recurrence relations

Divide and conquer

- General method,
- Binary Search, Merge sort, Quick sort, Selection sort,
- Analysis of these problems

UNIT – B

10 Hours

String Processing and Greedy Method

- KMP
- Boyre-Moore
- Robin Karp algorithms

Greedy Method

- General Method, Knapsack problem
- Job sequencing with deadlines
- Minimum spanning Trees
- Single Source Shortcut paths and analysis of these problems

UNIT – C

10 Hours

Dynamic Programming

- General method, Optimal Binary Search Trees
- 0/1 Knapsack
- The Travelling Salesperson Problem

Back Tracking

- General method, 8 queen's problem

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- Graph Coloring
- Hamiltonian Cycles
- Analysis of these Problems

UNIT – D

15 Hours

Branch and Bound

- Least Cost Search and LC Branch and Bound
- Bounding
- FIFO Branch and Bound
- 0/1 Knapsack Problem
- Travelling Salesperson Problem

Introduction to Complexity Theory

- NP-Hard and NP-Complete Problem
- Basic concepts, Cook's theorem, examples of NP-Hard problems
- Approximation Algorithms

Reference Books:

1. Horowitz, Ellis and Sahni, *Fundamentals of Computer Algorithms*, New Delhi: Galgotia Publications, 2nd Edition, 2008
2. Aho, A.V., Hopcroft, J.E., Ullman, J.D., *The Design and Analysis of Computer Algorithms*, Addison-Wesley, First Edition, 2003.
3. Bentley, J.L., *Writing Efficient Programs*, New Delhi: Prentice-Hall India, Eastern Economy Edition, 2009.
4. Goodman, S.E. & Hedetniemi, *Introduction to the Design and Analysis of Algorithms*, New Delhi: Tata McGraw-Hill Book Comp, 2004.
5. Anany Levitin, *Introduction to the Design and Analysis of Algorithms*, Pearson Education, 3rd Edition, 2012.
6. Michael T Goodrich and Roberto Tamassia: *Algorithm Design*, Wiley India, 2002.
7. Brassad, Gilles and Bartley, Paul 1996: *Fundamentals of Algorithms*, Prentice Hall of India.
8. Mark Allen Weiss: *Data Structure and Algorithms Analysis in C++*, Pearson Education.

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Course Title: Computer Based Optimization Techniques

Course Code: CSA578

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: To introduce linear programming, dynamic programming and related Optimization Theories to solve real life / simulated problems.

Course Outcomes:

CO-1	Acquainted with various quantitative techniques which are of great importance for quantitative decision-making.
CO-2	Acquainted with the application of statistical techniques in business decision-making.
CO-3	This course is an introduction to a broad range of mathematical techniques for solving problems that arise in management to allocate resources and their effective utilization.
CO-4	Understand the concepts and techniques of Operations Research for business, decision making and to acquire required skills to solve various problems in OR.

UNIT – A

10 Hours

Introduction

- The Historical development
- Nature, Meaning and Management Application of Operations Research Modelling
- Its Principal and Approximation of O.R. Models
- Main Characteristic and Phases
- General Methods of solving models
- Scientific Methods, Scope, Role on Decision Making
- Development of Operation Research in India

UNIT – B

15 Hours

Linear Programming

- Mathematical formulation of linear programming problems
- Canonical and standard forms of linear programming problems
- Solution by Graphical & Simplex method
- Revised simplex method
- Two phase & Big-M method, Duality, Primal-Dual Relationship
- Simplex Method
- Economic Interpretation of Optimal simplex Solution

Special Types of Linear Programming Problems

- Transportation
- Assignment Problems

UNIT – C

10 Hours

Integer & Dynamic Programming

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- Integer programming problem
- Branch and Bound Techniques
- Characteristics
- Deterministic DP Problems, Recursive Approach and Tabular method

PERT / CPM

- Project Planning
- Scheduling
- Activity Cost
- Network Diagram Representation
- Difference between CPM and PERT
- Floats and Slack Times

UNIT-D

10 Hours

Queuing Models

- Introduction, Applications
- Characteristic, Waiting and Ideal time costs
- Transient and Steady states
- Kendall's Notations
- M/M/1, M/M/C, M/Ek/1 and Deterministic Models

Reference Books:

1. Hiller, F.S. & Liberman, G.J., *Introduction to Operations Research*, 10th Ed. London Holden Day Inc., 2017.
2. Tara, H.A., *Operations Research*, 8thEdn., New Delhi:PHI, 2007.
3. Beightler, C.S. & Phillips, D.T., *Foundations of Optimisation*, 2nd.Edn. New Delhi: Prentice-Hall, 1979.
4. McMillan Claude Jr., *Mathematical Programming*, 2nd. Edn., J. Wiley Series, 1975.
5. Srinath, L.S., *Linear Programming*, New Delhi: East-West, 1983.
6. Churchman, C.W. & Arnchoff, E.L. *Introduction to Operations Research*, New York: John Wiley and Sons, 1988.
7. Srinivasan G., *Operations Research: Principles and Applications*, PHI,2010
8. Prasad Durga, M.V, *Operations Research*, Cengage Publications, 2012.

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Course Title: Advanced JAVA & Network Programming

Laboratory

Course Code: CSA528

L	T	P	Credits	Marks
0	0	4	2	50

- Implementation of Swings Components
- Implementation of Events Listeners
- Implementation of Remote Method Invocation
- Implementation of Database Connectivity
- Implementation of network protocol design, socket programming using JAVA

Course Outcomes:

CO-1	Learn to Create Graphical User Interface (GUI) using AWT and swing components.
CO-2	To understand creating GUI based application, Data Base Connectivity and Remote method Invocation.
CO-3	Attain the basic knowledge of TCP and UDP protocols.
CO-4	Learn to create, design and implement sockets and user data gram protocols.

Course Title: Advanced Web Technology

Laboratory

Course Code: CSA529

L	T	P	Credits	Marks
0	0	4	2	50

- Implementation of ActiveX controls
- Working web forms and web form controls
- Creating web-based applications using ADO.Net
- Design Web services and creating XML files for writing and reading data from XML

Course Outcomes:

CO-1	Understand, analyze and apply the role of languages like HTML, DHTML, CSS, XML, Javascript, VBScript, ASP, PHP and protocols in the workings of the web and web applications.
CO-2	Analyze a web project and identify its elements and attributes in comparison to traditional projects.
CO-3	Create web pages using HTML, DHTML and Cascading Styles sheets. CO4: Analyze and build interactive web applications using ASP and ASP.NET.
CO-4	Build web applications using PHP, XML documents and XML Schema, and consume web services.

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Course Title: Linux and Shell Programming

Laboratory

Course Code: CSA530

L	T	P	Credits	Marks
0	0	4	2	50

- Installation of Linux operating system.
- Working with basic commands
- Implementation of Shell Programming: vi Editor, controls structures, loops
- Creating shell scripts
- Working with C environment in Linux operating System

Course Outcomes:

CO-1	Describe the features of the Shell programming.
CO-2	Implementation of linux commands related to Files.
CO-3	Implementation of shell scripts and programming constructs.
CO-4	Process management in linux.

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Course Title: Theory of Computer Science
Course Code: CSA612

L	T	P	Credits	Marks
4	0	0	4	100

Course Duration: 45-60 Hours

Course Objective: Understanding and development of theoretical models of computations and their analysis. The models of computations include Finite Automata (and Regular Languages), Push Down Automata (and Context-free Languages), Turing Machine (and their Languages).

Course Outcomes:

CO-1	Understanding of regular language, various types of finite automata along with minimization of automata.
CO-2	Ability to develop the finite automata for various regular languages.
CO-3	Understanding of context free language and grammar, ambiguity in grammar and simplification of context free grammar.
CO-4	Understanding of push down automata and ability to develop the push down automata for various context free languages.
CO-5	Understanding of Linear bound automata and ability to develop the Turing machine for various linear bound automata. Understanding of Halting and Undesirability of problem and the Chomsky hierarchy.

UNIT – A

15 Hours

Automata Theory

- Deterministic Finite Automata, Moves
- Non Deterministic Finite Automata
- Moore and Mealy Machines
- Minimization Algorithm

Regular Languages

- Regular Sets
- Regular Expressions
- Pumping Lemma for Regular Sets

UNIT – B

15 Hours

Context Free Grammars

- Context free grammars (CFG)
- Derivation Graphs
- Ambiguities in Grammars and Languages
- Properties of Context Free Languages
- Normal Forms
- Pumping Lemma for CFL
- Closure Properties

Pushdown Automaton

- Pushdown Automaton (PDA)

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L	T	P	Credits	Marks
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- Deterministic Pushdown Automaton (DPDA)
- Non-equivalence of PDA and DPDA
- Language Accepted by PDA

UNIT – C,

15 Hours

Linear Bounded Automata (LBA)

- Power of LBA
- Closure properties

Turing Machines

- Turing Machine as A Model of Computation
- Programming with a Turing Machine
- Variants of Turing Machine and Their Equivalence
- Turing Machines and Languages

UNIT – D

15 Hours

Undecidability

- **Chomsky Hierarchy of Languages**
- Recursive and Recursive-Enumerable Languages
- Halting Problem, Undecidable Problems about Turing machines
- Rice theorem
- The Equivalence of the Automata and the Appropriate Grammars

Reference Books:

1. G.E. Reevesz, *Introduction to Formal Languages*, New Delhi: McGraw Hill 1983.
2. Lewis H.R., Papadimitriou C.H., *Elements of the Theory of Computation* (2nd ed.), NJ: Prentice-Hall,1997.
3. Anderson J.A., *Automata Theory with Modern Applications*, New York: Cambridge University Press, 2006.
4. Lewis, Harry R. and Papadimitriou, Christos H.: *Theory of Computation*, Prentice Hall of India, 1996.
5. Hopcroft, John E. and Ullman, Jeffrey D.: *Introduction to Automata Theory, Languages and Computation*, Addison-Wesley Publishing Company Inc
6. Brady, J.M.: *Theory of Computer Science*, Wiley.
7. Dewire, Dawna Tranis: *Client Server Computing*, McGraw Hill.
8. Aho,Lam,Sethi and Ullman : *Compilers Principles, Techniques and Tools*, Publisher Pearson.

**Master of Computer Applications
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Course Title: Computer Networks and Data Communication
Course Code: CSA628
Course Duration: 45-60 Hours

4	0	0	4	100
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Course Objective: As part of this course, students will be introduced to computer networks and data communication paradigms, about network models and standards, network protocols and their use, wireless technologies.

Course Outcomes:

CO-1	Interaction with different hardware devices present in computer networks and discuss various network models.
CO-2	Interaction with data link layer and its protocols.
CO-3	Interaction various Routing algorithms. In addition to that functionality of network layer.
CO-4	Functionality of Transport layer.
CO-5	Implementation of Application layer protocols in real-world scenarios.

UNIT – A

18 Hours

Introduction to Data Communication

- Components of Data Communication, Data Representation
- Transmission Impairments, Switching, Modulation, Multiplexing

Review of Network Hardware

- LAN, MAN, WAN
- Wireless networks, Internetworks

Review of Network Software

- Layer, Protocols, Interfaces and Services

Review of Reference Models

- OSI, TCP/IP and their comparison

Physical Layer

- Transmission Media: Twisted pair, Coaxial cable, Fiber optics
- Wireless transmission (Radio, Microwave, Infrared)
- Introduction to ATM, ISDN
- Cellular Radio and Communication Satellites

UNIT – B

15 Hours

Data Link Layer

- Framing, Error control, Sliding window protocols (one bit, Go back n, selective repeat)
- Examples of DLL Protocols–HDLC, PPP

Medium Access Sub layer

- Channel Allocation, MAC protocols – ALOHA, CSMA protocols
- Collision free protocols, Limited Contention Protocols
- Wireless LAN protocols
- IEEE 802.3, 802.4, 802.5 standards and their comparison

Bridges

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- Transparent, source routing, remote

UNIT – C

15 Hours

Network Layer

- Design Issues, Routing Algorithms (Shortest Path, Flooding, Distance Vector, Hierarchical, Broadcast, Multicast)
- Internetworking, IP Protocol, ARP, RARP.

UNIT – D

12 Hours

Transport Layer

- Addressing, Establishing and Releasing Connection
- Flow Control, Buffering
- Internet Transport Protocol (TCP and UDP).
- Congestion Control Algorithms (Leaky bucket, Token bucket, Load shedding)

Application Layer

- Domain name system, Email, File transfer protocol
- HTTP, HTTPS, World Wide Web.

Reference Books:

1. Tanenbaum, Andrew S., 2009: Computer Networks (5th Edition), PHI.
2. Forouzan, B. A., 2009: Data Communications and Networking, Fourth Edition, Tata McGraw Hill.
3. Atul Kahate, Cryptography and Network Security (2nd Edition), Tata McGraw Hill.
4. William Stallings: Cryptography and Network Security, Principles and Practise, 7th Edition, Pearson.
5. Forouzan: Cryptography and Network Security, (3rd Edition), Tata McGraw Hill.

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Course Title: Advances in Operating Systems

Course Code: CSA629

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: To understand and learn the fundamentals of Operating System including dealing with memory management, process management, CPU scheduling, deadlocks and distributed operating systems, distributed resource management, real time operating systems and detailed case studies.

Course Outcomes:

CO-1	To extend the concepts of synchronization and deadlock detection in case of cooperating processes.
CO-2	To understand the intricacies of Distributed systems viz Distributed Mutual exclusion and deadlock detection, Agreement protocols.
CO-3	To understand Distributed Resource Management techniques.
CO-4	To identify the different features of real time and mobile operating system and to understand the real-life implementation of various concepts in various operating systems like Linux, iOS, Android etc.

UNIT– A

15 Hours

Fundamentals of Operating Systems

- Overview: Synchronization Mechanisms, Processes and Threads, Process Scheduling
- Deadlocks: Detection, Prevention and Recovery, Models of Resources, Memory Management Techniques.

Distributed Operating Systems

- Issues in Distributed Operating System, Architecture, Communication Primitives
- Lamport’s Logical clocks, Causal Ordering of Messages
- Distributed Mutual Exclusion Algorithms-Centralized and Distributed Deadlock Detection Algorithms, Agreement Protocols.

UNIT – B

10 Hours

Distributed Resource Management

- Distributed File Systems, Design Issues, Distributed Shared Memory
- Algorithms for Implementing Distributed Shared memory, Issues in Load Distributing
- Scheduling Algorithms, Synchronous and Asynchronous Check Pointing and Recovery,
- Fault Tolerance, Two-Phase Commit Protocol, Nonblocking Commit Protocol, Security and Protection.

UNIT– C

10 Hours

Real Time And Mobile Operating Systems

- Basic Model of Real Time Systems, Characteristics, Applications of Real Time Systems, Real Time Task Scheduling, Handling Resource Sharing, Mobile Operating Systems

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- Micro Kernel Design - Client Server Resource Access, Processes and Threads, Memory Management, File system.

UNIT – D

CASE STUDIES

- Linux System: Design Principles - Kernel Modules - Process Management Scheduling
- Memory Management, Input-Output Management, File System – Inter process
- Communication. iOS and Android: Architecture and SDK Framework - Media Layer -
- Services Layer, Core OS Layer, File System.

Reference Books:

1. Mukesh Singhal and Niranjana G. Shivaratri, *Advanced Concepts in Operating Systems Distributed, Database, and Multiprocessor Operating Systems*, Tata McGraw-Hill, 2001.
2. Abraham Silberschatz; Peter Baer Galvin; Greg Gagne, *Operating System Concepts*, Seventh Edition, John Wiley & Sons, 2004.
3. Daniel P Bovet and Marco Cesati, *Understanding the Linux kernel*, 3rd edition, O'Reilly, 2005.
4. Rajib Mall, *Real-Time Systems: Theory and Practice*, Pearson Education India, 2006.
5. Neil Smyth, *iPhone iOS 4 Development Essentials – Xcode*, Fourth Edition, Payload media, 2011.
6. Dhamdhere, D M: *Operating Systems-A concept-based approach*, Mc Graw Hill.
7. Richie: *Operating System*, BPB.
8. Galvin and Silberschatz A., *Operating System Concepts*, Eighth Addition, New York: J. Wiley & Sons, 2009.

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Title: Artificial Intelligence
Course Code: CSA676
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: The objective of this course is to familiarize students with concepts of AI, its tools & technologies.

Course Outcomes:

CO-1	Interaction with areas in which AI is implemented.
CO-2	Interaction with FL and FOPL. Representation of knowledge in an expert system.
CO-3	Principle of various searching algorithms. Characteristics if various expert system developed in the past.
CO-4	Implementation of AI in the field of NLP.
CO-5	Implementation of AI in the field of pattern recognition and in real-world scenarios.

UNIT – A

15 Hours

Introduction

- Background and History
- Overview of AI applications Areas

The Predicate Calculus

- Syntax and Semantic for Propositional Logic and FOPL
- Clausal Form, Inference Rules
- Resolution and Unification

Knowledge Representation

- Network Representation-Associative Network & Conceptual Graphs
- Structured Representation- Frames & Scripts

UNIT – B

15 Hours

Search Strategies

- Strategies For State Space Search-Data Driven and Goal Driven Search
- Search Algorithms- Uninformed Search (Depth First, Breadth First, Depth First With Iterative Deepening) And Informed Search (Hill Climbing, Best First, A* Algorithm, Etc.)
- Computational Complexity
- Properties of Search Algorithms-Admissibility
- Monotonicity, Optimality, Dominance

Expert Systems

- Introduction, Examples
- Characteristics Architecture, People Involved and Their Role in Building an Expert Systems
- Case Studies of Expert Systems, MYCIN And DENDRAL;

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Features of Knowledge Acquisition Systems: MOLE And SALT

UNIT – C

15 Hours

Natural Language Processing

- Component Steps of Communication
- Contrast Between Formal and Natural Languages in the Context of Grammar
- Grammars and languages
- Basic parsing techniques

Introduction to AI languages

- Introduction to LISP
- Introduction to Prolog

UNIT-D

15 Hours

Planning

- Basic Representation for Planning
- Symbolic-Centralized Vs. Reactive-Distributed

Pattern Recognition

- Introduction
- Recognition & Classification Process
- Learning classification patterns
- Clustering

Reference Books:

1. Elaine Rich, Kevin Knight and Nair Shiva Shankar B, *Artificial Intelligence*, Third Edition, New Delhi: Tata-McGraw Hill, 2017.
2. Winston, P.H. and Horn, B.K.P, *LISP*, Pearson, 1993.
3. Rajasekharan, S. and Vijayalakshmi Pai, G. A., *Neural Networks, Fuzzy Logic and Genetic Algorithms*, New Delhi: Prentice Hall of India, 2013.
4. Luger George F., *Artificial Intelligence*, 5th edition, Pearson Education, 2001.
5. Patterson Dan W., *Introduction to Artificial Intelligence and Expert system*, New Delhi: PHI, 2005.
6. Bharti & Chaitany, *Natural Language Processing*, New Delhi: PHI, 2006.
7. Patterson, Dan W.: *Introduction to Artificial Intelligence and Expert systems*, Pearson Education, 2015.
8. Russel & Norvig: *Artificial Intelligence*, Pearson

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**Course Title: Computer Network and Data Communication
Laboratory
Course Code: CSA630**

L	T	P	Credits	Marks
0	0	4	2	50

Course Outcomes:

CO-1	Interaction with different hardware devices present in computer networks and discuss various network models.
CO-2	Interaction with data link layer and its protocols.
CO-3	Interaction various Routing algorithms. In addition to that functionality of network layer.
CO-4	Functionality of Transport layer.
CO-5	Implementation of Application layer protocols in real-world scenarios.

- Specifications of latest desktops and laptops.
- Familiarization with Networking Components and Devices: LAN Adapters, Hubs, Switches, Routers etc.
- Familiarization with Transmission media and Tools: Co-axial cable, UTP Cable, Crimping Tool, Connectors etc.
- Preparing straight and cross cables.
- Study of various LAN topologies and their creation using network devices, cables and computers.
- Configuration of TCP/IP Protocols in Windows and Linux.
- Implementation of file and printer sharing.
- Designing and implementing Class A, B, C Networks
- Subnet planning and its implementation
- Installation of ftp server and client
- Implementation of Various routing protocol (With the help of simulation)

**Master of Computer Applications
Syllabus 2023-25**

Course Title: Technical Writing & Communication Skills
Course Code: ENG551

L	T	P	Credits	Marks
0	0	2	1	25

Course Outcomes:

CO-1	Understand professional writing by studying management communication contexts and genres, researching contemporary business topics.
CO-2	Recognize, explain, and use the formal elements of specific genres of organizational communication: white papers, recommendation and analytical reports.

Technical Writing - Various forms of scientific writings- theses, technical papers, reviews, manuals, etc; Various parts of thesis and research communications (title page, authorship contents page, preface, introduction, review of literature, material and methods, experimental results and discussion); Writing of abstracts, summaries, précis, citations etc.; commonly used abbreviations in the theses and research communications; illustrations, photographs and drawings with suitable captions; pagination, numbering of tables and illustrations; Writing of numbers and dates in scientific write-ups; Editing and proof-reading; Writing of a review article.

Communication Skills - Grammar (Tenses, parts of speech, clauses, punctuation marks); Error analysis (Common errors); Concord; Collocation; Phonetic symbols and transcription; Accentual pattern: Weak forms in connected speech: Participation in group discussion: Facing an interview; presentation of scientific papers

**Master of Computer Applications
Syllabus 2023-25**

Course Title: Data Mining and Data Warehousing

L	T	P	Credits	Marks
4	0	0	4	100

Course Code: CSA605

Course Duration: 45-60 Hours

Course Objective: To introduce the concepts and techniques of data mining and data warehousing, including concept, principle, architecture, design, implementation, applications of data warehousing and data mining.

Course Outcomes:

CO-1	To understand Basic Systems Concepts and Data Warehouse Design Process.
CO-2	To understand Data Mart in detail.
CO-3	Student must be able to understand Data Preprocessing and Outlier detection.
CO-4	Student must know Classification and Clustering.

UNIT-A

10 Hours

Introduction

- Basic Systems Concepts, Differences between Operational Database system and Data Warehouse, Need of Separate Data Warehouse, Data Warehouse Models (Enterprise, Data Mart and Virtual Data Warehouse), Extraction Transformation and Loading, Metadata repository
- Data Warehouse Design Process, Two Tier and Three-Tier Data Warehouse Architecture, Data Warehouse Modelling (Data Cube and OLAP), Data Warehouse Implementation, From online Analytical Processing to Multidimensional Data Mining.
- OLAP, ROLAP, MOLAP and HOLAP, Data Warehouse Back-End Tools and Utilities, Data Cubes, Efficient Computation of Data Cubes

UNIT-B

13 Hours

Data Mart

- Types of Data Marts, Loading a Data Mart, Metadata for a Data Mart, Monitoring requirements for a Data Mart, Security in Data Mart
- From Data Warehouse to Data Mining, Steps of Data Mining Process, Types of Data Mining Tasks, Trends and Application of Data Mining, Statistical Data Mining, Visual and Audio Data Mining, Ubiquitous and invisible Data Mining.
- Privacy, Security and Social Impacts on Data Mining
- Machine Learning, Information Retrieval, Business Intelligence, Major issues in Data Mining.
- Data Objects and Attribute Types, Statistical Description of Data, Data Visualization, Measuring Data Similarity and Dissimilarity, Data Cube Computation, General Strategies for Data Cube Computation

UNIT-C

12 Hours

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Data Preprocessing:

- Major Tasks in Data Preprocessing, Data Cleaning, Data Integration, Data Reduction, Data Transformation and Data Discretization.

Outlier detection:

- Outliers and their Types, Challenges of Outlier Detection, Statistical Approach to Outlier Detection
- Market Basket Analysis, Frequent Item sets, Closed Item sets and Association Rules
- Apriori Algorithm, Improving Efficiency of Apriori algorithm, From Association to Correlation Analysis.

UNIT-D

10 Hours

Classification:

- General Approach to Classification, Decision Tree Induction, Bayes Classification, Rule based Classification, Genetic Algorithm, Randomforest, Support Vector Machine Rough Set Approach, Confusion Matrix, Metrics for Evaluating Classifier Performance, Cross Validation

Clustering:

- Cluster Analysis, Requirement for Cluster Analysis, Partitioning Methods, Hierarchical Methods, DBSCAN, OPTICS, CLIQUE, Clustering Graph and Network Data.

Reference Books:

1. Inmon W. H., *Building the Data Warehouse*, New York: John Wiley 2002.
2. Romez Elmasri, Shamkant B., Navathe, *Fundamentals of Database Systems*, New Delhi: Pearson Education, 2009.
3. Han, Kamber, Morgan Kaufmann, *Data Mining: Concepts and Techniques*, 2nd Edition, Elsevier, 2012.
4. Inmon, W.H., C. L. Gassey, *Managing the Data Warehouse*, New York: John Wiley 1999.
5. Fayyad, Usama M., *Advances in Knowledge Discovery and Data Mining*, MIT Press, 1996.
6. Charu C. Aggarwal, *Data Mining: The Textbook*, Springer, 2015.
7. Hongbo Du, *Data Mining Techniques and Applications: An Introduction*, Cengage India, 2010.
8. Tan, Steinbach, Kumar, *Introduction to Data Mining*, Pearson India. 2016.
9. Alex Berson, Stephen Smith, *DATA WAREHOUSING, DATA MINING, & OLAP*, McGraw Hill Education, 1997.
10. Prasad R.N., *Fundamentals of Business Analytics*, Wiley India, Second Edition, 2016

**Master of Computer Applications
Syllabus 2023-25**

Course Title: Mobile Computing
Course Code: CSA606
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: To familiarize students with wireless technology, wireless networking, WAP architecture, WAP applications, database management issues like data replications in mobile computers, data delivery models, mobile agent computing, security in wireless and mobile systems.

Course Outcomes:

CO-1	To understand concepts of Mobile Communication.
CO-2	To understand Wireless Networking.
CO-3	Student must be able to understand Data Management Issues and Data delivery models
CO-4	Student must know Mobile Agent Computing and Security in Wireless and Mobile Systems.

UNIT-A

10 Hours

Introduction

- Issues in Mobile Computing
- Overview of Wireless Telephony: cellular concepts, GSM, Channel structure.
- Location Management: HLR-VLR, handoffs, channel allocation in cellular systems, CDMA, GPRS
- Impacts of mobility and portability in computational model and algorithms for mobile environment.
- Analysis of algorithms and termination detection.

UNIT-B

10 Hours

Wireless Networking

- Wireless Networking
- Wireless LAN Overview: MAC Issues, IEEE802.11, Bluetooth, Wireless multiple access protocol, TCP over wireless
- Wireless applications, Data broadcasting, Mobile IP
- WAP Architecture: Protocol Stack, Application Environment, Applications

UNIT-C

10 Hours

Data Management Issues

- Data Replication for mobile computers
- Adaptive Clustering for wireless networks, File System, Disconnected operations

Data delivery models

- Push and pull. Data dissemination in wireless channels
- Broadcast disks. Effects of caching

UNIT-D

15 Hours

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Mobile Agent Computing

- Transaction processing in Mobile Computing Environment

Security in Wireless and Mobile Systems

- Security and fault tolerance, Threats, Vulnerabilities, Attacks, Integrity, Confidentiality, Policy and relevant definitions
- Authentication – Different techniques
- Cryptography – Symmetric Key Cryptography, Asymmetric key Cryptography, Key management, Digital signatures, Certificate
- Wireless and Mobile system security – Strategies, Routing security, Different schemes for MANET

Reference Books

1. Kamal, Raj, Mobile Computing, Oxford Higher Education.
2. Jochen Schiller, “Mobile Communications”, PHI/Pearson Education, Second Edition.
3. Adelstein Frank, Gupta S.K.S., Richard G.III and Schiwebert Loren, *Fundamentals of Mobile and Pervasive Computing*, New Delhi: McGraw-Hill Professional, 2005.
4. T. Rappaport, *Wireless Communication: Principles and Practice*, New Delhi: Pearson Education (2nd Ed), 2010.
5. Reza B'Far (Ed), *Mobile Computing Principles*, New York: Cambridge University Press, 2005.
6. Bellavista Paolo and Corradi Antonio (Eds.), *Handbook of Mobile Middleware*, Auerbach Publication, 2006.
7. Schiller J., *Mobile Communications*, New Delhi: Addison Wesley, 2008.
8. Perkins Charles, *Mobile IP*, New Delhi: Addison Wesley, 2008.
9. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, “Principles of
10. Mobile Computing”, Springer, New York, 2003.
11. Upadhyaya, *Mobile Computing*, Implementing Pervasive Information and communications Technologies Springer, 2008.

**Master of Computer Applications
Syllabus 2023-25**

Course Title: Emerging Trends in Information Technology

Course Code: CSA607

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: This course provides understanding of emerging trends in multimedia, lossless and lossy compression techniques, wireless delivery techniques, software intelligent agent and familiarize students with emerging technologies such as Multimedia, Parallel Computing, Mobile Computing and intelligent Agent Technologies.

Course Outcomes:

CO-1	To understand basic concepts of Information Technology and Multimedia Systems.
CO-2	To understand Compression Technologies of Multimedia and Audio and Video Conferencing.
CO-3	Student must be able to understand Data Management technologies and Networking Technologies.
CO-4	Student must know Mobile Computing and Intelligent Agent Technology.

UNIT-A

10 Hours

Introduction to Information Technology

- Latest development in Computer hardware: RISC V/S CISC architecture,
- Intel V/S, Motorola chips, Computer peripherals.
- Programming Paradigms, Software Agents, Interoperable objects

Multimedia Systems

- Architecture and Subsystems of Multimedia Computer Systems
- Multimedia applications, multimedia building blocks (text, hypertext, image, audio, video, animation)
- Multimedia Authoring- Introduction, methodologies (Frame Based, Time based, Icon Based)

UNIT-B

10 Hours

Compression Technologies of Multimedia

- Introduction and Need of Compression
- Compression Basics, Lossless Compression Techniques
- Lossy Compression Techniques

Audio and Video Conferencing

- Technology & Applications
- Application to information technology to various function areas such as education, banking, communication etc.

UNIT-C

10 Hours

Data Management technologies

- Data Ware Housing and Data Mining

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- Data Marts and Conceptual Foundation of ERP

Networking Technologies

- Computer Networks, LAN, WAN, MAN, topologies.
- Internet, ISDN, PSDN, Wireless Networks
- Internet Telephony, Virtual learning environment, Mobile communications.
- IP Addressing

UNIT-D

15 Hours

Mobile Computing

- Mobile connectivity-Cells, Framework, wireless delivery technology and switching methods
- Mobile information access devices, mobile data internetworking standards
- Cellular data communication protocols, mobile computing applications
- Mobile databases-protocols, scope, tools and technology, M-Business

Intelligent Agent Technology

- Introduction to agents, intelligent software systems
- Attributes, intelligent architectures, components of intelligent agent based distributed systems
- Agent communication protocols, Internetworking applications of intelligent Agents.

Reference Books

1. Jeffcoate and Judith, *Multimedia in Practice*, Technology & Practice, New Delhi: PHI, 2003.
2. Multiagent Systems, *A Modern Approach to Distributed Artificial Intelligence*, London: Edited by Gerhard Weiss, The MIT Press, 1999.
3. Vaughan and Tay, *Multimedia Making It Work*, TMH, 7th Edition, 2008.
4. Bannerjee and Rahul, *Internetworking Technologies: An Engineering Perspective*, New Delhi: PHI, 2003.

**Master of Computer Applications
Syllabus 2023-25**

Course Title: Distributed and Parallel Processing

Course Code: CSA608

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: The objective of this course is to introduce students to the fundamentals and techniques of distributed computing, distributed operating systems and provides them with the basic skills of how to write distributed programs. Topics to be covered include: distributed computing, parallel processing, parallel processing architecture, concurrency, inter-process communications, distributed objects, application programming interfaces (RMI, RPC).

Course Outcomes:

CO-1	To understand basic concepts distributed systems and Inter-process Communication
CO-2	To understand Distributed Operating Systems and Parallel Processing.
CO-3	Student must be able to understand Parallel Processing Architectures, Data Dependency Analysis and Thread Based Implementation.
CO-4	Student must know Recovery and Fault Tolerance and Algorithms for Parallel Machines.

UNIT-A

15 Hours

Introduction

- Definition, Characteristics, Goals and applications of Distributed Computing,
- Basic design issues and user requirements

Inter-process Communication

- Client Server Communication, Group Communication
- IPC in UNIX. Remote Procedure Calls
- Design issues and implementation

UNIT-B

15 Hours

Distributed Operating Systems

- Introduction, The Kernel, Process and Threads, Communication.
- Simple distributed transactions and Nested transactions, Atomic Commit protocols
- Concurrency control, N distributed transaction,
- Distributed deadlocks
- Transactions with replicated data.

Parallel Processing

- Introduction, Need for Computational speed; Applications of parallel computers in various fields including Mathematics, Physics, Chemistry and Computer Science

UNIT-C

15 Hours

Parallel Processing Architectures

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- Parallelism in Sequential Machines, Abstract model of parallel computer
- Multiprocessor architecture, programmability issues

Data Dependency Analysis

- Types of Dependencies, Loop and Array Dependence
- Loop Dependence Analysis, Solving Diophantine Equations.

Thread Based Implementation

- Thread Management, Thread Implementation

UNIT-D

15 Hours

Recovery and Fault Tolerance

- Transaction recovery, Fault tolerance, Hierarchical and group masking of faults.

Algorithms for Parallel Machines

- Speedup, Complexity and Cost, Parallel Reduction
- Quadrature Problem, Matrix Multiplication
- Parallel Sorting Algorithms and Solving Linear System

Reference Books:

1. Sasikumar. M., Shikhara, Dinesh and Prakash Ravi, *Introduction to Parallel Processing*, New Delhi: PHI, 2014.
2. Coulouris George, Dollimore Jean, Kindberg Tim, *Distributed Systems: Concepts and Design*, New Delhi: Pearson Education 5th edition, 2011.
3. Madnick and Donovan, *Operating System*, New Delhi: McGraw Hill, 2017.
4. Wilkinson and Barry, *Parallel Programming Techniques & Applications*, New Delhi: Pearson Education, 2007.
5. Crichlow and Joel M., *An Introduction to Distributed and Parallel Computing*, New Delhi: PHI, 1997.
6. Rajaraman V., *Elements of Parallel Computing*, New Delhi: PHI, 1990
7. A.S. Tenenbaum, *Operating System: Design and Implementation*, New Delhi: PHI, 2006.

**Master of Computer Applications
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Course Title: Information Systems
Course Code: CSA609
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
	0	0	4	100

Course Objective: This course provides a comprehensive understanding of the information systems, types of systems, subsystems, management information systems, decision support systems, expert systems, enterprise information systems and decision making and analysis.

Course Outcomes:

CO-1	To understand basic concepts System and Information Concepts and Management Information System.
CO-2	To understand Decision Support Systems.
CO-3	Student must be able to Expert System and Executive Information and Support Systems.
CO-4	Student must know Decision Making Systems, Modelling and Analysis.

UNIT-A

15 Hours

System and Information Concepts

- General Model, Types of systems, Subsystems
- Attributes of Information, Evolution of Information Systems, categories of Information Systems, Building and Maintaining Information Systems
- Feedback Control, Systems approach to organization, Law of requisite variety, Control by exception
- Information Concepts, Types of Information, Quality of Information, Value of Information

Management Information System

- Definitions, Role of MIS, MIS in Academics
- Structure of MIS based on management activity and functions System and Information concepts to MIS

UNIT-B

10 Hours

Decision Support Systems

- Conceptual Foundations of DSS, Concepts of DSS
- DSS Software, Strategies for DSS, GDSS, and Executive Support System (ESS),
- Fundamentals of Knowledge Management systems, Knowledge Based Decision Support
- DSS Application, Case Study

UNIT-C

10 Hours

Expert System

- Basic concepts of Expert System, Structure of Expert System, How Expert System works

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- Expert System Application, Comparison of Conventional & Expert System
- Case Study

Executive Information and Support Systems

- Enterprise & Executive Information System, Concept and Definition
- Information needs of Executives, Characteristics and benefits of EIS
- Comparing and Integrating EIS and DSS.

UNIT-D

10 Hours

Decision Making Systems, Modelling and Analysis

- Decision Making Definition and Concept, Phases of Decision-Making Process
- Modelling Process, Static and Dynamic Models
- Sensitivity Analysis
- Heuristic programming, Simulation

Reference Books:

1. Murdick Robert, Joel E. Ross, *Information Systems for Modern Management*, New Delhi: PHI, 3rd Ed, 1971.
2. Turban E fraim, *Decision Support Systems & Intelligent Systems*, New Delhi: Pearson Education, 2004.
3. Laudon C. Kenneth & Laudon P. Janes, *Management Information Systems*, Pearson Education, 2018.
4. Bellavista Paolo and Corradi Antonio (Eds.), *Handbook of Mobile Middleware*, Auerbach Publication, 2006.
5. Steven Alter, *Information Systems*, 4th Edition, Pearson Education, 2003.
6. McNurlin C. Barbara & Spargue H. Ralph, *Information Systems Management in Practice*, fifth Edition, Pearson Education, 2003
7. V. Rajaraman, *Analysis and Design of Information System*, PHI, 3rd Ed, 2011.

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Course Title: System Simulation and Modelling
Course Code: CSA616
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: In this course, students will analyze specified systems such as inventory system, queuing models and environmental dynamics. They introduce with how to simulate system, simulation techniques, statistical models, random number generations, design and analysis of simulation.

Course Outcomes:

CO-1	To understand basic concepts in the Systems and environment and System simulation.
CO-2	To understand Continuous-time and Discrete time Systems.
CO-3	Student must be able to understand Random Numbers.
CO-4	Student must know Queuing Models and Large Scale System.

UNIT-A

12 Hours

Systems and environment

- Concept of model and model building
- Model classification and representation, Use of simulation as a tool, steps in simulation study.

System simulation

- Why & when to simulate, nature and techniques of simulation, comparison of simulation and analytical methods
- Types of system simulation, real time simulation, hybrid simulation
- Simulation of pure-pursuit problem, single-server queuing system and an inventory problem
- Monte-Carlo simulation, Distributed Lag models, Cobweb model

UNIT-B

10 Hours

Continuous-time and Discrete time Systems

- Laplace transform, Transfer functions, state-space models
- Order of Systems, z-transform, feedback systems, Stability, observability, controllability
- Statistical Models in Simulation: Common Discrete and Continuous Distribution, Poisson process empirical distribution

UNIT-C

13 Hours

Random Numbers

- Properties of random numbers, generation of pseudo random numbers
- Techniques of random number generations, tests for randomness
- Random variate generation using inverse transformation

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- Direct transformation, convolution method, acceptance-rejection

Design and Analysis of Simulation Experiments

- Data collection, identifying distributions with data, parameter estimation
- Goodness of fit tests, selecting input models without data
- Multivariate on time series input models, static and dynamic simulation
- output analysis
- Steady state simulation, terminating simulation confidence interval estimation, output analysis for steady state stimulation, variance reduction techniques

UNIT-D

10 Hours

Queuing Models

- Characteristics of queuing systems, notation, transient and steady-state behaviour performance, network of queue

Large Scale System

- Model reduction, hierarchical control
- Decentralized control structural properties of large scale systems

Reference Books:

1. Law Averill, *System Simulation Modeling and Analysis*, New Delhi: Tata McGraw-Hill, 2014.
2. Gordan G., *System Simulation*, New Delhi: Pearson Education, 2nd Ed. 2015
3. Deo Narsingh, *System Simulation with Digital Computer*, New Delhi: Prentice Hall of India, 2011.
4. Banks J., Garson J.S., Nelson B.L., *Discrete Event System Simulation*, New Delhi: Prentice Hall of India, 4th Ed. 2005.
5. Seila A.F., Ceric V. and Tadikamalla P., *Applied Simulation Modeling*, Thomsan Learning, International Student Edition, 2004
6. Banks Jerry, *Handbook of Simulation: Principles, Methodology, Advances, Application and Practice*, New York: Wiley Inter Science, 1998

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Course Title: Embedded Systems
Course Code: CSA617
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: This course provides the knowledge of embedded systems, their applications like Industrial and control applications, networking and telecom applications, common architectures, programming for embedded systems, programming for microcontrollers, Interfacing, and Simulation of PERT Networks.

Course Outcomes:

CO-1	To understand basic concepts in the embedded computing systems area.
CO-2	To determine the optimal composition and characteristics of an embedded system.
CO-3	Student must be able to understand Interfacing and Communication Links and Operating Systems for Embedded Systems.
CO-4	Student must know Applications of Embedded Systems and Simulation of PERT Networks.

UNIT-A

12 Hours

Introduction to Embedded Systems

- Overview of embedded systems, features, requirements and applications of embedded systems
- Recent trends in the embedded system design, common architectures for the ES design
- Embedded software design issues, communication software
- Introduction to development and testing tools
- Architecture of Embedded Systems - Hardware Architecture, Software Architecture, Communication Software, Development/Testing Tools

Programming for Embedded Systems

- The Process of Embedded System Development - Design Trade-offs, Hardware Software co-design, Implementation, Integration and Testing

UNIT-B

13 Hours

Embedded System Architecture

- Basics of 8 – bit RISC microcontroller (PIC), block diagram
- Addressing modes, instruction set, timers, counters, stack operation, programming using PIC controller
- Basics of 32 – bit microprocessor (ARM), processor and memory organization, data operations, flow of control, pipelining in ARM, ARM bus (AMBA)

Embedded Software

- Programming for microcontrollers such as Intel 8051 and PIC

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- Overview of Java 2 micro edition (J2ME), concept of a MIDLET, applications of J2ME in mobile communication.

UNIT-C

10 Hours

Interfacing and Communication Links

- Serial interfacing, real time clock, SPI / micro wire bus, I2C bus, CAN bus
- PC parallel port, IRDA data link, PCI bus architecture

Operating Systems for Embedded Systems

- OS Fundamentals, processes and threads, context switching, scheduling issues, inter task communication
- Introduction to memory management, evaluating OS performance, real time operating systems, popular RTOS and their applications.

UNIT-D

10 Hours

Applications of Embedded Systems

- Industrial and control applications, networking and telecom applications
- DSP and multimedia applications, applications in the area of consumer appliances, concept of smart home

Simulation of PERT Networks

- Critical path computation, uncertainties in activity duration, resource allocation and consideration
- Simulation languages and software, general purpose vs. application - oriented simulation packages

Reference Books

1. Dreamtech Software team, *Programming for Embedded Systems*, New York: Willey – dreamtech, 2002.
2. Lewis Daniel W., *Fundamentals of Embedded Software, where C and assembly meet*, New Delhi: Pearson Education, 2001.
3. Peatman John B., *Design with PIC Microcontrollers*, New Delhi: Pearson Education, 1997.
4. Yuan Michael Juntao, *Enterprise J2ME – Developing Mobile Java Applications*, New Delhi: Pearson Education, 2003.
5. Reese Robert B., *Microprocessors: From assembly language to C using PIC18Fxx2*, Shroff Publishers and Distributors Pvt Ltd. 2005
6. Andrew N. Sloss, Dominic Symes, Chris Wright, *ARM System Developer's Guide – Designing and Optimizing System Software*, Elsevier Publications, 2007
7. Silberschatz A., Galvin P.B. and Gagne G., *Operating System Concepts*, New York: John Wiley & Sons, Inc., 6th 2001

**Master of Computer Applications
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Course Title: Advanced Software Engineering
Course Code: CSA619
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: This course provides the understanding of software project planning, various software process models, system design analysis, various testing techniques and software engineering tools.

Course Outcomes:

CO-1	Understand lifecycle processes and agile approaches of software Development.
CO-2	Apply novel software models and techniques to bring out innovative and solutions for the growth of the society.
CO-3	Model and Analyze structure and behavior of a software system.
CO-4	Design a solution to a given problem and evaluate the same in various scenarios.
CO-5	Create efficient software development approaches for service of technical as well as common society needs.

UNIT-A

15 Hours

Introduction

- Software Engineering goals, Characteristics, Components Applications
- Software Process Models: Waterfall, Spiral, Prototyping, Fourth Generation Techniques
- Concepts of Project Management, Role of Metrics And Measurement
- Software requirements, Definition, Software requirements specifications (SRS), Components of SRS.
- Software engineering features (data abstraction exception handling and concurrency mechanism).

Software Project Planning

- Objectives, Decomposition Techniques: Software Sizing, Problem Based Estimation
- Process Based Estimation, Cost Estimation Models: COCOMO Model, The Software Equation

UNIT-B

10 Hours

System Analysis

- Principles of Structured Analysis, Requirement Analysis
- DFD, Entity Relationship Diagram, Data Dictionary

Software Design

- Objectives, Principles, Concepts
- Design Mythologies: Data Design, Architecture Design
- Procedural Design, Object–Oriented Concepts

UNIT-C

10 Hours

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System Administration and Training

- User manual, Implementation Documentation, Operation plan and maintenance

Hardware and Software Selection

UNIT-D

10 Hours

Testing Fundamentals

- Objectives, Principles, Testability
- Test Cases: White Box & Blackbox Testing

- Testing Strategies: Verification & Validation
- UNIT Test, Integration Testing, Validation Testing, System Testing
- Software documentation procedures, Software reliability and quality assurance. Quality Matrices and software models
- Software maintenance and configuration management

Software engineering tools and environment

- International software engineering standards and their relevance
- Case studies in software engineering

Reference Books:

1. Lewis, T.G., *Software Engineering*, New Delhi: McGraw Hill, 1982.
2. Ochoa Sergio and Roman Gruia-Catalin, *Advanced Software Engineering*, Springer, 2006.
3. Meyers, G., *The Art of Software Testing*, NJ: Wiley-Inter-Science, 2004.
4. Pressman: *Software Engineering*, Tata McGraw Hill.
5. Sommerville, I.: *Software Engineering*, Narosa Publ. House.
6. Mall, Rajib, *Fundamentals of Software Engineering*.
7. Fairley, R.E.: *Software Engineering Concepts*, McGraw Hill.
8. Walker Royce: *Pearson Education: Software Project Management*.
9. Joel Henry, *Pearson Education: Software Project Management*.

**Master of Computer Applications
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Course Title: Compiler Design
Course Code: CSA620
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: This course provides a comprehensive understanding of phases of compiler, finite automata, regular expressions, syntax-directed translation & implementation, code generation and run time environment.

Course Outcomes:

CO-1	Student must be able to understand Structure of A Compiler and Syntax Analysis.
CO-2	Student must be able to learn Syntax Directed Translation.
CO-3	Student must be able to understand Run Time Environment.
CO-4	Student must know Code Generation & Code Optimization.

UNIT-A

13 Hours

The Structure of A Compiler

- Phase of a Compiler, Compiler Tools, Finite Automata, Regular Expressions
- Conversion From Regular Expression to Finite Automata

Syntax Analysis

- Context Free Grammars, Top Down & Bottom-Up Parsing Techniques
- Parsing Table Construction, LR, SLR & LALR Parsers.

UNIT-B

12 Hours

Syntax Directed Translation

- Syntax-directed translation & implementation, Intermediate Code, Postfix translation
- Phase Trees, Syntax Trees

UNIT-C

Run Time Environment

10 Hours

- Storage Organization Allocation Strategies, Parameter Passing
- Symbol Tables, Code Generation, Problem In Code Generation

UNIT-D

Code Generation & Code Optimization

10 Hours

- Principle Sources, Loop Optimization, DAG Representation

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Reference Books:

1. Aho, Alfred V. and Ullman Jeffery D., *Principles of Compiler Design*, Addison-Wesley, 1977.
2. Barrett, *Compiler Construction*, Prentice Hall
3. Trembley, Jean-Paul & Paul G. Sorenson, *The Theory and Practice of Compiler Writing*, New York: McGraw Hill, 1985.
4. Keith Cooper and Linda Torczon, *Engineering a Compiler*, Morgan Kaufmann Publishers, 2011
5. Dhamdhare D.M, *Compiler Construction—Principles and Practice*, Macmillan India, 2008
6. Gaddis. David, *Starting out with Modern Compiler Design*, New Delhi: Wiley India Pvt. Ltd, 2005.

**Master of Computer Applications
Syllabus 2023-25**

Course Title: Research Methodology
Course Code: CSA627
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: The objective of the study is to let students understand basics of Research design and activities. The focus will be on data analysis and their effective presentation.

Course Outcomes:

CO-1	Student must be able to understand Scientific Research, Methods of research, Scope of research and Reviewing the literature.
CO-2	Student must be able to learn Statistical Analysis and Regression & Correlation Analysis.
CO-3	Student must be able to understand Hypothesis testing.
CO-4	Student must be knowing dissertation design and report writing.

UNIT – A

10 Hours

- Scientific Research: Nature and Objectives of research;
- Methods of research: historical, descriptive and experimental. Motivation in Research, Study and formulation of research problem.
- Scope of research and formulation of hypothesis; Feasibility, preparation and presentation of research proposal.
- Reviewing the literature, Reviews, Meta-analysis, differences between uses of internet networks in research activities in searching material, paper downloading, submission of papers, relevant websites for journals and related research work.

UNIT-B

12 Hours

- Statistical Analysis: Introduction to statistical analysis: Measures of central tendency and dispersion; mean, median, mode, range, mean deviation and standard deviation.
- Regression and Correlation Analysis, Random Variables and Probability Distribution

UNIT – C

12 Hours

- Test of Hypothesis: Test of Hypothesis: Basic ideas of testing of hypothesis; Tests of significance based on normal, t and Chi-square distributions. Analysis of variance technique. Design of Experiments: Basic principles, study of completely randomized and randomized block designs.

UNIT – D

11 Hours

- Introduction to dissertation design and report writing
- Presentation: Tabular and graphical representation of results, quoting of references and preparing bibliography.

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- Plagiarism: Introduction, types of plagiarism, plagiarism detection tools.

Reference Books:

1. Hogg, R.V. & Craig, A. T, *Introduction to Mathematical Statistics*, MacMillan, 1965.
2. Goon, A. M., Gupta, M. K. & Dasgupta, *Fundamentals of Statistics*, Vol. I, World Press, 1975.
3. Gupta, S.C. & Kapoor, V. K, *Fundamentals of Mathematical Statistics*, Sultan Chand & Sons, 1994.
4. Dowdy, S., Wearden, S. and Chilko, D., *Statistics for Research*, Wiley Series (2004)
5. Walpole, R.E., Myers, R.H., Myers, S.L. and Ye, K., *Probability and Statistics for Engineers and Scientists*, Pearson Education (2002).
6. Borth, Wayne C, et. Al. *The Craft of Research Chicago Guides to Writing Edition and Publishing*.
7. Johnson, R.A., *Probability and Statistics*, PHI, New Delhi, 1994.
8. Meyer, P. L, *Introduction to Probability & Statistical Applications*, Oxford, IBH, 1986.

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Syllabus 2023-25**

Course Title: Big Data Analytics
Course Code: CSA632
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective:

- To explore the fundamentals concepts of big data analytics.
- To learn and understand the concept of big data intelligent techniques, various search methods and visualization techniques.

Course Outcomes:

CO-1	Student must be Able to understand the building blocks of Big Data.
CO-2	Student must be able to articulate the Mining Data Streams.
CO-3	Student must be able to represent the analytical aspects of Big Data using Hadoop.
CO-4	Student must know the different Frameworks.

UNIT – A

10 Hours

Introduction to Big Data

- Overview of Big Data, Stages of analytical evolution.
- Challenges of Conventional Systems
- Intelligent data analysis, Nature of Data
- Analytic Processes and Tools
- Analysis vs Reporting, Modern Data Analytic Tools
- Statistical Concepts:
 - Sampling Distributions - Re-Sampling
- Statistical Inference - Prediction Error

UNIT-B

10 Hours

Mining Data Streams

- Introduction To Streams Concepts, Stream Data Model and Architecture
- Stream Computing, Sampling Data in a Stream
- Filtering Streams, Counting Distinct Elements in a Stream
- Estimating Moments, Counting Oneness in a Window, Decaying Window
- Real time Analytics Platform (RTAP) Applications

UNIT – C

15 Hours

Hadoop

- History of Hadoop, The Hadoop Distributed File System
- Components of Hadoop, Analyzing the Data with Hadoop
- Scaling Out- Hadoop Streaming, Design of HDFS-Java interfaces to HDFS Basics
- Developing a Map Reduce Application
- How Map Reduce Works
- Anatomy of a Map Reduce Job run-Failures

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- Job Scheduling-Shuffle and Sort, Task execution
- Map Reduce Types and Formats, Map Reduce Features

UNIT – D

10 Hours

Frameworks

- Applications on Big Data Using Pig and Hive
- Data processing operators in Pig
- Hive services, HiveQL, Querying Data in Hive
- Fundamentals of HBase and Zoo Keeper
- Visualizations
 - Visual data analysis techniques, interaction techniques
- Systems and applications

Reference Books:

1. Michael Berthold, David J. Hand, *Intelligent Data Analysis*, Springer, 2007.
2. Chris Eaton, Dirk DeRoos, Tom Deutsch, George Lapis, Paul Zikopoulos, *Understanding Big Data: Analytics for Enterprise Class Hadoop and Streaming Data*, 2012.
3. Tom White, *Hadoop: The Definitive Guide* Third Edition, O'reilly Media, 2012.
4. Anand Rajaraman and Jeffrey David Ullman, *Mining of Massive Datasets*, Cambridge University Press, 2012.
5. Bill Franks, *Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics*, John Wiley & sons, 2012.
6. Michael Minelli (Author), Michele Chambers (Author), Ambiga Dhiraj (Author), *Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses*, Wiley Publications, 2013.
7. Jiawei Han, Micheline Kamber, *Data Mining Concepts and Techniques*, Second Edition, Elsevier, Reprinted 2008.
8. Thomas Erl, Wajid Khattak, Paul Buhler, *Big Data Fundamentals: Concepts, Drivers & Techniques*, Pearson India, 2016.

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Course Title: Machine Learning
Course Code: CSA633
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: The main objective of this course is to acquaint students with an in-depth introduction to two main areas of Machine Learning and analyze a given problem in the language/framework of different AI methods (e.g., standard search algorithms or dynamic programming). Design and carry out an empirical evaluation of different algorithms on problem formalization, and state the conclusions that the evaluation supports

Course Outcomes:

CO-1	Introduction to machine learning.
CO-2	Understand the Linear machines and Learning decision trees.
CO-3	Understand the concepts of Instance-based Learning and Machine learning concepts and limitations.
CO-4	To learn about Machine learning assessment and Improvement and Support Vector Machines.

UNIT – A

10 Hours

Introduction

- Machine intelligence and applications
- Pattern recognition concepts classification, regression, feature selection
- Data Representation, Domain Knowledge for Productive use of Machine Learning, Diversity of Data: Structured / Unstructured, Forms of Learning
- Supervised learning class conditional probability distributions, Examples of classifiers bayes optimal classifier and error, learning classification approaches.

UNIT-B

10 Hours

Linear machines

- General and linear discriminants, decision regions
- Single layer neural network, linear separability, general gradient descent, perceptron learning algorithm, mean square criterion and widrow-Hoff learning algorithm, backpropagation learning, on-line, off-line error surface, important parameters.

Learning decision trees

- Inference model, general domains, symbolic decision trees, consistency, learning trees from training examples entropy, mutual information, ID3 algorithm criterion, C4.5 algorithm continuous test nodes, confidence, pruning, learning with incomplete data

UNIT – C

15 Hours

Instance-based Learning

- Nearest neighbor classification, k-nearest neighbor, nearest neighbor error probability

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Machine learning concepts and limitations

- Learning theory, formal model of the learnable, sample complexity, learning in zero-bayes and realizable case, VC-dimension
- Fundamental algorithm independent concepts, hypothesis class, target class, inductive bias, occam's razor, empirical risk, limitations of inference machines, approximation and estimation errors, Tradeoff.

UNIT – D

10 Hours

Machine learning assessment and Improvement

- Statistical model selection, structural risk minimization, bootstrapping, bagging, boosting.

Support Vector Machines

- Margin of a classifier, dual perceptron algorithm, learning nonlinear hypotheses with percept kernel functions, implicit non-linear feature space, theory, zero-Bayes, realizable infinite hypothesis class, finite covering, margin-based bounds on risk, maximal margin classifier.

Reference Books:

1. E. Alpaydin, *Introduction to Machine Learning*, Prentice Hall of India, 2015.
2. The Elements of Statistical Learning, Trevor Hastie, Robert Tibshirani, Jerome Friedman, Springer 2009 (freely available online).
3. C. M. Bishop, *Pattern Recognition and Machine Learning*, Springer, 2006.
4. Kevin Murphy, *Machine Learning: A Probabilistic Perspective*, MIT Press, 2012.
5. T. M. Mitchell, *Machine Learning*, McGraw-Hill, 2017.
6. Willi Richert, Luis Pedro Coelho, *Building Machine Learning Systems with Python*, Packt Publishing, 2013.
7. Toby Segaran. *Programming Collective Intelligence: Building Smart Web 2.0 Applications*, 2007

**Master of Computer Applications
Syllabus 2023-25**

Course Title: Internet of Things
Course Code: CSA634
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: Students will be explored to the interconnection and integration of the physical world and the cyber space. They are also able to design & develop IOT Devices.

Course Outcomes:

CO-1	Learn and usage of the term “internet of things” in different contexts.
CO-2	Understand the key components that make up an IoT system.
CO-3	Understand the concepts of Data Acquiring and Business Models for Business Processes.
CO-4	To learn about Data Collection and IOT cloud-based services.

UNIT – A

15 Hours

- An Overview of Internet of things, Internet of Things Technology.
- Behind Io Ts Sources of the Io Ts, M2M Communication, Examples of IOTs,
- Design Principles For Connected Devices Internet Connectivity Principles, Internet connectivity
- Application Layer Protocols: HTTP, HTTPS, FTP, Telnet.
- Business Models for Business Processes in the Internet of Things, IoT/M2M systems LAYERS AND designs standardizations, Modified OSI Stack for the IoT/M2M Systems, ETSI M2M domains and High-level capabilities

UNIT-B

10 Hours

- Communication Technologies, Data Enrichment and Consolidation and Device Management Gateway Ease of designing and affordability
- Design Principles for the Web Connectivity for connected-Devices, Web Communication protocols for Connected Devices, Message Communication protocols for Connected Devices, Web Connectivity for connected-Devices

UNIT – C

10 Hours

- Data Acquiring, Organizing and Analytics in IoT/M2M, Applications /Services /Business Processes, IOT/M2M Data Acquiring and Storage
- Business Models for Business Processes in the Internet Of Things, Organizing Data, Transactions, Business Processes, Integration and Enterprise Systems.

UNIT – D

10 Hours

- Data Collection, Storage and Computing Using a Cloud Platform for IoT/M2M Applications/Services, Data Collection, Storage and Computing Using cloud platform Everything as a service and Cloud Service Models
- IOT cloud-based services using the Xively (Pachube/COSM), Nimbits and other platforms Sensor, Participatory Sensing, Actuator, Radio

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Frequency Identification, and Wireless, Sensor Network Technology,
Sensors Technology ,Sensing the World.

Reference Books:

1. Rajkamal, *Internet of Things: Architecture, Design Principles And Applications*, McGraw Hill Higher Education, 2017.
2. A.Bahgya and V.Madisetti, *Internet of Things*, Univesity Press, 2015
3. Adrian McEwen and Hakim Cassimally, *Designing the Internet of Things*, Wiley, 2013.
4. CunoPfister, *Getting Started with the Internet of Things*, Oreilly, 2011.

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Course Title: R Programming
Course Code: CSA635
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: Understand the basics in R programming in terms of constructs, control statements, string functions and the use of R for Big Data analytics. Students explore that how to apply R programming for text processing, able to appreciate and apply the R programming from a statistical perspective.

Course Outcomes:

CO-1	Introduction to R Programming.
CO-2	To learn about Matrices, Arrays and Lists.
CO-3	Understand the concepts of Data Frames.
CO-4	To learn about OOP and Interfacing of R with other languages.

UNIT – A

10 Hours

Introduction

- Introducing to R , R Data Structures
- Help functions in R, Vectors, Scalars, Declarations
- Recycling, Common Vector operations,
- Using all and any Vectorized operations, NA and NULL values
- Filtering, Vectorized if-then else, Vector Equality, Vector Element

UNIT - B

10 Hours

Matrices, Arrays and Lists

- Creating matrices – Matrix operations – Applying Functions to Matrix Rows and Columns – Adding and deleting rows and columns – Vector/Matrix Distinction – Avoiding Dimension Reduction – Higher Dimensional arrays – lists – Creating lists – General list operations – Accessing list components and values – applying functions to lists – recursive lists

UNIT – C

10 Hours

Data Frames

- Creation of data frames, significance of data frames in R language, accessing data element of a frame, printing data frames, getting structure of data frames, summary of data frames, extracting rows and column of the data frames, appending data frames.

UNIT – D

15 Hours

OOP

- S3 Classes, S4 Classes, Managing your objects, Input/Output – accessing keyboard and monitor, reading and writing files, accessing the internet, String Manipulation, Graphics, Creating Graphs, Customizing Graphs, Saving graphs to files, Creating three-dimensional plots

Interfacing

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- Interfacing R to other languages, Parallel R, Basic Statistics, Linear Model, Generalized Linear models, Non-linear models, Time Series and Auto-correlation, Clustering

Reference Books:

1. Norman Matloff, *The Art of R Programming: A Tour of Statistical Software Design*, McGraw No Starch Press, 2011.
2. Jared P. Lander, *R for Everyone: Advanced Analytics and Graphics*, Addison-Wesley Data & Analytics Series, 2013.
3. Mark Gardener, *Beginning R – The Statistical Programming Language*, Wiley, 2013.
4. Robert Knell, *Introductory R: A Beginner's Guide to Data Visualisation*, Statistical Analysis and Programming in R, Amazon Digital South Asia Services Inc, 2013.

**Master of Computer Applications
Syllabus 2023-25**

Course Title: Mobile Application Development
Course Code: CSA636
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective:

- To facilitate students to develop mobile applications
- To help students to gain a basic understanding of Android application development.
- The students will understand Android Studio development.

Course Outcomes:

CO-1	Acquired the Introduction to Mobile Computing and Android
CO-2	To learn about Android Application Design Essentials and Android User Interface Design Essentials.
CO-3	Understand the concepts of Files, Content Providers, and Databases.
CO-4	To learn the use of Common Android APIs.

UNIT – A

10 Hours

Introduction

- Introduction to Mobile Computing
- Introduction to iOS Android Development Environment
- Factors in Developing Mobile Applications, Mobile Software Engineering, Frameworks and Tools, Generic UI Development, Android User

Introduction to Android

- The Android Platform, Android SDK, Eclipse Installation, Android Installation, Building you First Android application, Understanding Anatomy of Android Application, Android Manifest file

UNIT-B

15 Hours

Android Application Design Essentials

- Anatomy of an Android applications, Android terminologies, Application Context, Activities, Services, Intents, Receiving and Broadcasting Intents, Android Manifest File and its common settings, Using Intent Filter, Permissions

Android User Interface Design Essentials

- User Interface Screen elements, Designing for Different Android Devices, Views and View Groups, Android Layout Managers, The View Hierarchy, Designing an Android User Interface using the Graphical Layout Tool, Gallery, Image Switcher, Grid View, and Image View views to display images, Creating Animation

UNIT – C

10 Hours

Files, Content Providers, and Databases

- Saving and Loading Files, SQLite Databases, Android Database Design, Exposing Access to a Data Source through a Content Provider, Content Provider Registration, Native Content Providers
- Testing Android applications, Publishing Android application, Using

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Android preferences, Managing Application resources in a hierarchy, working with different types of resources.

10 Hours

UNIT – D

Using Common Android APIs

- Using Android Data and Storage APIs, Managing data using Sqlite, Sharing Data between Applications with Content Providers, Using Android Networking APIs, Using Android Web APIs, Using Android Telephony APIs, Deploying Android Application to the World.

Reference Books:

1. Lauren Darcey and Shane Conder, *Android Wireless Application Development*, Pearson Education, 2nd ed. (2011)
2. Reto Meier, *Professional Android 2 Application Development*, Wiley India Pvt Ltd
3. Mark L Murphy, *Beginning Android*, Wiley India Pvt Ltd, 2011.
4. Barry Burd, *Android Application Development All in one, For Dummies*, 2015.

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Course Title: Scientific Computing using MATLAB

Course Code: CSA637

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective:

- Programming in MATLAB includes input and output of data, algebraic and logical expressions and operators, all data types including complex numbers and strings, structured and cell arrays, etc
- MATLAB functions for graphics modifications, interactive figure modifications, Applications of MATLAB to scientific problems such as numerical integration, differentiation, etc.

Course Outcomes:

CO-1	Acquired the basic of matlab and Linear Systems
CO-2	To provide knowledge of Matrices.
CO-3	To provide knowledge of Eigenvalues, Eigenvectors and Complex Numbers and Polynomials and Interpolation.
CO-4	To provide knowledge of Numerical Differentiation and Optimization.

UNIT – A

15 Hours

Introduction

- Introduction to Matlab
- Scripts and Arrays, Data Types and Cell Arrays, Flow Control and Matrix Algebra, Functions and Vectorization, Two-Dimensional Graphics, Monte-Carlo Methods

Linear Systems

- Matrix representation of Linear Systems, Echelon Forms, Rank, Consistent Systems, Homogeneous Linear Systems
- Applications of Linear Systems

UNIT-B

10 Hours

Matrices

- Matrix Algebra, Inverses
- LU Factorization, Applications of Matrices, Determinants
- Least squares approximations, QR factorization

UNIT – C

10 Hours

Eigenvalues and Eigenvectors and Complex Numbers

- Eigenvalues, Eigenspaces, Diagonalization, Applied Eigenvalue Problems: Predator-Prey Model, Car Rental.
- Algebraic Theory, Geometric Theory, Polar Form

Polynomials and Interpolation.

- Polynomials, Curve-Fitting, MATLAB Commands for Polynomials
- Linear Interpolation

UNIT – D

10 Hours

Numerical Differentiation

- Derivatives of Interpolation Polynomials, Difference Approximations, Taylor Expansion Method, Differentiation

Optimization

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- Zero-Finding, Roots of Nonlinear Equations: Graphical Method, Bisection Method, Newton Iteration Method

Reference Books:

1. Duane C. Hanselman, Bruce L. Littlefield, *Mastering MATLAB*, Prentice Hall (Pearson), 2012.
2. Kenneth Hardy, *Linear Algebra for Engineers and Scientists Using Matlab*, Prentice Hall (Pearson), 2005.
3. Shoichiro Nakamura, *Numerical Analysis and Graphic Visualization with MATLAB*, 2/E, Prentice Hall (Pearson), 2002.
4. S.N. Siranandam, S. Sumathi and S.N. Deepa: *Introduction to Neural Networks using MATLAB*, McGraw Hill, 2014.

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Course Title: Graphics and Multimedia
Course Code: CSA638
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective:

- To study the graphics algorithms and techniques
- To learn multimedia concepts and I/O techniques

Course Outcomes:

CO-1	To learn the Output primitives and Three-Dimensional Concepts.
CO-2	To provide knowledge of Multimedia Systems Design.
CO-3	To provide knowledge of Multimedia File Handling.
CO-4	To provide knowledge of Hypermedia.

UNIT – A

15 Hours

Output primitives

- Introduction to Line, Curves and Algorithms
- Two-Dimensional Geometric Transformations, Two-Dimensional Viewing, clipping operations, point, line, and polygon clipping algorithms.

Three-Dimensional Concepts

- Three-Dimensional Object Representations
- Three-Dimensional Geometric and Modelling Transformations
- Three-Dimensional Viewing, Color models and Animation
- Translation, Rotation, Scaling, composite transformations; Three-dimensional viewing – viewing pipeline, viewing coordinates, Projections, Clipping; Visible surface detection methods.

UNIT-B

10 Hours

Multimedia Systems Design

- An Introduction – Multimedia applications,
- Multimedia System Architecture, Evolving technologies for Multimedia, Defining objects for Multimedia systems,
- Multimedia Data interface standards
- Multimedia Databases.

UNIT – C

10 Hours

Multimedia File Handling

- Compression & Decompression
- Data & File Format standards, Multimedia I/O technologies
- Digital voice and audio, video image and animation
- Full motion video, Storage and retrieval Technologies.

UNIT – D

10 Hours

Hypermedia

- Multimedia Authoring & User Interface
- Hypermedia messaging, Mobile Messaging

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- Hypermedia message component, creating Hypermedia message, integrated multimedia message standards, Integrated Document management, Distributed Multimedia Systems.

Reference Books:

1. Giloi, W.K., 1978: Interactive Computer Graphics, Prentice-Hall.
2. Newman, W., Sproul, R.F., 1980: Principles of Interactive Computer Graphics, McGraw-Hill.
3. Rogers, D.F., 1985: Procedural Elements for Computer Graphics, McGraw-Hill.
4. Harrington, S., 1983: Computer Graphics: A Programming Approach, Tata McGraw-Hill.
5. Foley, J.D., Van Dam A., 1982: Fundamentals of Interactive Computer Graphics, Addison Wesley.
6. Hearn, D., Baker, P.M., 1986: Computer Graphics, Prentice-Hall.
7. Tosijasu, L.K., 1983: Computer Graphics, Springer-Verlag.
8. Kelley Bootle: Mastering Turbo C. Galgotia.
9. Plastock, Roy, 1986: Theory & Problems of Computer Graphics, Schaum Series, Tata McGraw Hill.
10. Foley, Vandam, Feiner, Huges, *Computer Graphics: Principles & Practice*, Pearson Education, second edition 2013.

**Master of Computer Applications
Syllabus 2023-25**

Course Title: Microprocessors and Its Applications

Course Code: CSA671

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: The purpose of this course is to teach students the fundamentals of microprocessor and to introduce students to features and technology of microprocessor systems. The students studying the subject are supposed to learn the architecture of a typical microprocessor and also get general information about microprocessor-based control systems.

Course Outcomes:

CO-1	Learn the history of microprocessors, Microcomputer structure and Architecture of 8085/8086 Microprocessor
CO-2	Understand the Memory Interface.
CO-3	Understand the Interrupts and Direct Memory Access (DMA).
CO-4	Acquired the knowledge about Bus Interface and Assembly Language Programming.

UNIT – A

15 Hours

Introduction

- Introduction to Microprocessor
- Microcontroller and Microcomputer

Microcomputer structure

- Processor, memory and I/O; Bit slices and 8/16/32-bit microprocessors
- Microprocessor architecture (registers, index and stack pointers, addressing modes)
- I/O interface adapters (parallel and serial) interface devices, system clock, clock phase and bit rates

Architecture of 8085/ 8086 Microprocessor

- Description of various pins
- Configuring the 8086/8088 microprocessor for minimum and maximum mode systems description of system mode interfaces
- Internal architecture of the 8086 / 8088 microprocessor, system clock, Bus cycle, instruction execution sequence.

UNIT – B

15 Hours

Memory Interface

- Memory Devices
- Address Decoding, 8-bit, 16-bit, 32-bit and 64-bit memory interfaces
- Dynamic RAM

Basic I/O Interface

- I/O Port Address Decoding
- Programmable Peripheral Interface
- 8279 Programmable Keyboard/Display Interface
- 8254 Programmable Interval Timer
- 16550 Programmable Communication Interface

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UNIT – C

15 hours

Interrupts

- Basic Interrupt Processing
- Hardware Interrupts
- Expanding the Interrupt Structure
- 8259A Programmable Interrupt Controller

Direct Memory Access (DMA)

- Basic DMA Operations
- 8237 DMA Controller
- Shared Bus Operations

UNIT – D

15 Hours

Bus Interface

- ISA, EISA
- VESA Buses, PCI, USB Bus

Assembly Language Programming

- Addition, Subtraction, Complement First and Second, Shifting of 8 and 16-bit number by one and two bits.

Reference Books:

1. Barry B. Brey, *The Intel Microprocessors 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, Pentium Pro Processors, Pentium II, Pentium III, Pentium 4 and Core2 with 64-bit Extensions: Architecture, Programming and Interfacing*, 8th Edition, New Delhi: Pearson Education-2009.
2. Khambata J., *Microprocessor and Microcomputer*, New York: John Wiley and Sons, 1987.
3. Liu, Y., Gibson, and G.A., *Microcomputer Systems: The 8086/8088 Family*, New Delhi: Prentice Hall, 2nd Edition, 1986.
4. Tribel Walter, *The 80386, 80486, and Pentium Processors: Hardware, Software, and Interfacing*, New Delhi: Prentice Hall, ISBN #0-13-533225-7, 1998.
5. Douglas V. Hall, *Microprocessors and Interfacing - Programming and Hardware*, New Delhi: Tata McGraw Hill Publishing Company Ltd, 2006.

**Master of Computer Applications
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Course Title: Digital Image Processing

Course Code: CSA678

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: To introduce basic image processing techniques, spatial and frequency domain, linear programming, color image processing, image compression, etc.

Course Outcomes:

CO-1	Fundamentals of image processing, basic filters and image processing operations
CO-2	Image Enhancement operations in Spatial and Frequency domain
CO-3	Color and Morphological Image Processing and applications of image processing
CO-4	Image Compression and its methods

15 Hours

UNIT – A

Introduction

- Fundamental Steps in Image Processing
- Element of Visual Perception
- A simple image model, sampling and quantization
- Some Basic Relationships Between Pixel
- Image Geometry in 2D

Image Processing Techniques

- Basic Intensity Transformation Functions
- Image Restoration
- Histogram Processing: Histogram Equalization, Histogram matching, Local Histogram Processing, Using Histogram Statistics for Image Enhancement
- Image Subtraction, Image Averaging
- Filtering: Smoothing Spatial Filters, Sharpening Spatial Filters

UNIT – B

Introduction to the Fourier Transformation

- Discrete Fourier Transformation
- Fast Fourier Transformation
- Image Smoothing Using Frequency Domain Filters: Ideal Lowpass Filters, Butterworth low pass filters, Gaussian Lowpass Filters
- Image Sharpening Using Frequency Domain Filters: Ideal Highpass Filters, Butterworth High pass filters, Gaussian High pass Filters, Unsharp Masking, High boost Filtering and High Frequency-Emphasis filtering.

10 Hours

UNIT – C

Techniques of Color Image Processing

- Color image signal representation
- Color System Transformations
- Extension of Processing Techniques to Color Domain

Morphological Image Processing

- Erosion and Dilation

10 Hours

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- Opening and Closing
- Hit – or- miss Transformations

Applications of Image Processing

- Picture Data Archival
- Machine Vision
- Medical Image Processing

UNIT-D

10 Hours

Introduction to Image Compression

- Coding Redundancy
- Spatial and Temporal Redundancy
- Irrelevant Information
- Measuring Image Information

Basic Compression Methods

- Huffman Coding
- LZW Coding
- Run Length Coding
- Wavelet Coding

Reference Books:

1. Gonzalez Rafael C. and Woods Richard E., *Digital Image Processing*, New Delhi: Prentice–Hall of India, 2002.
2. Pratt William K., *Digital Image Processing: PIKS Inside* (3rd ed.), New Jersey: John Wiley & Sons, Inc., 2001.
3. Bernd Jahne, *Digital Image Processing*, (5th revised and extended edition), Springer, 2002
4. Annadurai S. and Shanmuga Lakshmi R., *Fundamentals of Digital Image Processing*, New Delhi: Pearson Education, 2007
5. Joshi M.A., *Digital Image Processing: An Algorithmic Approach*, New Delhi: Prentice-Hall of India, 2006
6. Sridhar, *Digital Image Processing* 2ed, Oxford University Press.

L	T	P	Credits	Marks
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**Master of Computer Applications
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Course Title: Soft Computing
Course Code: CSA682
Course Duration: 45-60 Hours

4	0	0	4	100
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Course Objective: To introduce the concepts of artificial neural networks, fuzzy sets, fuzzy logics, various search techniques, genetic algorithms, supervised and unsupervised learning, neuro-fuzzy systems and their applications.

Course Outcomes:

CO-1	Learn soft computing techniques genetic algorithm concepts.
CO-2	Analyze various neural network architectures.
CO-3	Understand Fuzzy Systems and Applications.
CO-4	Learn soft computing applications

UNIT-A

15 Hours

Introduction

- Introduction to soft computing; introduction to biological and artificial neural network, genetic algorithm
- Introduction to fuzzy sets and fuzzy logic systems

Genetic Algorithm and Genetic Programming

- Introduction to Genetic Algorithm, Genetic Operators and Parameters, Genetic Algorithms in Problem Solving, Theoretical Foundations of Genetic Algorithms, Implementation Issues.
- Genetic Programming: Characteristics of genetic programming: Human, Competitive, High-Return, Routine, Machine Intelligence; Data Representation: Crossing Programs, Mutating Programs, The Fitness Function.
- Advantages and Limitations of Genetic Algorithm.
- Applications of Genetic Algorithm.

UNIT-B

15 Hours

Artificial Neural Networks and Applications

- Introduction, Basic models of ANN, Important terminologies, Supervised Learning Networks, Perception Networks, Adaptive Linear Neuron
- Back propagation Network. Associative Memory Networks. Training Algorithms for pattern association, BAM and Hopfield Networks
- Neural network applications in control systems. Neural Nets and applications of Neural Network.

Unsupervised Learning Network

- Introduction, Fixed Weight Competitive Nets, Maxnet, Hamming Network, Kohonen Self-Organizing Feature Maps

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- Learning Vector Quantization, Counter Propagation Networks, Adaptive Resonance Theory Networks. Special Networks-Introduction to various networks

UNIT-C

15 Hours

Fuzzy Systems and Applications

- Introduction to Classical Sets (crisp Sets) and Fuzzy Sets- operations and Fuzzy sets
- Fuzzy reasoning; fuzzy inference systems; fuzzy control; fuzzy clustering
- Membership functions- Features, Fuzzification, membership value assignments, Defuzzification, applications of fuzzy systems
- Neuro-fuzzy systems: neuro-fuzzy modeling; neuro-fuzzy control

UNIT-D

15 Hours

Applications

- Pattern Recognitions, Image Processing, Biological Sequence Alignment and Drug Design
- Robotics and Sensors, Information Retrieval System, Share Market Analysis, Natural Language Processing

Reference Books:

1. Sivanandam S N and Deepa S N, *Principles of Soft Computing*, New Delhi: Wiley India (2nd Ed), 2011.
2. Karray Fakhreddine O, Silva Clarence D, *Soft Computing and Intelligent System Design*, New Delhi: Pearson Edition, 2009.
3. Mitchell M., *An Introduction to Genetic Algorithms*, New Delhi: Prentice-Hall, 2000.
4. Jang J.S.R., Sun C.T. and Mizutani E., *Neuro-Fuzzy and Soft Computing*, New Delhi: PHI, Pearson Education, 2004.
5. Rich Elaine and Knight Kevin, *Artificial Intelligence*, New Delhi: TMH, 2008
6. Ross Timothy J., *Fuzzy Logic with Engineering Applications*, New Jersey: Wiley (3rd Ed), 2011.
7. Rajasekaran S. and Pai G.A.V., *Neural Networks, Fuzzy Logic and Genetic Algorithms*, PHI, 2013.
8. Goldberg Davis E., *Genetic Algorithms, Search, Optimization and Machine Learning*, Addison Wesley, 1989.
9. Jang J.S.R., Sun C.T., Mizutani E, *Neuro-Fuzzy and Soft Computing: A Computational Approach to Learning and Machine Intelligence*, Prentice Hall, 1997.
10. Melanie Mitchell, *An Introduction to Genetic Algorithms*, London: MIT press, 1999.

**Master of Computer Applications
Syllabus 2023-25**

Course Title: System Software
Course Code: CSA683
Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: This course demonstrates an in-depth understanding system software loader, linker, assembler, compiler, and parsing techniques.

Course Outcomes:

CO-1	Learn and classify different methodologies, concepts and approaches to System Software Programming.
CO-2	Understand the Loaders & Linkage Editors, and Compilers.
CO-3	Understand the Compilers and its construction tools.
CO-4	Acquired the knowledge about parsing techniques.

UNIT – A

15 Hours

System Software

- Definition, Evolution of System Software

Assemblers

- Elements of Assembly Language Programming
- Overview of Assembly Process
- Design Options- One Pass Assembler & Multi Pass Assembler
- Macro Processors: Basic Functions
- Design Options-Recursive Macro Expansion
- General Purpose Macro Processors
- Macro Processing Within Language Translators

UNIT-B

15 Hours

Loaders & Linkage Editors

- Loading, Linking & Relocation
- Program Relocatability
- Overview of Linkage Editing
- linking for Program Overlays

Compilers

- Phases of Compilation Process
- Logical Analysis
- Parsing, Storage Management Optimisation
- Incremental Compilers
- Cross Compilers
- P Code Compilers

UNIT – C

15 Hours

Compilers

- Phases And Passes
- Analysis-Synthesis Model of Translation

Compiler Construction Tools

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- Lexical Analysis
- Process of Lexical Analysis
- Finite State Automata, DFA And NFA
- Recognition of Regular Expressions, LEX

UNIT – D

15 Hours

Parsing Techniques

1. Top Down & Bottom-Up Parsing
 - Shift Reduce Parsing, Operator Precedence Parsing
 - Predictive Parsers Automatic Construction of Efficient Parsers
 - LR Parsers
 - The Canonical Collection of LR(0) Items
 - Constructing SLR Parsing Tables
 - Constructing Canonical LR Parsing Tables, Constructing LALR Parsing Tables

Reference Books:

- Beck Leland L., *System Software, An introduction to system programming*, New Delhi: Addison Wesley, 2009.
- Dhamdhere D.M., *Introduction to System Software*, New Delhi: Tata McGraw Hill, 1990.
- Dhamdhere D.M., *System Software and Operating System*, New Delhi: Tata McGraw Hill, 1992
- Alfred V Aho and Ullman Jeffery D, *Principles of Compiler Design*, New Delhi: Narosa/Addison Wesley, 1986.
- Donovan J. John, *System Programming*, New Delhi: Tata McGraw Hill, 1999.

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Course Title: Natural Language Processing

Course Code: CSA691

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: To provide basic knowledge about Natural language processing viz. Morph, Part of speech tagging, syntactic analysis, semantic analysis etc.

Course Outcomes:

CO-1	Understand the basics of Natural Language Processing.
CO-2	Understand Syntax: Word Classes, Context Free Grammars and Parsing
CO-3	Understand the Word Sense Disambiguation.
CO-4	Acquired the knowledge about various statistical techniques used in NLP

UNIT – A

15 Hours

Introduction to Natural Language Processing

- Definition, History
- Applications, Goals
- Regular expressions and Automata
- Morphology and Finite State Transducers

UNIT-B

Syntax

15 Hours

- Word Classes and Part-of Speech Tagging
- Context Free Grammars for English
- Parsing with Context-Free Grammars.

UNIT – C

15 Hours

Word Sense Disambiguation

- Selection Restriction Based Disambiguation
- Robust WSD: Machine Learning, Supervised Learning Approaches, Bootstrapping Approaches, Unsupervised Methods, Dictionary Based Approaches.

UNIT – D

15 Hours

Introduction to various statistical techniques used in NLP

- Introduction to computational linguistic
- Hidden Markov Model
- Support Vector Machine
- CRF, N-Gram, HMMs

Reference Books:

- Grosz, B.J., Sparck Jones, K. & Webber, B.L. (eds)., *Readings in natural language processing*, Los Altos, CA. Morgan Kaufmann, 1986.

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- Allen, J., *Natural Language Understanding*, Redwood City, CA. Benjamin/Cummings, 1995.
- Bharti, Akshar, Chaitanya Vineet, Sangal Rajeev, *Natural Language Processing*, Prentice Hall.
- Jurafsky, D. & J. Martin, *Speech and Language Processing: An Introduction to Natural Language Processing Computational Linguistics, and Speech Recognition*, Prentice Hall, 2000.

Course Title: Elective-II Laboratory
Course Code: CSAXXX

L	T	P	Credits	Marks
0	0	4	2	50

Implementation of the concepts of the course chosen from Elective-II

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Course Title: Digitizing Industry Knowledge for Software Development

Course Code: CSA692

Course Duration: 45-60 Hours

L	T	P	Credits	Marks
4	0	0	4	100

Course Objective: To provide the basic knowledge about Knowledge Driven Development (KDD) and the problem faced by software developer in completing the project.

Course Outcomes:

CO-1	Understand lifecycle processes and agile approaches of software Development.
CO-2	Apply novel software models and techniques to bring out innovative and solutions for the growth of the society.
CO-3	Model and Analyse structure and behaviour of a software system.
CO-4	Design a solution to a given problem and evaluate the same in various scenarios.

UNIT – A

15 Hours

Problem Space Understanding

- Importance, Problem Space Understanding in Enterprise Systems,
- Information Technology: Overview and its role in industry

UNIT-B

Knowledge Management System

13 Hours

- Current Challenges, Knowledge Life cycle and levels of Knowledge, Knowledge Driven Development
- Domain Knowledge Framework: Structure Plus Content, Connecting statements together.

UNIT – C

12 Hours

Knowledge about Finance

- Banking: Banking Domain Knowledge-Sprinkles, Administrative of Corporate Banking Products, Administration of Investment Banking Products, Insurance: Overview, Insurance Domain Knowledge-Sprinklers,
- Automobile: Overview, Automobile Domain Knowledge-Sprinkles

UNIT – D

15 Hours

Knowledge about Models

- Atomic Knowledge Model - Delivering IT Projects reusing Industry Knowledge. Digital transformation and the role of Knowledge Driven Development

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Text Book:

- Digitizing Industry Knowledge for Software Development by Manoj Kumar Lal Published by Notion Press.

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L	T	P	Credits	Marks
4	0	0	4	100

Course Title: Cybersecurity
Course Code: CSA693
Course Duration: 45-60 Hours

Course Objective: To implement successful solutions to the security needs of a business through risk compliance, incident handling, integrated network solutions, and application development while maintaining an ethical profile.

CO-1	Student should understand cyber-attack
CO-2	Types of cybercrimes
CO-3	Cyber laws and also how to protect them self and ultimately society from such attacks

UNIT-A

15 Hours

Introduction to Security: Need for security.

- Security approaches, principles of security, types of attacks.
- Digital Privacy, Online Tracking, Privacy Laws, Types of Computer Security risks (Malware, Hacking, Pharming, Phishing, Ransomware, Adware and Spyware, Trojan, Virus, Worms, WIFI Eavesdropping, Scareware, Distributed Denial-Of-Service Attack, Rootkits, Juice Jacking),

UNIT-B

12 Hours

- Antivirus and Other Security solution, Password, Secure online browsing, Email Security, Social Engineering, Secure WIFI settings, Track yourself online, Cloud storage security, IOT security, Physical Security Threads.
- Systems Vulnerability Scanning Overview of vulnerability scanning, Open Port / Service Identification, Banner / Version Check, Traffic Probe, Vulnerability Probe, Vulnerability Examples, OpenVAS, Metasploit.

UNIT-C

10 Hours

- Networks Vulnerability Scanning - Netcat, Socat, Understanding port and services tools-Datapipe, Fpipe, WinRelay, Network Reconnaissance-Nmap.
- Network Defense tools Firewalls and Packet Filters: Firewall Basics, Packet Filter Vs Firewall, How a Firewall Protects a Network, Packet Characteristic to Filter, Stateless Vs Stateful Firewalls, Network Address Translation (NAT) and Port Forwarding the basis of Virtual Private Networks, Linux Firewall, Window Firewall, Snort: Introduction Detection System

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UNIT-D

8 Hours

- Introduction to Cyber Crime and law Cyber Crimes, Types of Cybercrime, Hacking, Attack vectors, Cyberspace and Criminal Behavior, Clarification of Terms, Traditional Problems Associated with Computer Crime, Introduction to Incident Response, Digital Forensics, Computer Language, Network Language, Realms of the Cyber world.

Reference Books:

1. Cryptography and Network Security: Behrouz A. Forouzan 2/e
 2. Cryptography and Network Security: William Stallings 4/e
 3. nAnti-Hacker Tool Kit (Indian Edition) by Mike Shema, Publication Mc Graw Hill.
 4. Cyber Security Understanding Cyber Crimes, Computer Forensics and Legal Perspectives by Nina Godbole and Sunit Belpure, Publication Wiley.
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