



SCHEME OF EXAMINATION & DETAILED SYLLABUS



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COURSE STRUCTURE OF B.E. CSE (IIIrd Sem to VIII Sem)							
Semester – III			Theory		Assignment		Aggregate Pass Marks
Subject Code	Subject Name	Total Marks	Max Marks	Min Marks	Max Marks	Min Marks	
BE-301	Mathematics-II	100	70	22	30	12	34
CS-302	Discrete Structures	100	70	22	30	12	34
CS-303	Digital circuit & Sys	100	70	22	30	12	34
CS-304	Elect. Device & Circ	100	70	22	30	12	34
CS-305	Data structure	100	70	22	30	12	34
Practical Group			Term End		Lab Work		
CS-303	Digital circuit & Sys	50	30	12	20	8	20
CS-304	Elect. Device & Circ	50	30	12	20	8	20
CS-305	Data structure	50	30	12	20	8	20
CS-306	Java	50	30	12	20	8	20
CS-307	Self Study	-	-	50	17	17	17
CS-308	Seminar/Group Study	-	-	50	17	17	17
Semester – IV			Theory		Assignment		Aggregate Pass Marks
Subject Code	Subject Name	Total Marks	Max Marks	Min Marks	Max Marks	Min Marks	
BE-401	Mathematics-III	100	70	22	30	12	34
CS-402	Computer System organization	100	70	22	30	12	34
CS-403	Object Oriented Technology	100	70	22	30	12	34
CS-404	Analysis & Design Algorithm	100	70	22	30	12	34
CS-405	Analog & Digital Comm.	100	70	22	30	12	34
Practical Group			Term End		Lab Work		
CS-403	Object Oriented Technology	50	30	12	20	8	20
CS-404	Analysis & Design Algorithm	50	30	12	20	8	20
CS-405	Analog & Digital Comm.	50	30	12	20	8	20
CS-406	.Net Technology	50	30	12	20	8	20
CS-407	Self Study	-	-	50	17	17	17
CS-408	Seminar/Group Study	-	-	50	17	17	17
Semester-V			Theory		Assignment		Aggregate Pass Marks
Subject Code	Subject Name	Total Marks	Max Marks	Min Marks	Max Marks	Min Marks	
CS-501	Data Communication	100	70	22	30	12	34
CS-502	Operating System	100	70	22	30	12	34
CS-503	Date Base Mgmt System	100	70	22	30	12	34
CS-504	Comp. Graphics	100	70	22	30	12	34
CS-505	Theory of Computation	100	70	22	30	12	34

Practical Group			Term End		Lab Work		
CS-502	Operating System	50	30	12	20	8	20
CS-503	Data Base Mgmt System	50	30	12	20	8	20
CS-504	Comp. Graphics	50	30	12	20	8	20
CS-506	Linux Lab	50	30	12	20	8	20
CS-507	Self Study	-	-	50	17	17	17
CS-508	Seminar/Group Study	-	-	50	17	17	17
Semester-VI			Theory		Assignment		
Subject Code	Subject Name	Total Marks	Max Marks	Min Marks	Max Marks	Min Marks	Aggregate Pass Marks
CS-601	Micro Processor and Interfacing	100	70	22	30	12	34
CS-602	Principles of Programming Languages (PPL)	100	70	22	30	12	34
CS-603	Software Engineering & Project Managements	100	70	22	30	12	34
CS-604	Computer Networking	100	70	22	30	12	34
CS-605	Advance Computer Architecture (ACA)	100	70	22	30	12	34
Practical Group			Term End		Lab Work		
CS-601	Micro Processor and Interfacing	50	30	12	20	8	20
CS-603	Software Engineering & Project Managements	50	30	12	20	8	20
CS-604	Computer Networking	50	30	12	20	8	20
CS-606	Minor Project	50	30	12	20	8	20
CS-607	Self Study	-	-	30	17	17	17
CS-608	Seminar/Group Study	-	-	30	17	17	17

Semester-VII			Theory		Assignment		
Subject Code	Subject Name	Total Marks	Max Marks	Min Marks	Max Marks	Min Marks	Aggregate Pass Marks
CS-701	Compiler Design	100	70	22	30	12	34
CS-702	Distributed Systems	100	70	22	30	12	34
CS-703	Cloud Computing	100	70	22	30	12	34
CS-704	Information Storage & Management	100	70	22	30	12	34
CS-7101	Elective Network & Web Security	100	70	22	30	12	34
Practical Group			Term End		Lab Work		
CS-701	Compiler Design	50	30	12	20	8	20
CS-703	Cloud Computing	50	30	12	20	8	20
CS-704	Industrial Training	50	30	12	20	8	20
CS-705	Major Project	50	30	12	20	8	20

	(Planning & Literature Survey)						
CS-706	Self Study	-	-	30	17	17	17
CS-707	Seminar/Group Study	-	-	30	17	17	17

SEMESTER-III
B.E. 301 - ENGINEERING MATHEMATICS II

UNIT- I

Fourier Series: Introduction of Fourier series , Fourier series for Discontinuous functions, Fourier series for even and odd function, Half range series Fourier Transform: Definition and properties of Fourier transform, Sine and Cosine transform.

UNIT -II

Laplace Transform: Introduction of Laplace Transform, Laplace Transform of elementary functions, properties of Laplace Transform, Change of scale property, second shifting property, Laplace transform of the derivative, Inverse Laplace transform & its properties, Convolution theorem, Applications of L.T. to solve the ordinary differential equations

UNIT -III

Second Order linear differential equation with variable coefficients : Methods one integral is known, removal of first derivative, changing of independent variable and variation of parameter, Solution by Series Method

UNIT-IV

Linear and Non Linear partial differential equation of first order: Formulation of partial differential equations, solution of equation by direct integration, Lagrange's Linear equation, charpit's method. Linear partial differential equation of second and higher order: Linear homogeneous and Non homogeneous partial diff. equation of nth order with constant coefficients. Separation of variable method for the solution of wave and heat equations

UNIT-V

Vector Calculus: Differentiation of vectors, scalar and vector point function, geometrical meaning of Gradient, unit normal vector and directional derivative, physical interpretation of divergence and Curl. Line integral, surface integral and volume integral, Green's, Stoke's and Gauss divergence theorem

REFERENCES:

- (i) Advanced Engineering Mathematics by Erwin Kreyszig, Wiley India
- (ii) Higher Engineering Mathematics by BS Grewal, Khanna Publication
- (iii) Advance Engineering Mathematics by D.G.Guffy
- (iv) Mathematics for Engineers by S.Arumungam, SCITECH Publuication
- (v) Engineering Mathematics by S S Sastri. P.H.I.

CS- 302 DISCRETE STRUCTURE

UNIT-I

Set Theory, Relation, Function, Theorem Proving Techniques : Set Theory: Definition of sets, countable and uncountable sets, Venn Diagrams, proofs of some general identities on sets Relation: Definition, types of relation, composition of relations, Pictorial representation of relation, Equivalence relation, Partial ordering relation, Job-Scheduling problem Function: Definition, type of functions, one to one, into and onto function, inverse function, composition of functions, recursively defined functions, pigeonhole principle. Theorem proving Techniques: Mathematical induction, Proof by contradiction.

UNIT-II

Algebraic Structures: Definition, Properties, types: Semi Groups, Monoid, Groups, Abelian group, properties of groups, Subgroup, cyclic groups, Cosets, factor group, Permutation groups, Normal subgroup, Homomorphism and isomorphism of Groups, example and standard results, Rings and Fields: definition and standard results.

UNIT-III

Propositional Logic: Proposition, First order logic, Basic logical operation, truth tables, tautologies, Contradictions, Algebra of Proposition, logical implications, logical equivalence, predicates, Normal Forms, Universal and existential quantifiers. Introduction to finite state machine Finite state machines as models of physical system equivalence machines, Finite state machines as language recognizers

UNIT-IV

Graph Theory: Introduction and basic terminology of graphs, Planer graphs, Multigraphs and weighted graphs, Isomorphic graphs, Paths, Cycles and connectivity, Shortest path in weighted graph, Introduction to Eulerian paths and circuits, Hamiltonian paths and circuits, Graph coloring, chromatic number, Isomorphism and Homomorphism of graphs.

UNIT-V

Posets, Hasse Diagram and Lattices: Introduction, ordered set, Hasse diagram of partially, ordered set, isomorphic ordered set, well ordered set, properties of Lattices, bounded and complemented lattices. Combinatorics: Introduction, Permutation and combination, Binomial Theorem, Multinomial Coefficients Recurrence Relation and Generating Function: Introduction to Recurrence Relation and Recursive algorithms , Linear recurrence relations with constant coefficients, Homogeneous solutions, Particular solutions, Total solutions , Generating functions , Solution by method of generating functions,

REFERENCES:

1. C.L.Liu, "Elements of Discrete Mathematics" Tata Me Graw-Hill Edition.
2. Trembley, J.P & Manohar; "Discrete Mathematical Structure with Application CS", McGraw Hill.
3. Kenneth H. Rosen, "Discrete Mathematics and its applications", McGraw Hill.
4. Lipschutz; Discrete mathematics (Schaum); TMH
5. Deo, Narsingh, "Graph Theory With application to Engineering and

- Computer.Science.", PHI.
6. Krishnamurthy V; "Combinatorics Theory & Application", East-West Press Pvt. Ltd., New Delhi.
 7. S k Sarkar" Discrete Mathematics", S. Chand Pub

CS- 303 DIGITAL CIRCUIT & SYSTEM

UNIT - I

Number systems & codes, Binary arithmetic , Boolean algebra and switching function. Minimization of switching function, Concept of prime implicant, Karnaugh map method, Quine & McCluskey's method, Cases with don't care terms, Multiple output switching function.

UNIT-II

Introduction to logic gates, Universal gate, Half adder, Half subtractor, Full adder, Full subtractor circuits, Series & parallel addition , BCD adders, Look-ahead carry generator.

UNIT-III

Linear wave shaping circuits, Bistable, Monostable & Astable multivibrator, Schmitt trigger circuits & Schmitt-Nand gates. Logic families : RTL, DTL, All types of TTL circuits, ECL, I²L , PMOS, NMOS & CMOS logic, Gated flip-flops and gated multivibrator, Interfacing between TTL to MOS.

UNIT-IV

Decoders, Encoders, Multiplexers, Demultiplexers, Introduction to various semiconductor memories & designing with ROM and PLA. Introduction to Shift Registers, Counters, Synchronous & asynchronous counters, Designing of Combinational circuits like code converters.

UNIT-V

Introduction of Analog to Digital & Digital to Analog converters, sample & hold circuits and V-F converters.

REFERENCES:

1. M. Mano; "Digital Logic & Computer Design"; PHI.
2. Malvino & Leach; "Digital Principles & Applications"; TMH
3. W.H. Gothman; "Digital Electronics"; PHI.
4. Millman & Taub; "Pulse, Digital & Switching Waveforms"; TMH
5. Jain RP; Modern digital Electronics; TMH
6. R.J. Tocci, "Digital Systems Principles & Applications".

LIST OF EXPERIMENT (EXPANDABLE):

1. To study and test of operation of all logic gates for various IC's (IC#7400,IC#7403,IC#7408,IC#74332,IC#7486).
2. Verification of Demorgan's theorem.
3. To construct of half adder and full adder
4. To construct of half subtractor and full subtractor circuits
5. Verification of versatility of NAND gate.
6. Verification of versatility of NOR gate.
7. Designing and verification of property of full adder.
8. Design a BCD to excess-3 code converter.
9. Design a Multiplexer/ Demultiplexer.

CS- 304 ELECTRONICS DEVICES & CIRCUITS

UNIT-I

Semiconductor device, theory of P-N junction, temperature dependence and break down characteristics, junction capacitances. Zener diode, Varactor diode, PIN diode, LED, Photo diode, Transistors BJT, FET, MOSFET, types, working principal, characteristics, and region of operation, load line biasing method. Transistor as an amplifier, gain, bandwidth, frequency response, h-parameters equivalent, type of amplifier.

UNIT-II

Feedback amplifier, negative feedback, voltage-series, voltage shunt, current series and current shunt feedback, Sinusoidal oscillators, L-C (Hartley-Colpitts) oscillators, RC phase shift, Wien bridge, and Crystal oscillators. Power amplifiers, class A, class B, class A B, C amplifiers, their efficiency and power Dissipation.

UNIT-III

Switching characteristics of diode and transistor, turn ON, OFF time, reverse recovery time, transistor as switch, Multivibrators, Bistable, Monostable, Astable multivibrators. Clippers and clampers, Differential amplifier, calculation of differential, common mode gain and CMRR using hparameters, Darlington pair, Boot strapping technique. Cascade and cascode amplifier.

UNIT-IV

Operational amplifier characteristics, slew rate, full power bandwidth, offset voltage, bias current, application ,inverting , non inverting amplifier, summer, averager, differentiator, integrator, differential amplifier, instrumentation amplifier, log and antilog amplifier, voltage to current and current to voltage converters , comparators Schmitt trigger, active filters, 555 timer and its application.

UNIT-V

Regulated power supplies., Series and shunt regulators, current limiting circuits, Introduction to IC voltage regulators, fixed and adjustable switching regulators, SMPS , UPS

REFERENCES:

1. Milliman Hallkias - Integrated Electronics; TMH Pub.
2. Gayakwad; OP-amp and linear Integrated Circuits; Pearson Education
3. Salivahanan; Electronic devices and circuits; TMH
4. Salivahanan; Linear Integrated Circuits; TMH-
5. Miliman Grabel; Micro electronics , TMH
6. RobertBoylestad & Nashetsky; Electronics Devices and circuit Theory; Pearson Ed.

LIST OF EXPERIMENTS (EXPANDABLE):

1. Diode and Transistor characteristics
2. Transistor Applications (Amplifier and switching)
3. OP-Amp and its Applications
4. 555 timer and its Applications

CS- 305 DATA STRUCTURES

UNIT-I

Introduction: Basic Terminology, Data types and its classification, Algorithm complexity notations like big Oh, Θ , Ω . Array Definition, Representation and Analysis of Arrays, Single and Multidimensional Arrays, Address calculation, Array as Parameters, Ordered List and operations, Sparse Matrices, Storage pools, Garbage collection. Recursion-definition and processes, simulating recursion, Backtracking, Recursive algorithms, Tail recursion, Removal of recursion. Tower of Hanoi Problem.

UNIT-II

Stack, Array Implementation of stack, Linked Representation of Stack, Application of stack: Conversion of Infix to Prefix and Postfix Expressions and Expression evaluation, Queue, Array and linked implementation of queues, Circular queues, D-queues and Priority Queues. Linked list, Implementation of Singly Linked List, Two-way Header List, Doubly linked list, Linked List in Array. Generalized linked list, Application: Garbage collection and compaction, Polynomial Arithmetic.

UNIT- III

Trees: Basic terminology, Binary Trees, B -trees, algebraic Expressions, Complete Binary Tree, Extended Binary Trees, Array and Linked Representation of Binary trees, Traversing Binary trees, Threaded Binary trees, Binary Search Tree (BST), AVL Trees, B-trees. Application: Algebraic Expression, Huffman coding Algorithm.

UNIT-IV

Internal and External sorting .Insertion Sort, Bubble Sort, selection sort Quick Sort, Merge Sort, Heap Sort, Radix sort, Searching & Hashing: Sequential search, binary search, Hash Table, Hash Functions, Collision Resolution Strategies, Hash Table Implementation. Symbol Table, Static tree table, Dynamic Tree table.

UNIT-V

Graphs: Introduction, Sequential Representations of Graphs, Adjacency Matrices, Traversal, Connected Component and Spanning Trees, Minimum Cost Spanning Trees.

REFERENCE:

1. R. Kruse et al, "Data Structures and Program Design in C", Pearson Education Asia, Delhi-2002
2. ISRD Group; Data structures using C; TMH
3. Lipschutz; Data structure (Schaum); TMH
4. Horowitz and Sahani, "Fundamentals of data Structures", Galgotia Publication Pvt. Ltd., N Delhi.
A. M. Tenenbaum, "Data Structures using C & C++", Prentice-Hall of India Pvt. Ltd., New Delhi.
5. Data Structures Trembley and Sorenson, TMH Publications
6. Pai; Data structure and algorithm; TMH
7. Introduction to Algorithm- Corman, AWL

LIST OF EXPERIMENTS (EXPANDABLE):

Programs in C relating to different theory units.

CS- 306 JAVA TECHNOLOGY

UNIT-I

BASIC JAVA FEATURES -

C++ Vs JAVA, JAVA virtual machine, Constant & Variables, Data Types, Class, Methods, Objects, Strings and Arrays, Type Casting, Operators, Precedence relations, Control Statements, Exception Handling, File and Streams, Visibility, Constructors, Operator and Methods Overloading, Static Members, Inheritance: Polymorphism, Abstract methods and Classes

UNIT-I I

JAVA COLLECTIVE FRAME WORK -

Data Structures: Introduction, Type-Wrapper Classes for Primitive Types, Dynamic Memory Allocation, Linked List, Stack, Queues, Trees,

Generics: Introduction, Overloading Generic Methods, Generic Classes, Collections: Interface

Collection and Class Collections, Lists, Array List and Iterator, Linked List, Vector.

Collections Algorithms: Algorithm sorts, Algorithm shuffle, Algorithms reverse, fill, copy, max and min Algorithm binary Search, Algorithms add All, Stack Class of Package Java. Util, Class Priority Queue and Interface Queue, Maps, Properties Class, Un-modifiable Collections.

UNIT-III

ADVANCE JAVA FEATURES -

Multithreading: Thread States, Priorities and Thread Scheduling, Life Cycle of a Thread, Thread Synchronization, Creating and Executing Threads, Multithreading with GUI, Monitors and Monitor Locks. Networking: Manipulating URLs, Reading a file on a Web Server, Socket programming, Security and the Network, RMI, Networking, Accessing Databases with JDBC: Relational Database, SQL, MySQL, Oracle

UNIT-IV

ADVANCE JAVA TECHNOLOGIES -

Servlets: Overview and Architecture, Setting Up the Apache Tomcat Server, Handling HTTP get Requests, Deploying a web Application, Multitier Applications, Using JDBC from a Servlet, Java Server Pages (JSP): Overview, First JSP Example, Implicit Objects, Scripting, Standard Actions, Directives, Multimedia: Applets and Application: Loading, Displaying and Scaling Images, Animating a Series of Images, Loading and playing Audio clips

UNIT-V

ADVANCE WEB/INTERNET PROGRAMMING (OVERVIEW):

J2ME, J2EE, EJB, XML.

REFERENCES:

1. Deitel & Deitel, "JAVA, How to Program"; PHI, Pearson.
2. E. Balaguruswamy, "Programming In Java"; TMH Publications
3. The Complete Reference: Herbert Schildt, TMH
4. Peter Norton, "Peter Norton Guide To Java Programming", Techmedia.
5. Merlin Hughes, et al; Java Network Programming , Manning Publications/Prentice Hall
6. Cay Horstmann, Big JAVA, Wiley India.

LIST OF PROGRAM TO BE PERFORM (EXPANDABLE):

1. Installation of J2SDK
2. Write a program to show Scope of Variables
3. Write a program to show Concept of CLASS in JAVA
4. Write a program to show Type Casting in JAVA
5. Write a program to show How Exception Handling is in JAVA
6. Write a Program to show Inheritance
7. Write a program to show Polymorphism
8. Write a program to show Access Specifiers (Public, Private, Protected) in JAVA
9. Write a program to show use and Advantages of CONTRUCTOR
10. Write a program to show Interfacing between two classes
11. Write a program to Add a Class to a Package
12. Write a program to show Life Cycle of a Thread
13. Write a program to demonstrate AWT.
14. Write a program to Hide a Class
15. Write a Program to show Data Base Connectivity Using JAVA
16. Write a Program to show "HELLO JAVA" in Explorer using Applet
17. Write a Program to show Connectivity using JDBC
18. Write a program to demonstrate multithreading using Java.
19. Write a program to demonstrate applet life cycle.
20. Write a program to demonstrate concept of servlet.

CS-307 SELF STUDY (INTERNAL ASSESSMENT)

OBJECTIVE OF SELF STUDY:

is to induce the student to explore and read technical aspects of his area of interest / hobby or new topics suggested by faculty.

EVALUATION:

will be done by assigned faculty based on report/seminar presentation and viva.

CS-308 SEMINAR/ GROUP DISCUSSION INTERNAL ASSESSMENT)

OBJECTIVE OF GD AND SEMINAR :

is to improve the MASS COMMUNICATION and CONVINCING/ understanding skills of students and it is to give student an opportunity to exercise their rights to express themselves.

EVALUATION:

Will be done by assigned faculty based on group discussion and power point presentation.

SEMESTER-IV
B.E. 401 ENGINEERING MATHEMATICS-III

UNIT- I

Functions of complex variables : Analytic functions, Harmonic Conjugate, Cauchy-Riemann Equations, Line Integral, Cauchy's Theorem, Cauchy's Integral Formula, Singular Points, Poles & Residues, Residue Theorem , Application of Residues theorem for evaluation of real integrals

UNIT-II

Errors & Approximations, Solution of Algebraic & Trancedental Equations (Regula Falsi , Newton-Rapnson, Iterative, Secant Method), Solution of simultaneous linear equatins by Gauss Elimination, Gauss Jordan, Crout's methods , Jacobi's and Gauss-Siedel Iterative methods

UNIT-III

Difference Operators, Interpolation (Newton Forward & Backward Formulae, Central Interpolation Formulae, Lagrange's and divided difference formulae), Numerical Differentiation and Numerical Integration.

UNIT- IV

Solution of Ordinary Differential Equations(Taylor's Series, Picard's Method, Modified Euler's Method, Runge-Kutta Method, Milne's Predictor & Corrector method), Correlation and Regression, Curve Fitting (Method of Least Square).

UNIT -V

Concept of Probability : Probability Mass function, Probability density function. Discrete Distribution: Binomial, Poisson's, Continuous Distribution: Normal Distribution, Exponential Distribution .Gamma Distribution .Beta Distribution .Testing of Hypothesis |:Students t-test, Fisher's z-test, Chi-Square Method

REFERENCE:

1. Numerical Methods using Matlab by J.H.Mathews and K.D.Fink, P.H.I.
2. Numerical Methods for Scientific and Engg. Computation by MKJain, lyengar and RK Jain, New Age International Publication
3. Mathematical Methods by KV Suryanarayan Rao, SCITECH Publuication
4. Numerical Methods using Matlab by Yang,Wiley India
5. Pobability and Statistics by Ravichandran ,Wiley India
6. Mathematical Statistics by George R., Springer

CS- 402 COMPUTER SYSTEM ORGANIZATION

UNIT-I

COMPUTER BASICS AND CPU:

Von Newman model, various subsystems, CPU, Memory, I/O, System Bus, CPU and Memory registers, Program Counter, Accumulator, Instruction register, Micro operations, Register Transfer Language, Instruction Fetch, decode and execution, data movement and manipulation, Instruction formats and addressing modes of basic computer. 8085 microprocessor organization

UNIT-II

CONTROL UNIT ORGANIZATION:

Hardwired control unit, Micro and nano programmed control unit, Control Memory, Address Sequencing, Micro Instruction formats, Micro program sequencer, Microprogramming, Arithmetic and Logic Unit: Arithmetic Processor, Addition, subtraction, multiplication and division, Floating point and decimal arithmetic and arithmetic units, design of arithmetic unit.

UNIT-III

INPUT OUTPUT ORGANIZATION:

Modes of data transfer - program controlled, interrupt driven and direct memory access, Interrupt structures, I/O Interface, Asynchronous data transfer, I/O processor, 8085 I/O structure, 8085 instruction set and basic programming. Data transfer- Serial / parallel, synchronous/asynchronous, simplex/half duplex and full duplex.

UNIT-IV

MEMORY ORGANIZATION:

Memory Maps, Memory Hierarchy, Cache Memory - Organization and mappings. Associative memory, Virtual memory, Memory Management Hardware.

UNIT- V

MULTIPROCESSORS:

Pipeline and Vector processing, Instruction and arithmetic pipelines, Vector and array processors, Interconnection structure and inter-processor communication.

REFERENCES:

1. Morris Mano: Computer System Architecture, PHI.
2. Tanenbaum: Structured Computer Organization, Pearson Education
3. J P Hayes, Computer Architecture and Organisations, Me- Graw Hills, New Delhi
4. Gaonkar: Microprocessor Architecture, Programming, Applications with 8085; Penram Int.
5. William Stallings: Computer Organization and Architecture, PHI
6. ISRD group; Computer orgOrganization; TMH
7. Carter; Computer Architecture (Schaum); TMH
8. Carl Hamacher: Computer Organization, TMH

CS- 403 OBJECT ORIENTED TECHNOLOGY

UNIT-I

Abstract data types, Objects and classes, Attributes and Methods, Objects as software units, Encapsulation and Information hiding, Objects instantiations and interactions, Object lifetime, Static and dynamic objects, global and local objects, Metaclass, Modeling the real world objects.

UNIT-II

Relationships between classes, Association of objects, Types of Association, Recursive Association, Multiplicities, Navigability, Named association, Aggregation of objects. Types of Aggregation, Delegation, Modeling Association and Aggregation.

UNIT-III

Inheritance and Polymorphism, Types of polymorphism, Static and dynamic polymorphism, Operator and Method overloading, Inherited methods, Redefined methods, the protected interface, Abstract methods and classes, Public and protected properties, Private operations, Disinheritance, Multiple inheritance.

UNIT-IV

Container Classes, Container types, typical functions and iterator methods, Heterogeneous containers, Persistent objects, stream, and files, Object oriented programming languages,

UNIT-V

Study of C++/Java as Object-oriented programming language.

REFERENCES:

1. David Parsons; Object oriented programming with C++; BPB publication
2. Object oriented programming in C++ by Robert Lafore: Galgotia
3. Balagurusamy; Object oriented programming with C++; TMH
4. Java Complete Reference: Herbert Schildt, Me Graw Hill
5. Hubbard; Programming in C++ (Schaum); TMH
6. Mastering C++ by Venugopal, TMH

LIST OF EXPERIMENTS (EXPANDABLE):

Programming assignments may be given to students so that they can better understand the concepts of object oriented programming such as objects, classes, class-relationships, association, aggregation, inheritance, polymorphism etc.

CS- 404 ANALYSIS & DESIGN OF ALGORITHM

UNIT-I

Algorithms, Designing algorithms, analyzing algorithms, asymptotic notations, heap and heap sort. Introduction to divide and conquer technique, analysis, design and comparison of various algorithms based on this technique, example binary search, merge sort, quick sort, strassen's matrix multiplication.

UNIT -II

Study of Greedy strategy, examples of greedy method like optimal merge patterns, Huffman coding, minimum spanning trees, knapsack problem, job sequencing with deadlines, single source shortest path algorithm

UNIT-III

Concept of dynamic programming, problems based on this approach such as 0/1 knapsack, multistage graph, reliability design, Floyd-Warshall algorithm

UNIT-IV

Backtracking concept and its examples like 8 queen's problem, Hamiltonian cycle, Graph coloring problem etc. Introduction to branch & bound method, examples of branch and bound method like traveling salesman problem etc. Meaning of lower bound theory and its use in solving algebraic problem, introduction to parallel algorithms.

UNIT-V

Binary search trees, height balanced trees, 2-3 trees, B-trees, basic search and traversal techniques for trees and graphs (In order, preorder, postorder, DFS, BFS), NP-completeness.

REFERENCES:

1. Cormen Thomas, Leiserson CE, Rivest RL; Introduction to Algorithms; PHI.
2. Horowitz & Sahani; Analysis & Design of Algorithm
3. Dasgupta; algorithms; TMH
4. Ullmann; Analysis & Design of Algorithm;
5. Michael T Goodrich, Roberto Tamassia, Algorithm Design, Wiley India

LIST OF EXPERIMENTS! EXPANDABLE):

1. Write a program for Iterative and Recursive Binary Search.
2. Write a program for Merge Sort.
3. Write a program for Quick Sort.
4. Write a program for Strassen's Matrix Multiplication.
5. Write a program for optimal merge patterns.
6. Write a program for Huffman coding.
7. Write a program for minimum spanning trees using Kruskal's algorithm.
8. Write a program for minimum spanning trees using Prim's algorithm.
9. Write a program for single sources shortest path algorithm.
10. Write a program for Floyd-Warshall algorithm.
11. Write a program for traveling salesman problem.
12. Write a program for Hamiltonian cycle problem.

CS- 405 ANALOG & DIGITAL COMMUNICATION

UNIT-I

Time domain and frequency domain representation of signal, Fourier Transform and its properties, Transform of Gate, Periodic gate, Impulse periodic impulse sine and cosine wave, Concept of energy density and power density (Parseval's theorem), Power density of periodic gate and impulse function, impulse response of a system, convolutions, convolution with impulse function, causal and non causal system impulse response of ideal low pass filter, Correlation & Auto correlation.

UNIT-II

Base band signal, need of modulation, Introduction of modulations techniques. Amplitude modulation, Equation and its frequency domain representation, Bandwidth, Power distribution. AM suppressed carrier waveform equation and frequency domain representation Generation (Balance/Chopper modulator) and synchronous detection technique, errors in synchronous detection, Introduction to SSB and VSB Transmission Angle modulation, Frequency and phase modulation equation and their relative phase and frequency deviations, modulation index frequency spectrum, NBFM and WBFM, Bandwidth comparison of modulation techniques.

UNIT-III

Sampling of signal, sampling theorem for low pass and Band pass signal, Pulse amplitude modulation (PAM), Time division, multiplexing (TDM). Channel Bandwidth for PAM-TDM signal Type of sampling instantaneous, Natural and flat top, Aperture effect, Introduction to pulse position and pulse duration modulations, Digital signal, Quantization, Quantization error, Pulse code modulation, signal to noise ratio, Companding, Data rate and Baud rate, Bit rate, multiplexed PCM signal, Differential PCM (DPCM), Delta Modulation (DM) and Adaptive Delta Modulation (ADM), comparison of various systems.

UNIT-IV

Digital modulations techniques, Generation, detection, equation and Bandwidth of amplitude shift keying (ASK) Binary Phase Shift keying (BPSK), Differential phase shift keying (DPSK), offset and non offset quadrature phase shift keying (QPSK), M-Ary PSK, Binary frequency Shift Keying (BFSK), M-Ary FSK Quadrature Amplitude modulation (QAM), MODEM, Introduction to probability of error.

UNIT-V

Information theory and coding- Information, entropies (Marginal and conditional), Model of a communication system, Mathematical representation of source, channel and receiver characteristics, Mutual information, channel capacity efficiency of noise free channel Binary symmetric channel (BSC) Binary erasure channel (BEC), Repetition of signal, NM symmetric Binary channel, Shannon theorem, Shannon-Hartley theorem (S/N-BW trade off) Source encoding code properties; Shannon, Fano and Huffman coding methods and their efficiency error control coding, Minimum Hamming distance, Linear Block Code, Cyclic code and convolution codes. Line Encoding: Manchester coding, RZ, NRZ coding.

REFERENCES:

1. Singh & Sapre, Communication System, TMH
2. Taub & shilling, Communication System, TMH
3. Hsu; Analog and digital communication(Schaum); TMH
4. B.P. Lathi, Modern Digital and analog communication system,
5. Simon Haykins, Communication System. John Willy
6. Wayne Tomasi, Electronic Communication system.
7. Martin S. Roden, Analog & Digital Communication System; Discovery Press.
8. Frank R. Dungan, Electronic Communication System, Thomson/Vikas.

LIST OF EXPERIMENTS(EXPANDABLE):

1. Study of sampling process and signal reconstruction and aliasing.
2. Study of PAM PPM and PDM.
3. Study of PCM transmitter and receiver.
4. Time division multiplexing (TDM) and De multiplexing.
5. Study of ASK PSK and FSK transmitter and receiver.
6. Study of AM modulation and Demodulation techniques (Transmitter and Receiver) Calculate of parameters.
7. Study of FM modulation and demodulation (Transmitter and Receiver) & Calculation of parameters.
8. To construct and verify pre emphasis and de-emphasis and plot the wave forms.
9. Study of super hetrodyne receiver and characteristics of ratio radio receiver.
10. To construct frequency multiplier circuit and to observe the waveform
11. Study ofAVC and AFC.

CS- 406 COMPUTER PROGRAMMING -IV (.NET TECHNOLOGIES)

UNIT- I

INTRODUCTION:

.NET framework, features of .Net framework, architecture and component of .Net, elements of .Net.

UNIT- II

BASIC FEATURES OF C#:

Fundamentals, Classes and Objects, Inheritance and Polymorphism, Operator Overloading, Structures. Advanced Features Of C# Interfaces, Arrays, Indexers and Collections; Strings and Regular Expressions, Handling Exceptions, Delegates and Events.

UNIT-III

INSTALLING ASP.NET:

framework, overview of the ASP .net framework, overview of CLR, class library, overview of ASP.net control, understanding HTML controls, study of standard controls, validations controls, rich controls. **Windows Forms:** All about windows form, MDI form, creating windows applications, adding controls to forms, handling Events, and using various Tolls

UNIT-IV

Understanding and handling controls events, **ADO.NET-** Component object model, ODBC, OLEDB, and SQL connected mode, disconnected mode, dataset, data-reader Data base controls: Overview of data access data control, using grid view controls, using details view and frame view controls, ado .net data readers, SQL data source control, object data source control, site map data source.

UNIT-V

XML:

Introducing XML, Structure, and syntax of XML, document type definition (DTD), XML Schema, Document object model, Presenting and Handling XML. xml data source, using navigation controls, introduction of web parts, using Java script, Web Services

REFERENCES:

1. C# for Programmers by Harvey Deitel, Paul Deitel, Pearson Education
2. Balagurusamy; Programming in C#; TMH
3. Web Commerce Technology Handbook by Daniel Minoli, Emma Minoli, TMH
4. Web Programming by Chris Bates, Wiley
5. XML Bible by Elliotte Rusty Harold ,
6. ASP .Net Complete Reference by McDonald, TMH.
7. ADO .Net Complete Reference by Odey, TMH

LIST OF EXPERIMENTS/ PROGRAM (EXPANDABLE):

1. Working with call backs and delegates in C#
2. Code access security with C#.
3. Creating a COM+ component with C#.
4. Creating a Windows Service with C#
5. Interacting with a Windows Service with C#
6. Using Reflection in C#
7. Sending Mail and SMTP Mail and C#
8. Perform String Manipulation with the String Builder and String Classes and C#:
9. Using the System .Net Web Client to Retrieve or Upload Data with C#
10. Reading and Writing XML Documents with the XML Text-Reader/-Writer Class and C#
11. Working with Page using ASP .Net.
12. Working with Forms using ASP .Net
13. Data Sources access through ADO.Net,
14. Working with Data readers , Transactions
15. Creating Web Application.

SEMESTER - V
CS-501 DATA COMMUNICATION

RATIONALE:

The purpose of this subject is to cover the underlying concepts and techniques used in Data Communication. In this subject we discuss various principles, standards for communication over different type of Communication Media.

PREREQUISITE :

The students should have general idea about the analog and digital communication.

UNIT-I

Introduction to data communication: Components , data representation ,data flow and basic model ,data representation .Serial & Parallel transmission , Modes of data transmission, Encoding: Unipolar, Polar .Bipolar line & block codes ,Data compression .Frequency dependant codes, Run length encoding .Relative encoding ,LZ Compression .Image and multimedia compression. Review of analog & digital transmission methods, Nyquist Theorem .

UNIT-II

Multiplexing: FDM, TDM, WDM, Synchronous & Statistical TDM, North American digital multiplexing hierarchy, European TDM, Spread spectrum: Frequency Hopping & Direct Sequence spread spectrum. Terminal handling & polling. Switched Communication Networks: Circuit, Message, Packet & Hybrid Switching, Softswitch Architecture with their comparative study, X.25, ISDN.

UNIT-III

Physical Layer: Introduction, Interface, Standards, EIA-202-D, RJ-34, RJ-11, BNC connector & EIA-449 digital Interface: Connection, specifications & configuration, X.21 Modem: Types, features, signal constellation, block schematic, limited distance, dial up, baseband,line driver, Group Band and Null modems etc., ITU-T V-series modem standards Connecting Devices: Active and Passive Hubs, Repeaters, Bridges, Two & Three layer switches & Gateway. Study of various types of topology and their comparative study and introduction to queuing theory.

UNIT-IV

Transmission Media: Transmission line characteristics, distortions, Crosstalk, Guided Media: Twisted Pair, Baseband & Broadband Coaxial.Optical Fibre : Physics and velocity of propagation of light, Advantages & Disadvantages ,Block diagram .Nodes and classification .Comparision,losses , light source and detectors , Construction, Unguided media : Electromagnetic polarization ,Rays and wavesfront .electromagnetic spectrum and radiation .spherical wavefront and inverse square law , wave attenuation and absorption, optical properties of Radio waves , Terrestrial Propagation of electromagnetic waves , skip distance , free - space path loss .Radio waves , Microwave , Infrared & Satellite Communication system . Telephone Network: Components, LATAs, signaling and Services, Digital Subscriber Line: ADSL, HDSL, SDSL, VDSL, Cable TV network for data transfer.

UNIT-V

Transmission Errors : Content Error, flow integrity error, methods of error control
.Error detection .Error correction ,Bit error rate , Error detection methods: Parity checking,

Checksum Error Detection .Cyclic Redundancy Check ,Hamming code , Interleaved codes
, Block Parity , Convolution code, Hardware Implementation, Checksum .

SUGGESTED READING:

1. Gupta Prakash C.," Data communication", PHI Learning
2. Tomasi," introduction to Data Communication & Networking, Pearson Education
3. Forouzan, "Data communication", TATA McGraw
4. Godbole/"Data Communication & Network", TMH
5. Miller,"Data Network and Communication", Engage Delmar Learning
6. William Stallings , "Data & Computer Communication", Pearson Education
7. A.S Tanenbum,"Computer Network", Pearson Education.

CS-502 OPERATING SYSTEM

RATIONALE:

The purpose of this subject is to cover the underlying concepts Operating System .This syllabus provides a comprehensive introduction of Operating System, Process Management, Memory Management, File Management and I/O management.

PREREQUISITE:-

The students should have general idea about Operating System Concept, types of Operating System and their functionality.

UNIT-I

Introduction to System Programs & Operating Systems, Evolution of Operating System (mainframe, desktop, multiprocessor, Distributed, Network Operating System, Clustered & Handheld System), Operating system services, Operating system structure, System Call & System Boots, Operating system design & Implementations, System protection, Buffering & Spooling . Types of Operating System: Bare machine, Batch Processing, Real Time, Multitasking & Multiprogramming, time-sharing system.

UNIT-II

File: concepts, access methods, free space managements, allocation methods, directory systems, protection, organization .sharing & implementation issues, Disk & Drum Scheduling, I/O devices organization, I/O devices organization, I/O buffering, I/O Hardware, Kernel I/O subsystem, Transforming I/O request to hardware operations. Device Driver: Path managements, Sub module, Procedure, Scheduler, Handler, Interrupt Service Routine. File system in Linux & Windows

UNIT-III

Process: Concept, Process Control Blocks(PCB), Scheduling criteria Preemptive & non Preemptive process scheduling, Scheduling algorithms, algorithm evaluation, multiple processor scheduling, realtime scheduling, operations on processes, threads, interprocess communication, precedence graphs, critical section problem, semaphores, classical problems of synchronization. Deadlock: Characterization, Methods for deadlock handling, deadlock prevention, deadlock avoidance, deadlock detection, recovery from deadlock, Process Management in Linux.

UNIT-IV

Memory Hierarchy, Concepts of memory management, MFT & MVT, logical and physical address space, swapping, contiguous and non-contiguous allocation, paging, segmentation, and paging combined with segmentation. Structure & implementation of Page table .Concepts of virtual memory, Cache Memory Organization, demand paging, page replacement algorithms, allocation of frames, thrashing, demand segmentation.

UNIT-V

Distributed operating system:-Types, Design issues, File system, Remote file access, RPC, RMI, Distributed Shared Memory(DSM), Basic Concept of Parallel Processing & Concurrent Programming Security & threats protection: Security violation through Parameter, Computer Worms & Virus, Security Design Principle, Authentications, Protection Mechanisms, introduction to Sensor network and parallel operating system.

Case study of Unix, Linux & Windows,

LIST OF EXPERIMENT:

1. Write a program to implement FCFS CPU scheduling algorithm.
2. Write a program to implement SJF CPU scheduling algorithm.
3. Write a program to implement Priority CPU Scheduling algorithm.
4. Write a program to implement Round Robin CPU scheduling algorithm.
5. Write a program to compare various CPU Scheduling Algorithms over different Scheduling Criteria.
6. Write a program to implement classical inter process communication problem(producer consumer).
7. Write a program to implement classical inter process communication problem(Reader Writers).
8. Write a program to implement classical inter process communication problem (Dining_Philosophers).
9. Write a program to implement & Compare various page replacement algorithm.
10. Write a program to implement & Compare various Disk & Drum scheduling Algorithms
11. Write a program to implement Banker's algorithms.
12. Write a program to implement Remote Procedure Call(RPC).
13. Write a Devices Drivers for any Device or pheriperal.

SUGGESTED READING:

1. Silberschatz ."Operating system", Willey Pub.
2. Stuart,"Operating System Principles, Design & Applications",Cengage Learning
3. Tannanbaum, "Modern operating system",PHI Learning
4. Dhamdhere, "Operating System",TMH.
5. Achyut S Godbole."Operating System", TMH.
6. William stalling, "operating system" Pearson Edu.
7. Deitel & Deitel, "Operating Systems", Pearson Edu.
8. Flynn & Mchoes, "Operating Systems", Cengage Learning
9. Halдар, "Operating System", Pearson Edu.

CS-503 DATABASE MANAGEMENT SYSTEM

RATIONALE:

The purpose of this subject is to cover the underlying concepts and techniques used in creating a Data Base System. These techniques can be used in Software Developments.

PREREQUISITE:

The students should have a general idea about data base concept, data models and sql statements.

UNIT-I

DBMS Concepts and architecture Introduction, Database approach v/s Traditional file accessing approach, Advantages, of database systems, Data models, Schemas and instances, Data independence, Data Base Language and interfaces, Overall Database Structure, Functions of DBA and designer, ER data mode I: Entities and attributes, Entity types, Defining the E-R diagram. Concept of Generalization, Aggregation and Specialization, transforming ER diagram into the tables. Various other data models object oriented data Model, Network data model, and Relational data model, Comparison between the three types of models.

UNIT-II

Relational Data models: Domains, Tuples, Attributes, Relations, Characteristics of relations, Keys, Key attributes of relation, Relational database, Schemas, Integrity constraints. Referential integrity, Intension and Extension, Relational Query languages:SQL-DDL, DML, integrity constraints, Complex queries, various joins, indexing, triggers, assertions, Relational algebra and relational calculus, Relational algebra operations like select, Project, Join, Division, outer union. Types of relational calculus i.e. Tuple oriented and domain oriented relational calculus and its operations.

UNIT-III

Data Base Design: Introduction to normalization, Normal forms, Functional dependency, Decomposition, Dependency preservation and lossless join, problems with null valued and dangling tuples, multivalued dependencies. Query Optimization: Introduction, steps of optimization, various algorithms to implement select, project and join operations of relational algebra, optimization methods: heuristic based, cost estimation based.

UNIT-IV

Transaction Processing Concepts: - Transaction System, Testing of Serializability, Serializability of schedules, conflict & view serializable schedule, recoverability, Recovery from transaction failures. Log based recovery. Checkpoints deadlock handling. Concurrency Control Techniques: - Concurrency Control, locking Techniques for concurrency control, time stamping protocols for concurrency control, validation based protocol, multiple granularity. Multi version schemes, Recovery with concurrent transaction. Introduction to Distributed databases, datamining, datawarehousing, Object Technology and DBMS, Comparative study of OODBMS Vs DBMS . Temporal, Deductive, Multimedia, Web & Mobile database.

UNIT-V

Study of Relational Database Management Systems through Oracle/Postgres SQL/MySQL: Architecture, physical files, memory structures, background process. Concept of table spaces, segments, extents and block. Dedicated server, multi threaded server. Distributed database, database links, and snapshot. Data dictionary, dynamic performance view. Security, role management, privilege management, profiles, invoker defined security model. SQL queries, Data extraction from single, multiple tables equi-join, non equi-join, self-join, outer join. Usage of like, any, all, exists, in Special operators. Hierarchical queries, inline queries, flashback queries. Introduction of ANSI SQL, anonymous block, nested anonymous block, branching and looping constructs in ANSI SQL. Cursor management: nested and parameterized cursors, Oracle exception handling mechanism. Stored procedures, in, out, in out type parameters, usage of parameters in procedures. User defined functions their limitations. Triggers, mutating errors, instead of triggers.

SUGGESTED LIST OF EXPERIMENTS: -

LAB ASSIGNMENTS:

1. Delete duplicate row from the table.
2. Display the alternate row from table.
3. Delete alternate row from table.
4. Update multiple rows in using single update statement.
5. Find the third highest paid and third lowest paid salary.
6. Display the 3rd, 4th, 9th rows from table.
7. Display the ename, which is start with j, k, l or m.
8. Show all employees who were hired the first half of the month.
9. Display the three record in the first row and two records in the second row and one record in the third row in a single sql statements.
10. Write a sql statements for rollback commit and save points.
11. Write a pl/sql for select, insert, update and delete statements.
12. Write a pl/sql block to delete a record. If delete operation is successful return 1 else return 0.
13. Display name, hire date of all employees using cursors.
14. Display details of first 5 highly paid employees using cursors.
15. Write a database trigger which fires if you try to insert, update, or delete after 7'o' clock.
16. Write a data base trigger, which acts just like primary key and does not allow duplicate values.
17. Create a data base trigger, which performs the action of the on delete cascade.
18. Write a data base trigger, which should not delete from emp table if the day is Sunday.
19. In this subject the students are supposed to prepare a small database application in complete semester like financial accounting system, Railway reservation system, institute timetable management system. Student record system, library management system, hospital management system etc. in RDBMS as follows:

SECTION A:

SOLVING THE CASE STUDIES USING ER DATA MODEL (DESIGN OF THE DATABASE)

SECTION B:

IMPLEMENT A MINIPROJECT FOR THE PROBLEM TAKEN IN SECTION A.

SUGGESTED READING:

1. Date C J, "An Introduction To Database System", Pearson Educations
2. Korth, Silbertz, Sudarshan, "Fundamental of Database System", McGraw Hill
3. Rob," Data Base System:Design Implementation & Management", Cengage Learning
4. Elmasri, Navathe, "Fundamentals Of Database Systems", Pearson Educations
5. 5 . Atul Kahate ," Introduction to Database Management System", Pearson Educations
6. Oracle 9i Database Administration Fundamental-I, Volume I, Oracle Press.TMH.
7. Paneerselvam,"DataBase Management System", PHI Learning
8. dev.mysql.com 9. www.postgresql.org

CS-504 COMPUTER GRAPHICS & MULTIMEDIA

RATIONALE:

The purpose of this subject is to cover the underlying concepts and techniques used in Computer Graphics Animations & Multimedia.

PREREQUISITE :

The students should have general Idea about input/output devices, graphics, text, audio, video and animation. In addition, a familiarity with general mathematical transformations is required.

UNIT-I

Introduction to raster scan displays, Pixels, frame buffer, Vector & Character generation, random scan systems, Graphics Primitives, Display devices, Display file structure, Scan Conversion techniques, line drawing: simple DDA, Bresenham's Algorithm, Circle Drawing Algorithms. Scan line polygon fill algorithm, boundary-fill and flood-fill algorithms

UNIT-II

2D transformation: Translation, Rotation, Scaling, Shearing, Reflection. Inverse Transformation, Homogenous coordinate system, Matrices Transformation, Composite Transformation. Windowing & Clipping: World Coordinate System, Screen Coordinate System, Viewing Transformation, Line Clipping, Cohen Sutherland, Midpoint Line clipping algorithms, Polygon Clipping: Sutherland -Hodgeman, Weiler-Atherton algorithms.

UNIT-III

3D transformations: translation, rotation, scaling. Parallel & Perspective Projection, Types of Parallel & Perspective Projection. Hidden Surface elimination: Depth comparison, Back face detection algorithm, Painters algorithm, Z-buffer algorithm. Curve generation, Bezier and B-spline methods.

UNIT-IV

Basic Illumination Model, Diffuse reflection, Specular reflection, Phong Shading Gourand shading, ray tracing, color models like RGB, YIQ, CMY, HSV.

UNIT-V

Multimedia System: An Introduction, Multimedia hardware, Multimedia System Architecture. Data & File Format standards, i.e RTF, TIFF, MIDI, JPEG, DIB, MPEG, Audio: digital audio, MIDI, processing sound, sampling, compression. Video: Avi, 3GP.MOV, MPEG, compression standards, compression through spatial and temporal redundancy. Multimedia Authoring .

LIST OF PRACTICAL:

1. A Brief Study Of Various Types Of Input And Output Devices.
2. Program To Implement A Line Using Slope Intercept Formula.
3. Program To Implement Line Using Dda Algorithm.
4. 4 .Program To Implement Line Using Bresenham's Algorithm.
5. Program To Implement Circle Using Mid Point Algorithm.

6. Program To Implement Translation Of A Line And Triangle
7. Program To Implement Rotation Of A Line And Triangle
8. Program To Implement Scaling Transformation.
9. Program To Implement 3d Rotation About An Arbitrary Axis .
10. Program To Implement Cohen Sutherland Line Clipping .
11. Program To Implement Sutherland Hodgman Polygon Clipping .
12. Program To Draw Bezier Curve.
13. Program To Draw B-Spline Curve .

SUGGESTED READING:

1. Donald Hearn and M.P. Becker "Computer Graphics" Pearson Pub.
2. Rogers, "Procedural Elements of Computer Graphics", Tata McGraw Hill
3. Foley Vandam, Feiner, Hughes "Computer Graphics Principle & Practice", Pearson Pub.
4. Parekh "Principles of Multimedia" Tata McGraw Hill
5. Prabhat k Andleigh, Kiran Thakral, "Multimedia System Design " PHI Pub.
6. Shuman "Multimedia in Action", Cengage Learning

CS-505 THEORY OF COMPUTATION

RATIONALE:

The purpose of this subject is to cover the underlying concepts and techniques used in Theory of Computation. In this syllabus we cover finite automata, pushdown automata, Context free grammars and Turing machines.

PREREQUISITE:-

The students should have general idea about computing and mathematical concepts , Transition graph, Transition matrix.

UNIT-I

AUTOMATA:

Basic machine, FSM , Transition graph, Transition matrix, Deterministic and nondeterministic FSM'S, Equivalence of DFA and NDFA, Mealy & Moore machines, minimization of finite automata, Two-way finite automata.

REGULAR SETS AND REGULAR GRAMMARS:

Alphabet, words, Operations, Regular sets, Finite automata and regular expression, Myhill- Nerode theorem Pumping lemma and regular sets, Application of pumping lemma, closure properties of regular sets.

UNIT-II

CONTEXT -FREE GRAMMARS:

Introduction to CFG, Regular Grammars, Derivation trees and Ambiguity, Simplification of Context free grammars, Normal Forms (Chomsky Normal Form and Greibach Normal forms).

UNIT -III

PUSHDOWN AUTOMATA:

Definition of PDA, Deterministic Pushdown Automata, PDA corresponding to given CFG, CFG corresponding to a given PDA.

CONTEXT FREE LANGUAGES:

The pumping lemma for CFL's, Closure properties of CFL's, Decision problems involving CFL's.

UNIT-IV

TURING MACHINES:

Introduction, TM model, representation and languages acceptability of TM Design of TM, Universal TM & Other modification, Church's hypothesis, composite & iterated TM. Turing machine as enumerators. Properties of recursive & recursively enumerable languages, Universal Turing machine

UNIT -V

TRACTABLE AND UNTRACTABLE PROBLEMS:

P, NP, NP complete and NP hard problems, examples of these problems like satisfy ability problems, vertex cover problem, Hamiltonian path problem, traveling sales man problem, Partition problem etc.

SUGGESTED READING:

1. John E. Hopcroft, Jeffery Ullman, "Introduction to Automata theory, Languages & computation", Narosa Publishers.
2. K.L.P Mishra & N.Chandrasekaran. "Theory of Computer Science", PHI Learning.
3. Michael Sipsev, "Theory of Computation", Cenage Learning.
4. John C Martin, "Introduction to languages and theory of computation", McGraw Hill.
5. Daniel LA. Cohen, "Introduction to Computer Theory", Wiley India.
6. Kohavi, "Switching & Finite Automata Theory", TMH.

CS-506 COMPUTER PROGRAMMING (UNIX/LINUX-LAB.)

RATIONALE:

The purpose of this subject is to cover the concepts, Installation Process, Hardware Requirements and features of Unix/Linux. Basic Commands & Shell Programming.

PREREQUISITE

The students should have general Idea about computing fundamentals & operating system and at least one year of experience in programming .

OVERVIEW OF UNIX/LINUX:

Concepts, Unix/Linux Installation Process, Hardware Requirements for Unix/Linux. Advantages of Unix/Linux, Reasons for Popularity and Success of Linux/Unix Operating System, Features of Linux/Unix Operating System, Kernel, Kernel Functions, The Shell Basic Commands, Shell Programming:-Shell Variables, Branching Control Structures, Loop-Control Structure, Continue and break Statements, Sleep Command, Debugging Script. Use of Linux as web-server, file server, directory server, application server, DNS server, SMTP server, Firewall, Proxy server.

FILE SYSTEM:

Definition of File System, Defining Geometry, Disk Controller, Solaris File System, Disk Based File Systems, Network-Based File Systems, Virtual File systems, UFS File System, The Boot Block, The Super Block, The Inode, Tuning File System, Repairing File System.

PROCESS CONTROL:

Viewing a Process, Command to display Process, Process Attributes, Process States, Process Fields, PS Commands options, PGREP, PRSTAT, CDE Process Manager, Scheduling Process, Scheduling Priorities, Changing the Priority of a time-sharing process, Killing Process.

SYSTEM SECURITY:

Physical Security, Controlling System Access, Restricted Shells Controlling File Access, File Access Commands, Access Control List(ACLs), Setting ACL Entries, Modifying ACL entries on a file, Deleting ACL entries on a file, Restricting FTP, Securing Super User Access, Restricting Root Access, Monitoring super user Access, TCP Wrappers.

DYNAMIC HOST CONFIGURATION PROTOCOL:

Introduction, DHCP Leased Time, DHCP Scopes, DHCP IP Address, Allocation Types, Planning DHCP Deployment, DHCP Configuration files, Automatic Startup of DHCP Server, Configuration of DHCP Clients, Manually Configuring the DHCP.

CASE STUDY:

Installation of Linux, Customization of Linux, Installation of SAMBA, APACHE, TOMCAT, Send MAIL, Postfix, Implementation of DNS, LDAP services, Firewall, Proxy server

LIST OF EXPERIMENTS:

1. To Study basic & User status Unix/Linux Commands.
2. Study & use of commands for performing arithmetic operations with Unix/Linux.
3. Create a file called wlcc.txt with some lines and display how many lines, words

- and characters are present in that file.
4. Append ten more simple lines to the wlcc.txt file created above and split the appended file into 3 parts. What will be the names of these split files? Display the contents of each of these files.
How many lines will be there on the last file?
 5. Given two files each of which contains names of students. Create a program to display only those names that are found on both the files.
 6. Create a program to find out the inode number of any desired file.
 7. Study & use of the Command for changing file permissions.
 8. Write a pipeline of commands, which displays on the monitor as well as saves the information about the number of users using the system at present on a file called usere.ux.
 9. Execute shell commands through vi editor.
 10. Installation, Configuration & Customizations of Unix/Linux.
 11. Write a shell script that accepts any number of arguments and prints them in the reverse order.
 12. Write a shell script to find the smallest of three numbers that are read from the keyboard.
 13. Write a shell script that reports the logging in of a specified user within one minute after he/she logs in. The script automatically terminates if the specified user does not login during a specified period of time.
 14. Installation of SAMBA, APACHE, TOMCAT.
 15. Implementation of DNS, LDAP services,
 16. Study & installation of Firewall & Proxy server

SUGGESTED READING:

1. Venkatesh Murthy, "Introduction to Unix SShell", Pearson Edu
2. Forouzan, "Unix SShell Programming", Cengage Learning
3. Sumitab Das, "Unix Concept & Application", TMH
4. Gopalan, Shivaselvan, "Beginners Guide to Unix" PHI Learning
5. Venkateshwavle, "Linux Programming Tools UnveiPed", BS Publication.
6. Richard Peterson, "Linux Complete Reference", TMH
7. Richard Peterson, "Unix Complete Reference", TMH

CS-601 MICRO PROCESSOR AND INTERFACING

UNIT - I

Evolution of microprocessor, single chip micro computers, Micro processor Application, Microprocessor and its architecture, addressing modes, instruction, Instruction sets, Arithmetic and Logic Instruction, Program control instruction, Introduction - 8086 family, procedure and macros, connection , Timing and Troubleshooting interrupt, 80286, 80836 and 80486 micro processor system concept.

UNIT - II

Microprocessor Cycle, AIU, Timing and control Unit, Register data, Address bus, Pin Configuration, Intel 8086 instruction, Opcode and operands, limitation word size. Programming the microprocessor Assembly language, The Pentium and Pentium Pro Micro Processor with features, Pentium II, Pentium III and Pentium - IV Microprocessor with software changes.

Instruction set for Intel 8086, Introduction Intimation and data formats, Addressing modes, Status flags, Symbols and abbreviations, programming of microprocessors, Assembly language, high level language, areas of application of various languages, Stacks, Sub routines system, software, commands in assembly language, software Development, Debugging program, Modular programming, Structured programming, Top-down, Bottom- up design , MACRO microprogramming

UNIT- III

Assembly language programming with Examples like Addition of 8/16-bit Binary number, subtraction of 8/16 bit binary number, Address partitioning, addressing mode, type of addressing mode, memory and I/o interfacing, Data transfer schemes, Interfacing device and I/o devices I/o ports, Basic I/o Interfacing MDS, Micro controllers, I/o processor and co- processors ,Microcomputer Development system, Single chip micro computers, Intel 8748 Intel 8051, inter 8096, Intel 8049intel 2920/2921, I/o processor UPI-425,UPI-41,42, Co-processor, math processor math co-processor - 8087, 80287, 80387DX 803875x.

UNIT - IV

Bus Interface I/o port Addressing, decoding 8279, Programmable key board/display interface, 8254 Internal Timer, 16550 programmable communication interface A/D, 8259A Programmable Interrupt Controller, 8237 DMA Controller, Shared bus operation, disk Memory system Video display. ISA Bus, Extended ISA (EISA) and VeSa Local Buses, Peripheral Component Inter Connect (Pc I) Bus, Parallel Printer interface (LPT) Universal serial Bus (USB) Accelerated graphics port (AGP),Programmable Communication interfere 8251 VSART CRT Controller 8275, 6854, Floppy disk Controller 8272, I/o processor 8089.

UNIT - V

Memory Unit, RAM,SRAM, DRAM,ROM, PROM EPROM, EEPROM Nonvolatile RAM semiconductor Technology for memory, Shift register, Magnetic Memory, Tap, disc, main memory and secondary memory cache memory, program memory and Data Memory, Real and virtual memory Buses, memory Addressing capacity of CPU, processing speed of computer.

LIST OF EXPERIMENTS:

1. Add a data byte located at offset 0500H in 2000H segment to another data byte available at 06000H in same segment and store the resulting 0700H in same segment?
2. Add the contents of memory location 2000H, offset 0500H to the contained of accumulator.
3. Write a program to find the average to two temperature name HI-TEMP and LO-TEMP and puts the result in the memory location AV-TEMP.
4. Find out the largest number from an unordered array of sixteen 8-bit numbers stored sequentially in the memory locations starting at offset 0500H in the segment 2000H.
5. Move a byte string, 16 bytes long, from the offset 0200H to 0300H in the segment 7000H.
6. Write a program to add a profit factor to each element in a cost array and puts the result in a PRICES array, where profit factor is 15H and COST =20H, 28H, 15H, 26H, 19H, 27H, 16H, 29H.
7. Write a program to find out the number of positive numbers and negative numbers from a given series of signed numbers.
8. Write a program that performs the addition, subtraction, multiplications, division of the given operands. Perform BCD operation for addition and subtraction.
9. A Program to find out the number of even and odd numbers from a given series of 16 bit hexadecimal numbers.

SUGGESTED READING:

1. Douglas V Hall, "Microprocessors and interfacing - Programming & Hardware" TMH.
2. Barry B. Brey, "The intel Microprocessor - 8086", Pearson Education.
3. Kenneth J.Ayala,"The 8086 Microprocessor: Programming & Interfacing The PC",Cengage Learning.
4. Krishna Kant, "Microprocessors and Microcontrollers", PHI Learning.
5. A.K.Ray KM Bhurchandi, "Advanced Microprocessor and peripherals" McGraw Hill.
6. R.S. Gaonkar /"Microprocessors and interfacing", TMH

CS-602 PRINCIPLES OF PROGRAMMING LANGUAGES(PPL)

UNIT-I

Language Evaluation Criteria, influences on Language design, Language categories, Programming Paradigms - Imperative, Object Oriented, functional Programming , Logic Programming. Programming Language Implementation - Compilation and Virtual Machines, programming environments. Issues in Language Translation: Syntax, Semantics, Stages, analysis and synthesis, Parse Tree, CFG and BNF grammar.

UNIT-II

Data types: Introduction, primitive, character, user defined, array, associative, record, union, pointer and reference types, design and implementation uses related to these types. Names ,Variable, concept of binding, type checking, strong typing, type compatibility, named constants, variable initialization. Sequence control with Expressions, Conditional Statements, Loops, Exception handling.

UNIT-III

Subprograms and Blocks: Fundamentals of sub-programs, Scope and lifetime of variable, static and dynamic scope, Design issues of subprograms and operations, local referencing environments, parameter passing methods, overloaded sub-programs, generic subprograms, design issues for functions overloaded operators, co routines.

Abstract Data types: Abstractions and encapsulation, introductions to data abstraction, Static and Stack-Based Storage management. heap based storage management. Garbage Collection. Object oriented programming in small talk, C++, Java, C#, PHP, Perl . Concurrency: Subprogram level concurrency, semaphores, monitors, message passing, Java threads, C# threads.

UNIT - V

Exception handling, Exceptions, exception Propagation, Exception handler in C++ and Java. Logic Programming Language : Introduction and overview of logic programming, basic elements of prolog, application of logic programming. Functional Programming Languages: Introduction, fundamentals. Introduction to 4GL.

SUGGESTED READING:

1. Sebesta,"Concept of programming Language", Pearson Edu.
2. Louden, "Programming Languages: Principles & Practices", Cengage Learning
3. Tucker, " Programming Languages: Principles and paradigms ", Tata McGraw-Hill
4. Terrance W Pratt, "Programming Languages: Design and Implementation" Pearson Edu.
5. Cavlo Ghezzi & Mehdi Jazayeri " Programming Languages Concepts", Willey India
6. E Horowitz, "Programming Languages", 2nd Edition, Addison Wesley

CS-603 SOFTWARE ENGINEERING & PROJECT MANAGEMENT

UNIT I: THE SOFTWARE PRODUCT AND SOFTWARE PROCESS:

Software Product and Process Characteristics, Software Process Models: Linear Sequential Model, Prototyping Model, RAD Model, Evolutionary Process Models like Incremental Model, Spiral Model, Component Assembly Model, RUP and Agile processes. Software Process customization and improvement, CMM, Product and Process Metrics

UNIT II: REQUIREMENT ELICITATION, ANALYSIS, AND SPECIFICATION

Functional and Non-functional requirements, Requirement Sources and Elicitation Techniques, Analysis Modeling for Function-oriented and Object-oriented software development, Use case Modeling, System and Software Requirement Specifications, Requirement Validation, Traceability

UNIT III: SOFTWARE DESIGN

The Software Design Process, Design Concepts and Principles, Software Modeling and UML, Architectural Design, Architectural Views and Styles, User Interface Design, Function-oriented Design, SA/SD Component Based Design, Design Metrics

UNIT IV: SOFTWARE ANALYSIS AND TESTING

Software Static and Dynamic analysis, Code inspections, Software Testing Fundamentals, Software Test Process, Testing Levels, Test Criteria, Test Case Design, Test Oracles, Test Techniques, Black-Box Testing, White-Box Unit Testing and Unit Testing Frameworks, Integration Testing, System Testing and other Specialized Testing, Test Plan, Test Metrics, Testing Tools. , Introduction to Object-oriented analysis, design and comparison with structured software engg.

UNIT V: SOFTWARE MAINTENANCE & SOFTWARE PROJECT MEASUREMENT

Need and Types of Maintenance, Software Configuration Management (SCM), Software Change Management, Version Control, Change control and Reporting, Program Comprehension Techniques, Re-engineering, Reverse Engineering, Tool Support. Project Management Concepts, Feasibility Analysis, Project and Process Planning, Resources Allocations, Software efforts, Schedule, and Cost estimations, Project Scheduling and Tracking, Risk Assessment and Mitigation, Software Quality Assurance (SQA). Project Plan, Project Metrics.

PRACTICAL AND LAB WORK:

Lab work should include a running case study problem for which different deliverables at the end of each phase of a software development life cycle are to be developed. This will include modeling the requirements, architecture and detailed design. Subsequently the design models will be coded and tested. For modeling, tools like Rational Rose products. For coding and testing, IDE like Eclipse, NetBeans, and Visual Studio can be used.

SUGGESTED READING:

1. Pankaj Jalote ,”An Integrated Approach to Software Engineering”, Narosa Pub, 2005
2. Rajib Mall, "Fundamentals of Software Engineering" Second Edition, PHI Learning

3. R S. Pressman /'Software Engineering: A Practitioner's Approach", Sixth edition 2006, McGraw-Hill.
4. Sommerville," Software Engineering ",Pearson Education.
5. Richard H.Thayer," Software Engineering & Project Managements ",Willey India
6. Waman S.Jawadekar, "Software Engineering", TMH
7. Schwalbe,"IT Project Managements", engage Learning.

CS-604 COMPUTER NETWORKING

UNIT - I

Computer Network: Definitions, goals, components, structure, Architecture, Classifications & types, Growth, Complexity and applications etc. Layered Architecture: Protocol hierarchy, Connection Oriented & Connectionless Services, Service permissive Design issues & its functionality. ISO-OSI Reference Model: Principle, Model, Descriptions of various layers and its comparison with TCP/IP. Network standardization. Examples of Networks: Telecommunication Network, Corporate Networks, Connection oriented network i.e., X.25, Frame relay & ATM, Wireless LAN 802.11, internet, Intranet, Extranet, SNA & DNA etc.

UNIT - II

Data Link Layer: Need, Services Provided, Framing & its methods, Flow Control, Error control. DLL Protocol: Elementary & Sliding Window. Piggybacking & Pipelining. Protocol verification: Finite State Machine Models & Petri net models. Example in Data Link Layers: HDLC & Internet. Comparison of BISYNC and HDLC Features. Bridges and layer-2 switches

UNIT-III

MAC Sub layer: Static & Dynamic channel allocation, Media access control for LAN & WAN. Classification of MAC Sub layer protocol, Study of various collision, Collision free & limited contention protocol i.e., ALOHA: pure, slotted, CSMA, CSMA/CD, CSMA/CA, Bit Map, Binary count down, BRAP, MLMA, Adaptive tree walk & urn protocol etc. IEEE 802 standards for LAN & MAN & their comparison. Ethernet: Cabling, Binary exponentials algorithms, performance fast Ethernet, Gigabit Ethernet, FDDI. Wireless LANs, Broadband Wireless, Bluetooth: Architecture, Application & Layering.

UNIT - IV

Network Layer: Need, Services Provided, Design issues, Routing algorithms: Least Cost Routing algorithm, Dijkstra's algorithm, Bellman-ford algorithm, Hierarchical Routing, Broadcast Routing, Multicast Routing, Routing for mobile hosts, Routing in Ad Hoc Networks Routing Strategies, Congestion Control Algorithms: General Principles of Congestion control, Prevention Policies, Congestion Control in Virtual-Circuit Subnets, Congestion Control in Datagram subnets. IP protocol, IP Addresses, Comparative study of IPv4 & IPv6, Mobile IP.

UNIT V

Processes to Processes Delivery - Transmission Control Protocol (TCP) - User Datagram Protocol, Data Traffic, Congestion Control and Quality of Service, Techniques to improve QOS, Integrated Services, and Differentiated Services. Network Security: Cryptography, Message Security, Digital Signature, User Authentication, Key Management, Security Protocols in Internet, DNS, SMTP, FTP, HTTP, WWW, Virtual Terminal Protocol, VoIP: Basic IP Telephone System, H.323 Characteristic & Layering, SIP Characteristics, Method & Sessions.

LIST OF EXPERIMENTS:

1. To study Communication Guiding system
2. To study various types of connectors.
3. To study of different type of LAN equipments.
4. Study and verification of standard Network topologies i.e. Star, Bus, Ring etc
5. LAN installations and their Configurations.
6. To implement various types of error correcting techniques.
7. To implement various types of framing methods.
8. To implement various types of DLL protocols.
9. To study & configure various types of router & Bridges.
10. To implement various types of routing algorithm.
11. To study of Tool Command Language(TCL).
12. Study and Installation of Standard Network Simulator, N.S-2.
13. Study & Simulation of MAC Protocols like Aloha, CSMA, CSMA/CD and CSMA/CA using Standard Network Simulator.
14. Study & Simulation of Routing Protocols using Standard Network Simulator.
15. Study & implementations of VoIP Concepts.
16. Implementation & Comparisons of various types of Cryptographic algorithms.

SUGGESTED READING:

1. Tanenbaum A. S ,”Computer Networks “Pearson Education.
2. Stalling W, “Computer Networks”, Pearson Education
3. Douglas E. Comer & M.S Narayanan,” Computer Network & Internet”, Pearson Education.
4. Behraj A Forouzan,”Data Communication & Networking”, McGraw-Hill.
5. Natalia Olifar & Victor Olifer,” Computer Networks”, Willey Pub.
6. Prakash C. Gupta, “Data Communications and Computer Networks”, PHI.
7. Bertsekas & Gallager “Data Network” , PHI.
8. 8 Gallo, “Computer Communication & Networking Technologies”, engage Learning.

CS-605 ADVANCE COMPUTER ARCHITECTURE (ACA)

UNIT-I

Flynn's Classification, System Attributes to Performance, Parallel computer models - Multiprocessors and multicomputer, Multifactor and SIMD Computers. Data and resource dependences, Hardware and software parallelism, Program partitioning and scheduling, Grain size and latency, Control flow, data flow and Demand driven mechanisms. Static interconnection networks, Dynamic interconnection Networks: Bus Systems, Crossbar Switch, Multiport Memory, Multistage and Combining Networks

UNIT- II

Instruction set architecture, CISC Scalar Processors , RISC Scalar Processors, VLIW architecture, Memory Hierarchy, Inclusion, Coherence and Locality, Memory capacity planning. Interleaved memory organization- memory interleaving, pipelined memory access, Bandwidth and Fault Tolerance. Backplane Bus System :Backplane bus specification, Addressing and timing protocols, Arbitration transaction and interrupt.

UNIT-III

Linear pipeline processor, Nonlinear pipeline processor, Instruction pipeline design, Mechanisms for instruction pipelining, pipeline hazards, Dynamic instruction scheduling.

UNIT-IV

Cache coherence, Snoopy protocols, Directory based protocols. Message routing schemes in multicomputer network, deadlock and virtual channel. Vector Processing Principles, Vector instruction types, Vector-access memory schemes. Vector supercomputer architecture, SIMD organization: distributed memory model and shared memory model. Principles of Multithreading: Multithreading Issues and Solutions, Multiple-Context Processors.

UNIT-V

Parallel Programming Models, Shared-Variable Model, Message-Passing Model, Data- Parallel Model, Object-Oriented Model, Functional and Logic Models, Parallel Languages and Compilers, Language Features for Parallelism, Parallel Programming Environment, Software Tools and Environments.

SUGGESTED READING:

1. Kai Hwang, "Advanced computer architecture", TMH.
2. J.P.Hayes, "computer Architecture and organization"; MGH.
3. V.Rajaraman & C.S.R.Murthy, "Parallel computer"; PHI Learning.
4. Kain,"Advance Computer Architecture: - A System Design Approach", PHI Learning
5. M.J Flynn, "Computer Architecture, Pipelined and Parallel Processor Design"; Narosa Publishing.
6. Hwang and Briggs, "Computer Architecture and Parallel Processing"; MGH.
7. David E. Callav & Jaswinder Pal Singh Marge Kaufmann" Advance Computer Architecture", EIS India.
8. Sajjan G. Shiva, Taylor & Francis, "Advance Computer Architecture.

SEMESTER-VII

CS701 COMPILER DESIGN

UNIT-I

INTRODUCTION TO COMPILING & LEXICAL ANALYSIS

Introduction of Compiler, Major data Structure in compiler, BOOT Strapping & Porting, Compiler structure: analysis-synthesis model of compilation, various phases of a compiler, Lexical analysis: Input buffering , Specification & Recognition of Tokens, LEX.

UNIT-II

SYNTAX ANALYSIS & SYNTAX DIRECTED TRANSLATION

Syntax analysis: CFGs, Top down parsing, Brute force approach, recursive descent parsing, transformation on the grammars, predictive parsing, bottom up parsing, operator precedence parsing, LR parsers (SLR,LALR, LR),Parser generation.Syntax directed definitions: Construction of Syntax trees, Bottom up evaluation of S-attributed definition, L-attribute definition, Top down translation, Bottom Up evaluation of inherited attributes Recursive Evaluation, Analysis of Syntax directed definition.

UNIT-III

TYPE CHECKING & RUN TIME ENVIRONMENT

Type checking: type system, specification of simple type checker, equivalence of expression, types, type conversion, overloading of functions and operations, polymorphic functions. Run time Environment: storage organization, Storage allocation strategies, parameter passing, dynamic storage allocation , Symbol table

UNIT -IV

CODE GENERATION

Intermediate code generation: Declarations, Assignment statements, Boolean expressions, Case statements, Back patching, Procedure calls Code Generation: Issues in the design of code generator, Basic block and flow graphs, Register allocation and assignment, DAG representation of basic blocks, peephole optimization, generating code from DAG.

UNIT -V

CODE OPTIMIZATION

Introduction to Code optimization: sources of optimization of basic blocks, loops in flow graphs, dead code elimination, loop optimization, Introduction to global data flow analysis, Code Improving transformations ,Data flow analysis of structure flow graph Symbolic debugging of optimized code.

LIST OF EXPERIMENTS:

- Develop a lexical analyzer to recognize a few patterns.
- Write a programme to parse using Brute force technique of Topdown parsing.
- Develop LL (1) parser (Construct parse table also).
- Develop an operator precedence parser (Construct parse table also)

- Develop a recursive descent parser
- Write a program for generating for various intermediate code forms i) Three address code ii) Polish notation
- Write a program to simulate Heap storage allocation strategy
- Generate Lexical analyzer using LEX
- Generate YACC specification for a few syntactic categories.
- Given any intermediate code form implement code optimization techniques
- Study of an Object Oriented Compiler.

REFERENCES:

1. A. V. Aho, R. Sethi, and J. D. Ullman. Compilers: Principles, Techniques and Tools , Pearson Education 2 Raghavan, Compiler Design, TMH Pub.
2. Louden. Compiler Construction: Principles and Practice, Cengage Learning
3. A. C. Holub. Compiler Design in C , Prentice-Hall Inc., 1993.
4. Mak, writing compiler & Interpreters, Willey Pub.

CS 702 DISTRIBUTED SYSTEMS

UNIT-I

INTRODUCTION TO DISTRIBUTED SYSTEMS

Architecture for Distributed System, Goals of Distributed system, Hardware and Software concepts, Distributed Computing Model, Advantages & Disadvantage distributed system, Issues in designing Distributed System,

UNIT-II

DISTRIBUTED SHARE MEMORY AND DISTRIBUTED FILE SYSTEM

Basic Concept of Distributed Share Memory (DSM), DSM Architecture & its Types, Design & Implementations issues In DSM System, Structure of Share Memory Space, Consistency Model, and Thrashing. Desirable features of good Distributed File System, File Model, File Service Architecture, File Accessing Model, File Sharing Semantics, File Caching Scheme, File Application & Fault tolerance. Naming: - Features, System Oriented Names, Object Locating Mechanism, Human Oriented Name.

UNIT-III

INTER PROCESS COMMUNICATION AND SYNCHRONIZATION

API for Internet Protocol, Data Representation & Marshaling, Group Communication, Client Server Communication, RPC- Implementing RPC Mechanism, Stub Generation, RPC Messages. Synchronization: - Clock Synchronization, Mutual Exclusion, Election Algorithms:- Bully & Ring Algorithms.

UNIT-IV

DISTRIBUTED SCHEDULING AND DEADLOCK

Distributed Scheduling-Issues in Load Distributing, Components for Load Distributing Algorithms, Different Types of Load Distributing Algorithms, Task Migration and its issues. Deadlock-Issues in deadlock detection & Resolutions, Deadlock Handling Strategy, Distributed Deadlock Algorithms,

UNIT-V

DISTRIBUTED MULTIMEDIA & DATABASE SYSTEM

Distributed Data Base Management System(DDBMS), Types of Distributed Database, Distributed Multimedia:- Characteristics of multimedia Data, Quality of Service Managements. Case Study of Distributed System:- Amoeba, Mach, Chorus

REFERENCES:

1. Sinha, Distributed Operating System Concept & Design, PHI
2. Coulouris & Dollimore, Distributed System Concepts and Design, Pearson Pub
3. Singhal & Shivratri, Advance Concept in Operating System, McGraw Hill
4. Attiya & Welch, Distributed Computing, Wiley Pub.

CS-703 - CLOUD COMPUTING

UNIT-I

Introduction: Historical development ,Vision of Cloud Computing, Characteristics of cloud computing as per NIST , Cloud computing reference model ,Cloud computing environments, Cloud services requirements, Cloud and dynamic infrastructure, Cloud Adoption and rudiments .Overview of cloud applications: ECG Analysis in the cloud, Protein structure prediction, Gene Expression Data Analysis ,Satellite Image Processing ,CRM and ERP ,Social networking .

UNIT-II

Cloud Computing Architecture: Cloud Reference Model, Types of Clouds, Cloud Interoperability & Standards, Scalability and Fault Tolerance,

Cloud Solutions: Cloud Ecosystem, Cloud Business Process Management, Cloud Service Management.

Cloud Offerings: Cloud Analytics, Testing Under Control, Virtual Desktop Infrastructure.

UNIT -III

Cloud Management & Virtualization Technology: Resiliency, Provisioning, Asset Management, Concepts of Map reduce, Cloud Governance, High Availability and Disaster Recovery. Virtualization: Fundamental concepts of compute ,storage, networking, desktop and application virtualization .Virtualization benefits, server virtualization, Block and file level storage virtualization Hypervisor management software, Infrastructure Requirements , Virtual LAN(VLAN) and Virtual SAN(VSAN) and their benefits .

UNIT-IV

Cloud Security: Cloud Information security fundamentals, Cloud security services, Design principles, Secure Cloud Software Requirements, Policy Implementation, Cloud Computing Security Challenges, Virtualization security Management, Cloud Computing Security Architecture .

UNIT-V

Market Based Management of Clouds , Federated Clouds/Inter Cloud: Characterization & Definition ,Cloud Federation Stack , Third Party Cloud Services .

Case study : Google App Engine, Microsoft Azure , Hadoop , Amazon , Aneka

LIST OF EXPERIMENTS:

1. Installation and configuration of Hadoop/Euceliptus etc.
2. Service deployment & Usage over cloud.
3. Management of cloud resources.
4. Using existing cloud characteristics & Service models .
5. Cloud Security Management.
6. Performance evaluation of services over cloud

RECOMMENDED TEXT:

1. Buyya, Selvi ,” Mastering Cloud Computing ”,TMH Pub
2. Kumar Saurabh, "Cloud Computing” , Wiley Pub
3. Krutz , Vines, "Cloud Security " , Wiley Pub
4. Velte, "Cloud Computing- A Practical Approach” ,TMH Pub
5. Sosinsky, " Cloud Computing” , Wiley Pub

ELECTIVE -I (CS 7101 NETWORK & WEB SECURITY)

UNIT I

Introduction to Network Security, Computer Security and Cyber Security. Security Terminologies and Principle, Security Threats, Types of attacks (Operating System, application level, Shrink Wrap code, Misconfiguration attacks etc.). Introduction to Intrusion, Terminologies, Intrusion Detection System (IDS), Types of Intrusion Detection Systems, System Integrity Verifiers (SIVS).Indication of Intrusion: System Indications, File System Indications Network Indications. Intrusion Detection Tools ,Post attack IDS Measures & Evading IDS Systems. Penetration Testing, Categories of security assessments, Vulnerability Assessment, Types of Penetration Testing. Risk Management.

UNIT II

Cryptography, Classical Cryptographic Techniques, Encryption, Decryption, Code Breaking: Methodologies, Cryptanalysis, Cryptography Attacks, Brute-Force Attack, Use of Cryptography. Public key cryptography, Principles of Public key Cryptosystems, Cryptographic Algorithms RSA, Data Encryption Standard (DES), RC4, RC5, RC6, Blowfish, Key Management, Diffie- Hellman key exchange, elliptic curve cryptography

UNIT III

Hash Functions, One-way Hash Functions, SHA (Secure Hash Algorithm), Authentication Requirements, Authentication Functions, Kerberos. Message Authentication codes ,Message Digest Functions, MD5, SSL (Secure Sockets Layer), SSH (Secure Shell), Algorithms and Security, Disk Encryption, Government Access to Keys (GAK) **Digital Signature:** Analysis, Components, Method, Applications, Standard, Algorithm: Signature Generation/Verification, ECDSA, ElGamal Signature Scheme, Digital Certificates.

UNIT IV

Trojans and Backdoors: Overt and Covert Channels, Working, Types (Remote Access Trojans, Data-Sending Trojans, Destructive Trojans, Trojans, Proxy Trojans, FTP Trojans, Security Software Disablers).

Viruses and Worms: Characteristics, Working, Infection Phase, Attack Phase.

Sniffers: Definition, spoofing, Sniffing, Vulnerable Protocols, Types.

Phishing: Methods, Process, Attacks Types (Man-in-the-Middle Attacks, URL Obfuscation Attacks, Hidden Attacks, Client-side Vulnerabilities, Deceptive Phishing, Malware-Based Phishing, DNSBased Phishing, Content-Injection Phishing, Search Engine Phishing).

Web Application Security- Secured authentication mechanism, secured session management, Cross-site Scripting, SQL Injection and other vulnerabilities

Denial-of Service Attacks: Types of Attacks (Smurf Attack, Buffer Overflow Attack, Ping of Death Attack, Teardrop Attack, SYN Attack, SYN Flooding), DDoS Attack(Distributed DoS Attack.), Session Hijacking, Spoofing v Hijacking, TCP/IP hijacking, CAPTCHA Protection.

UNIT V

IP Security, Web Security, Firewalls: Types, Operation, Design Principles, Trusted Systems. Computer Forensics, Need, Objectives, Stages & Steps of Forensic Investigation in Tracking Cyber Criminals, Incident Handling. Hacking, Classes of Hacker (Black hats, grey hats, white hats, suicide hackers), Footprinting, Scanning (Types-Port, Network, Vulnerability), E-Mail Spiders, Overview of System Hacking Cycle.

LIST OF EXPERIMENTS:

1. Footprinting using footprinting tools (Open Source & Free) (ex-nslookup, ARIN, Whois, Google Earth etc..)
2. Scanning for vulnerabilities using (Angry IP, HPing2, IPScanner, Global Network Inventory Scanner, Net Tools Suite Pack.)
3. NetBIOS Enumeration Using NetView Tool, Nbtstat Enumeration Tool (Open Source).
4. Steganography using tools: Tool: Merge Streams, Image Hide, Stealth Files, Blindside, STools, Steghide, Steganos, Pretty Good Envelop, Stegdetect,.
5. Steganalysis - Stego Watch- Stego Detection Tool, StegSpy.
6. How to Detect Trojans by using - Netstat, fPort, TCPView, CurrPorts Tool, Process Viewer.
7. Lan Scanner using look@LAN, wireshark.
8. Understanding DoS Attack Tools- Jolt2, Bubonic.c, Land and LaTierra, Targa, Nemesis Blast, Panther2, Crazy Pinger, Some Trouble, UDP Flood, FSMax.

SUGGESTED READING:

1. William Stallings, "Cryptography and Network Security: Principles and Practice" Pearson
2. Charlie Kaufman, Radia Perlman, Mike Speciner, Michael Speciner, "Network Security - Private communication in a public world" TMH
3. Fourozon, "Cryptography & Network Security" TMH
4. Joseph Migga Kizza, Computer Network Security, , Springer International Edition
5. Atul Kahate, "Cryptography and Network Security" Mc Graw Hill
6. Carl Endorf, Eugene Schultz, Jim MELLANDER "INTRUSION DETECTION & PREVENTION" TMH
7. Neal, Krawetz, Introduction to Network Security, Cengage

CS704 INDUSTRIAL TRAINING

SCHEME OF STUDIES

Duration: 6 weeks after the VI semester in the summer break, Assessment in VII semester.

SCHEME OF EXAMINATION

For the assessment of industrial training undertaken by the students, following components are considered with their weightage.

(a)	Term work In Industry Marks allotted	
1.	Attendance and General Discipline	10
2.	Daily diary Maintenance	10
3.	Initiative and participative attitude during training	10
4.	Assessment of training by Industrial Supervisor	20
	TOTAL	50
(b)	Practical/Oral Examination (Viva-Voce) In Institution Marks allotted	
1.	Training Report	25
2.	Seminar and cross questioning (defense)	25
	TOTAL	50

Marks of various components in industry should be awarded to the students, in consultations with the

Training and Placement Officer/Faculty of Institute and I/c of training from Industry. During training students will prepare a first draft of training report in consultation with section in-charge. After training they will prepare final draft with the help of T.P.O./Faculty of the institute. Then they will present a seminar on their training and they will face viva-voce on training in the institute.

1.1 OBJECTIVE OF INDUSTRIAL TRAINING

The objective of undertaking industrial training is to provide work experience so that student's engineering knowledge is enhanced and employment prospects are improved. The student should take this course as a window to the real World of Work and should try to learn as much as possible from real life experiences by involving and interacting with industry staff. Industrial training also provides an opportunity to students to select an engineering problem and possibly an industry guide for their Major Project in final semester.

Industrial training of the students is essential to bridge the wide gap between the classroom and industrial environment. This will enrich their practical learning and they will be better equipped to integrate the practical experiences with the classroom learning process.

1.2 LEARNING THROUGH INDUSTRIAL TRAINING

During industrial training students must observe following to enrich their

learning:

- Industrial environment and work culture.
- Organisational structure and inter personal communication.
- Machines/ equipment/ instruments - their working and specifications.
- Product development procedures and phases.
- Project planning, monitoring and control.
- Quality control and assurance.
- Maintenance system.
- Costing system.
- Stores and purchase systems.
- Layout of Computer/ EDP/MIS centres.
- Roles and responsibilities of different categories of personnel.
- Customer services.
- Problems related to various areas of Work etc.

Faculty and TPO are supposed to plan industrial training in such a manner that students get exposure on most of the above arena in the field (world of work). Students are supposed to acquire the knowledge on above by -

1. Observation,
2. Interaction with officials at the workplace
3. Study of Literature at the workplace (e.g. User Manual, standards, maintenance schedules, etc.)
4. "Hand's on" experience
5. Undertaking / assisting project work.
6. Solving problems at the work place.
7. Presenting a seminar.
8. Participating in-group meeting/ discussion.
9. Gathering primary and secondary data/ information through various sources, Storage, retrieval and analysis of the gathered data.
10. Assisting officials and managers in their working.
11. Undertaking a short action research work.
12. Consulting current technical journals and periodicals in the library.
13. Discussions with peers.

1.2 GUIDANCE TO THE FACULTY/TPO FOR PLANNING AND IMPLEMENTING THE INDUSTRIAL TRAINING

The industrial training programme, which is spread to 6 weeks' duration, has to be designed in consultation with the authorities of the work place, keeping in view the need of the contents. Following are some of the salient points:

- Spelling out the objectives of the industrial training in behavioral terms and same is informed in advance to the 1) students, 2) authorities of the work place and 3) supervising faculty members.
- Discussing and preparing students for the training for which meetings with the students has to be planned.
- Meeting with industrial personnel and orienting them regarding the objective of the training and the expectations of the programme.
- Correspondence with the authorities of the work place.
- Orientation classes for students on how to make the training most beneficial -

monitoring daily diary, writing weekly reports, how to interact with various categories of industrial personnel, how to behave and undertake responsibilities, how to gather information from the workplace, ethics etc.

- Guiding students to make individual plans (week wise/ day wise) to undertake industrial training
- Developing a system of maintaining training records, by teachers for every batch of students for convenient retrieval.
- Inviting industrial personnel to deliver lectures on some aspects of training.

1.4 ACTION PLAN FOR PLANNING STAGES AT THE INSTITUTION LEVEL

S.No. Activity Commencing Week Finishing week Remarks

1. Meeting with Principal
2. Meeting with Colleagues
3. Correspondence with work place (Industries concerned)
4. Meeting with authorities of work place
5. Orientation of students for industrial training
6. Scrutinizing individual training plan of students
7. Commencement of industrial training
8. First monitoring of industrial training
9. Second monitoring of industrial training
10. Finalization of Training report
11. Evaluation of performance at Industry level
12. Evaluation of industrial programme in the institution.

