

B.S.ABDUR RAHMAN UNIVERSITY

DEPARTMENT OF COMPUTER APPLICATIONS

MCA 2014 (Admitted from June 2014)

CURRICULUM & SYLLABI

SEMESTER – I

S. No.	Course Code	Course Name	L	T	P	C
1	MAB6198	<u>Mathematical Foundations for Computer Applications</u>	3	1	0	4
2	CAB6101	<u>Problem Solving and Programming in C</u>	3	0	0	3
3	CAB6102	<u>Computer Architecture</u>	3	0	0	3
4	CAB6103	<u>Database Management Systems</u>	3	0	0	3
5	CAB6104	<u>Software Engineering</u>	3	0	0	3
6	CAB6105	<u>Computer Networks</u>	3	0	0	3
7	CAB6106	<u>C Programming Lab</u>	0	0	4	2
8	CAB6107	<u>DBMS Lab</u>	0	0	4	2
Total Credit						23

SEMESTER – II

S. No.	Course Code	Course Name	L	T	P	C
1	MAB6299	<u>Resource Management Techniques</u>	3	1	0	4
2	CAB6211	<u>Computer Graphics and Multimedia Systems</u>	3	0	0	3
3	CAB6212	<u>Data Structures</u>	3	0	0	3
4	CAB6213	<u>Operating Systems</u>	3	0	0	3
5	CAB6214	<u>Design and Analysis of Algorithms</u>	3	0	0	3
6	CAB6215	<u>Object Oriented Programming using C++</u>	3	0	0	3
7	CAB6216	<u>Object Oriented Programming Lab</u>	0	0	4	2
8	CAB6217	<u>Algorithms and Data Structures Lab</u>	0	0	4	2
9	ENB6211	<u>Communication Skills Laboratory</u>	0	0	2	1
Total Credit						24

SEMESTER – III

S. No.	Course Code	Course Name	L	T	P	C
1	CAB7101	<u>Object Oriented Analysis and Design</u>	3	0	0	3
2	CAB7102	<u>Internet and Java Programming</u>	3	0	0	3
3	CAB7103	<u>Microprocessors and its Applications</u>	3	0	0	3
4	CAB7104	<u>Data Mining and Data Warehousing</u>	3	0	0	3
		Elective-1	3	0	0	3
5		Elective-2	3	0	0	3
6	CAB7105	<u>Java Programming Lab</u>	0	0	4	2
7	CAB7106	<u>Microprocessor Lab</u>	0	0	4	2
8	CAB7107	<u>Soft Skills and Personality Development</u>	0	0	2	1
Total Credit						23

SEMESTER – IV

S. No.	Course Code	Course Name	L	T	P	C
1	CAB7211	<u>Advanced Programming Techniques</u>	3	0	0	3
2	CAB7212	<u>Unix and Network Programming</u>	3	0	0	3
3	CAB7213	<u>XML and Web Services</u>	3	0	0	3
4	CAB7214	<u>Advanced Web Design and Development</u>	3	0	0	3
5	CAB7215	<u>Mobile Computing</u>	3	0	0	3
6	CAB7216	<u>Unix and Network Programming Lab</u>	0	0	4	2
7	CAB7217	<u>XML and Web Services Lab</u>	0	0	4	2
8	CAB7218	<u>Web Design and Technology Lab</u>	0	0	4	2
Total Credit						21

SEMESTER – V

S. No.	Course Code	Course Name	L	T	P	C
1	CAB8101	<u>Cloud Computing</u>	3	0	0	3
2	CAB8102	<u>Android Programming</u>	3	0	0	3
3		Elective-3	3	0	0	3
4		Elective-4	3	0	0	3
5	CAB8103	<u>Mobile Applications Development Lab</u>	0	0	4	2
6	CAB8104	Project Phase-I	0	0	12	6*
Total Credit						14

SEMESTER – VI

S. No.	Course Code	Course Name	L	T	P	C
1	CAB8104	Project Phase - II	0	0	24	12
Total Credit						12

$$6 + 12 = 18^*$$

TOTAL CREDITS: 123

* Credits for Project Work (Phase I) to be accounted along with Project work (Phase II) in VI Semester

LIST OF ELECTIVES

CABY01	<u>Management Information System</u>
CABY02	<u>E-Commerce</u>
CABY03	<u>Advanced Databases</u>
CABY04	<u>Digital Image Processing</u>
CABY05	<u>TCP/IP Protocol Suite</u>
CABY06	<u>Visual Programming</u>
CABY07	<u>Software Quality Management</u>
CABY08	<u>Component Based Technology</u>
CABY09	<u>Supply Chain Management</u>
CABY10	<u>Business Processes</u>
CABY11	<u>Software Project Management</u>
CABY12	<u>Enterprise Resource Planning</u>
CABY13	<u>Software Agents</u>
CABY14	<u>Unix Internals</u>
CABY15	<u>Grid Computing</u>
CABY16	<u>Network Security</u>
CABY17	<u>Embedded Systems</u>
CABY18	<u>Software Quality Assurance</u>
CABY19	<u>Adhoc Networks</u>
CABY20	<u>Principles of Compiler Design</u>
CABY21	<u>Business Intelligence</u>
CABY22	<u>Service Oriented Architecture</u>
CABY23	<u>Content Management System</u>
CABY24	<u>Software Testing</u>
CABY25	<u>C# and .NET Framework</u>
CABY26	<u>PHP Programming</u>
CABY27	<u>Probability and Statistics</u>
MSB6281	<u>Accounting and Financial Management</u>

SEMESTER I

MAB6198	MATHEMATICAL FOUNDATIONS FOR COMPUTER APPLICATIONS	L T P C
		3 1 0 4

OBJECTIVE:

- The aim of this course is to familiarize students with applications of Formal language and Algebraic Theory to Computer Science problems.

MODULE I FUNDAMENTAL STRUCTURES 8

Set theory:- Relationships between sets - Operations on sets - Set identities - Principle of inclusion and exclusion - Minsets Relations – Binary relations - Partial orderings - Equivalence relations. Functions:- Properties of functions - Composition of functions – Inverse functions - Permutation functions.

MODULE II LOGIC 8

Propositional, logic – Logical connectives – Truth tables – Normal forms (conjunctive and disjunctive) - Predicate logic - Universal and existential quantifiers - Proof techniques – direct and indirect – Proof by contradiction – Mathematical Induction.

MODULE III COMBINATORICS 5

Basics of counting – Counting arguments – Pigeonhole principle - Permutations and Combinations - Recursion and Recurrence relations – Generating functions.

MODULE IV ALGEBRAIC STRUCTURES 8

Introduction- Properties of an algebraic systems –Morphisms – Semigroups – Monoids – Sub semigroups and Submonoids –Groups-Order of a group –order of an element-permutation groups-subgroups –cyclic groups.

MODULE V MORPHISMS ON ALGEBRAIC STRUCTURES 8

Morphisms of groups –kernel of homomorphism - Cosets and Lagrange's theorem – Normal subgroups – Rings and Fields.

MODULE VI MODELING COMPUTATION AND LANGUAGES 8

Finite state machines – Deterministic and Non- deterministic finite state machines – Turing Machines - Formal Languages – Classes of Grammars – Type₀ – Context Sensitive – Context – Free – Regular Grammars – Ambiguity.

REFERENCES:

- Judith L. Gersting, "Mathematical Structures for Computer Science", 5th Edition, W.H. Freeman and Company, New York, 2003.
- J.P. Tremblay and R. Manohar, "Discrete Mathematical Structures with Applications to Computer Science", Tata Mcgraw Hill, 1997.

3. Rosen K.H., "Discrete Mathematics and its Applications", Tata McGraw-Hill Publishing Company Limited, New Delhi, 5th Edition, 2003.
4. John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, "Introduction to Automata Theory, Languages, and Computation", Pearson/Addison Wesley, 2007.
5. Michael Sipser, "Introduction to Theory of Computation", 3rd edition, Cengage Learning, 2012.

OUTCOME:

- At the end of the course students will be able to apply the concepts of set theory, logic, combinatorics, groups and finite state machines in solving engineering problems.

OBJECTIVES:

The aim of the course is

- to introduce students to the foundations of computing, programming and problem-solving.
- to develop basic programming skills necessary for engineering education.
- to develop the programming ability in students, and to improve their proficiency in applying the computing fundamentals to their field of study.

MODULE I INTRODUCTION TO COMPUTER PROBLEM SOLVING 9

Introduction – The Problem Solving aspect – Top down Design – Implementation of Algorithms – Program Verification – Efficiency of Algorithms – Analysis of Algorithms.

MODULE II FUNDAMENTAL ALGORITHMS 9

Introduction – Exchanging the values – Counting – Factorial Computation – SINE computation – Base Conversion – Factoring Methods – Array Techniques.

MODULE III INTRODUCTION TO C LANGUAGE 9

Overview of C – Constants, Variables and Data Types – Operators and Expressions – Managing Input/Output Operations – Formatted I/O – Decision Making - Branching – IF, Nested IF – Switch – goto - Looping- While, do, for statements.

MODULE IV ARRAYS, FUNCTIONS, STRUCTURES AND UNIONS 9

Arrays – dynamic and multi-dimensional arrays - Character arrays and Strings – String handling Functions - User defined Functions – Categories of Functions – Recursion - Structures and Unions – Array of Structures – Structures and Functions

MODULE V POINTERS AND FILE MANAGEMENT 9

Pointers – Declaration, Accessing a variable, character strings, pointers to functions and structures - File Management in C – Dynamic Memory allocation – Linked Lists – Preprocessors.

Total: 45**TEXT BOOKS :**

1. R.G.Dromey “ How to Solve it by Computer ”, PHI , 1998
2. E.Balagurusamy “ Programming in ANSI C ” , Tata McGraw Hill, 2004.

REFERENCES :

1. Deitel and Deitel “ C How to Program ”, Addison Wesley , 2001.
2. Brian W.Kernighan & Dennis Ritchie “C Programming Language”, PHI, 1990.
3. Byron.S.Gottfried “Schaum’s Outline of Programming with C ”, 2nd Edition,1996.

OUTCOMES:

At the end of the course the student will have strong fundamentals in C.

OBJECTIVES:

The aim of the course is to

- understand the digital logic fundamentals.
- know about the digital components.
- understand the computer organization and Programming concepts.
- know in detail I-O organization.
- describe about the memory organization and CPU.

MODULE I INTRODUCTION TO DIGITAL DESIGN 9

Data Representation – Data Types – Complements – Arithmetic Operations – Representations – Fixed –Point, Floating – Point , Decimal Fixed – Point – Binary Codes- Logic Gates, Boolean Algebra, Map Simplification – Combinational Circuits: Half-Adder, Full Adder- Flip Flops - Sequential Circuits

MODULE II DIGITAL COMPONENTS REGISTER TRANSFER & MICRO OPERATIONS 9

ICs – Decoders – Multiplexers – Registers – Shift Registers – Binary Counters – Memory Unit – Register Transfer Language – Register Transfer – Bus And Memory Transfers – Arithmetic , Logic And Shift Micro Operations , Arithmetic Logic Shift Unit.

MODULE III COMPUTER ARCHITECTURE AND PROGRAMMING 9

Instruction Codes – Computer Registers – Computer Instructions – Timing And Control – Instruction Cycle – Memory Reference Instructions – I/O And Interrupt – Machine Language – Assembly Language – Assembler - Program Loops – Programming Arithmetic And Logic Operations – Subroutines – I/O Programming.

MODULE IV INPUT – OUTPUT ARCHITECTURE 9

Peripheral Devices – Input-Output Interface – Asynchronous Data Transfer – Modes Of Transfer – Priority Interrupt – DMA – IOP – Serial Communication.

MODULE V MEMORY ARCHITECTURE AND CPU 9

Memory Hierarchy – Main Memory – Auxiliary Memory – Associative Memory – Cache Memory – Virtual Memory – Memory Management Hardware – CPU: General Register Organization – Control Word – Stack Organization – Instruction Format – Addressing Modes – Data Transfer And Manipulation – Program Control.

Total : 45

TEXT BOOK :

1. M.Morris Mano,"Computer System Architecture",Prentice Hall of India, 2001.

REFERNCES :

1. John .p.Hayes,"Computer Architecture and Organization", Tata McGraw Hill, 1996.
2. V.C.Hamatcher,et al "Computer Organization", Tata Mcgraw Hill,1996

OUTCOMES:

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

- understand the major components of a computer including CPU, memory, I/O and storage.
- understand the role of the operating system in interfacing with the computer hardware.
- understand the basic components of the CPU including the ALU and control unit.

OBJECTIVES:

The aim of the course is to

- provide an introduction to the management of database systems.
- understand the fundamentals of relational systems including data models, database architectures, and database manipulations.

MODULE I INTRODUCTION**9**

Database Systems vs. File Systems-View of Data- Data Models-Database Languages-Transaction Management-Database Systems Structure-History of Database Systems-Database Systems Applications-Entity Relationship Model

MODULE II RELATIONAL DATABASES**9**

SQL-Basic Structure-Set Operations-Complex Queries-Joined Queries-DDL-Embedded SQL-Dynamic SQL-Other SQL Functions-Query by Example-Integrity and Security of searching-Relational Database Design

MODULE III DATA STORAGE AND INDEXING**9**

Storage & File Structure-Disks-RAID-File Organization-Indexing & Hashing-B+ TREE-B Tree-Static Hashing-Dynamic Hashing-Multiple Key Access

MODULE IV QUERY EVALUATION & OPTIMIZATION**9**

Query Processing-Selection Operation-Sorting-Join Operation-Evaluation of Expressions-Query Optimization

MODULE V TRANSACTION MANAGEMENT**9**

Transaction Concept-Static Implementation-Concurrency Control-Protocols-Deadlock Handling-Recovery Systems-Recovery with Concurrent Transactions-Shadow Paging-Buffer Management-Case Studies-Oracle-Microsoft SQL Server

Total: 45**TEXT BOOK:**

1. Abraham Silberschatz, Henry F.Korth and S.Sudharssan,"Database System Concepts", 4th Edition, Tata McGraw Hill, 2002

REFERENCE :

1. Raghu Ramakrishnan & Johannesgerhrke, "Data Base Management Systems", Mc Graw Hill International Edition, 2000

OUTCOMES:

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

- understand terms related to database design and management.
- understand the objectives of data and information management.
- develop physical data models for relational database management systems.
- implement relational databases using a RDBMS retrieve data using SQL.

OBJECTIVES:

The aims of the course are as follows

- to define software engineering and explain its importance
- to discuss the concepts of software products and software processes
- to solve problems in a team environment through effective use of written and oral communication skills.
- to practice the lifelong learning needed in order to keep current as new issues emerge.
- to develop software in at least one application domain.

MODULE I INTRODUCTION**9**

A Generic View of Process – Process Models-The Waterfall Model-Incremental Model-Evolutionary Model-Specialized Model-The Unified Process–Agile Process – Agile Models – Software Cost Estimation – Planning – Risk Analysis – Software Project Scheduling.

MODULE II REQUIREMENT ANALYSIS**9**

System Engineering Hierarchy – System Modeling – Requirements Engineering: Tasks- Initiating The Process-Eliciting Requirements-Developing Use Cases-Negotiating Requirements-Validating Requirements – Building the Analysis Models: Concepts

MODULE III SOFTWARE DESIGN**9**

Design Concepts – Design Models – Pattern Based Design – Architectural Design – Component Level Design – Component – Class Based And Conventional Components Design – User Interface – Analysis And Design

MODULE IV SOFTWARE TESTING**9**

Software Testing – Strategies: Conventional - Object Oriented – Validation Testing – Criteria – Alpha – Beta Testing- System Testing – Recovery – Security – Stress – Performance - Testing Tactics – Testing Fundamentals-Black Box – White Box – Basis Path-Control Structure

MODULE V SCM AND QUALITY ASSURANCE**9**

Software Configuration And Management-Features-SCM Process-Software Quality Concepts – Quality Assurance – Software Review–Technical Reviews – Formal Approach To Software Quality Assurance – Reliability – Quality Standards – Software Quality Assurance Plan

Total: 45**TEXT BOOK :**

1. Roger Pressman.S., “Software Engineering: A Practitioner's Approach”, 6th Edition, Mcgraw Hill, 2005.

REFERENCES :

1. P. Fleeger, "Software Engineering", Prentice Hall, 1999.
2. Carlo Ghezzi, Mehdi Jazayari, Dino Mandrioli, "Fundamentals Of Software Engineering", Prentice Hall Of India 1991.
3. I. Sommerville, "Software Engineering" , 5th Edition: Addison Wesley, 1996.

OUTCOMES:

At the completion of this course, students will be able to,

- understand and apply foundations of software engineering practice and process within production constraints.
- get an awareness of current industry standards and practices.
- understand and apply principles of project management for single, paired, and team processes.
- have strong oral and written communication skills to help students in preparing good quality documentation .

OBJECTIVES:

The aims of the course are as follows

- The intent of this course is to provide students with enough knowledge in networking, various types of networks and to analyze different network applications.
- To explain the overall end-to-end behavior of networks.
- It describes many of the issues that all data link protocols must address, including encoding, framing, and error detection.
- It includes core concepts, existing protocol specifications, real protocols which are used to illustrate most of the important ideas.

MODULE I INTRODUCTION 9

Building a network – Requirements – Network Architecture – OSI – Internet – Direct Link Networks – Hardware building blocks – Framing – Error detection – Reliable transmission.

MODULE II NETWORK FUNDAMENTALS 9

LAN Technology – LAN Architecture – BUS/Tree – Ring – Star – Ethernet – Token Rings – Wireless.

MODULE III NETWORK LAYER 9

Packet Switching – Switching and Forwarding – Bridges and LAN switches – Internetworking – Simple Internetworking – Routing.

MODULE IV TRANSPORT LAYER 9

Reliable Byte Stream (TCP) – Simple Demultiplexer (UDP) – TCP Congestion Control – Congestion Avoidance Mechanisms.

MODULE V PRESENTATION LAYER and APPLICATIONS 9

Presentation formatting – Data compression – Cryptographic Algorithms: RSA - DES — Applications – Domain Name Service – Email - SMTP – MIME – HTTP – SNMP.

Total: 45**TEXT BOOK :**

1. Larry L. Peterson & Bruce S. Davie, "Computer Networks - A systems Approach", 2nd Edition, Harcourt Asia/Morgan Kaufmann, 2000.

REFERENCES :

1. James F. Kurose and Keith W. Ross, "Computer Networking - A Top Down Approach featuring the Internet", 1st Edition, Addison Wesley Publishing Company, 2001.

2. William Stallings, "Data and Computer Communications", 5th Edition, PHI, 1997.
3. Andrew S. Tanenbaum, "Computer Networks", Tata Mcgraw Hill, 3rd Edition, 2001.

OUTCOMES:

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

- identify and describe the layers of the OSI and TCP/IP.
- illustrate how networks work in practice.
- analyze the applications of network.
- make effective use of networking topologies.

OBJECTIVES:

The aim of the course is

- to impart knowledge on the fundamentals of C Programming
- to brief on Data Types, Operators, Statements, Loops, Functions, Array, Pointers, Structures

1. Display the following:

- i. Floyd's triangle
- ii. Pascal Triangle

2. Generate the following series of numbers:

- i. Armstrong numbers between 1 to 100
- ii. Prime numbers between 1 to 50
- iii. Fibonacci series up to N numbers

3. Manipulate the strings with following operations.

- i. Concatenating two strings
- ii. Reversing the string
- iii. Finding the substring
- iv. Replacing a string
- v. Finding length of the string

4. Find the summation of the following series:

- i. Sine
- ii. Cosine
- iii. Exponential

5. Create the sales report for M sales person and N products using two dimensional array.

6. Simulate following Banking operations using functions.

- i. Deposit
- ii. Withdrawal
- iii. Balance Enquiry

7. Implement using recursion

- i. Find the solution of Towers of Hanoi problem using recursion.
- ii. Fibonacci number generation.
- iii. Factorial

8. Generate Student mark sheets using structures.

9. Create a collection of books using arrays of structures and do the following:

- i. Search a book with title and author name
- ii. Sorts the books on title.

OUTCOME:

At the end of the course, the students will learn the fundamentals of C Programming.

OBJECTIVES:

The aim of the course is

- to learn SQL (Structured Query Language) which would provide functionality to:
 - learn how to create tables which are fundamental storage blocks of data.
 - learn how to place constraints on data that is entered on tables to ensure data integrity.
 - learn how to add, change and remove data from tables.
 - learn how to select a subset of the data you want to see from the collection of tables and data.
 - learn how to combine table and group multiple rows of data in table.
- to learn PL/SQL which would provide the ability to do iterative programming at database level to:
 - write programming blocks with conditional structure, assignment structure, loop structure, etc.
 - use exception Handling, Transaction oriented programs, Stored procedures, functions, packages, etc.
 - use cursors which would allow row wise access of data.
 - use triggers which would allow you define pre and post actions when something changes in the database tables.

1. Execute a single line and group functions for a table.
2. Execute DCL and TCL Commands.
3. Create and manipulate various DB objects for a table.
4. Create views, partitions and locks for a particular DB.
5. Write PL/SQL procedure for an application using exception handling.
6. Write PL/SQL procedure for an application using cursors.
7. Write a DBMS program to prepare reports for an application using functions.
8. Write a PL/SQL block for transaction operations of a typical application using triggers.
9. Write a PL/SQL block for transaction operations of a typical application using package.
10. Design and develop an application using any front end and back end tool (make use of ER diagram and DFD).

Typical Applications – Banking, Electricity Billing, Library Operation, Pay roll, Insurance, Inventory, etc.

OUTCOMES:

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

- get an idea about database and how this is widely used in real time business activities.
- create and do manipulation on table.
- work with table by using PL/SQL Program.
- get a clear idea about database transaction activities.

SEMESTER II

MAB6299 RESOURCE MANAGEMENT TECHNIQUES

L T P C

3 1 0 4

OBJECTIVES:

To teach students how to solve a real world problem by

- constructing a model representation of the problem under study.
- deriving a solution from the model.
- testing the model and solution
- implementing the solution.

MODULE I LINEAR PROGRAMMING MODELS 12

Mathematical Formulation - Graphical Solution of linear programming models – Simplex method – Artificial variable Techniques- Variants of Simplex method

MODULE II TRANSPORTATION AND ASSIGNMENT MODELS 12

Mathematical formulation of transportation problem- Methods for finding initial basic feasible solution – optimum solution - degeneracy – Mathematical formulation of assignment models – Hungarian Algorithm – Variants of the Assignment problem

MODULE III INTEGER PROGRAMMING MODELS 12

Formulation – Gomory's IPP method – Gomory's mixed integer method – Branch and bound technique.

MODULE IV SCHEDULING BY PERT AND CPM 12

Network Construction – Critical Path Method – Project Evaluation and Review Technique – Resource Analysis in Network Scheduling

MODULE V QUEUEING MODELS 12

Characteristics of Queuing Models – Poisson Queues - $(M / M / 1) : (FIFO / \infty / \infty)$, $(M / M / 1) : (FIFO / N / \infty)$, $(M / M / C) : (FIFO / \infty / \infty)$, $(M / M / C) : (FIFO / N / \infty)$ models.

L : 45, T : 15

Total : 60

TEXT BOOK :

1. Taha H.A., "Operations Research : An Introduction " 7th Edition, Pearson Education, 2004.

REFERENCES :

1. A.M.Natarajan, P.Balasubramani, A.Tamilarasi, "Operations Research", Pearson Education, Asia, 2005.
2. Prem Kumar Gupta, D.S. Hira, "Operations Research", S.Chand & Company Ltd, New Delhi, 3rd Edition , 2003.

OUTCOMES:

Resource Management Techniques gives students the power to make more effective decisions and build more productive systems based on:

- Data.
- careful predictions of outcomes and estimates of risk.
- the latest decision tools and techniques.

REFERENCES :

1. Siamon J. Gibbs and Dionysios C. Tsihritzis, "Multimedia programming", Addison Wesley, 1995.
2. John Villamil, Casanova and Leony Fernanadez, Eliar, "Multimedia Graphics", PHI, 1998.

OUTCOMES:

On completion of this course,

- the students will attain the complete knowledge in graphics & multimedia domain.
- students can show their proficiency while working with Graphics and multimedia software's and tools.

OBJECTIVES:

The aims of the course are as follows

- Data structure is a particular way of storing and organizing data in a computer so that it can be used efficiently.
- Different kinds of data structures are suited to different kinds of applications and some are highly specialized to specific tasks.
- Data structures are used in almost every program or software system.
- Data structures provide a means to manage huge amounts of data efficiently, such as large databases and internet indexing services.

MODULE I DATA STRUCTURES**9**

Introduction – Arrays – Structures – Stack: Definition and examples, Representing Stacks - Queues and lists: Queue and its Representation, lists – Applications of Stack, Queue and Linked Lists.

MODULE II TREES**9**

Binary Trees – Operations on binary trees - Binary Tree Representations – node representation, internal and external nodes, implicit array representation – Binary tree Traversals - Huffman Algorithm – Representing Lists as Binary Trees

MODULE III SORTING AND SEARCHING**9**

General Background – Exchange sorts – Selection and Tree Sorting – Insertion Sorts – Merge and Radix Sorts – Basic Search Techniques – Tree Searching – General Search Trees – Hashing.

MODULE IV GRAPHS AND THEIR APPLICATIONS**9**

Graphs – An application of graphs – Representation – transitive closure - Warshall's algorithm – Shortest path algorithm - a flow Problem – Dijkstra's algorithm – An application of scheduling - Linked representation of Graphs – Graph Traversals

MODULE V STORAGE MANAGEMENT**9**

General Lists: Operations, linked list representation, using lists, Freeing list nodes - Automatic list Management: Reference count method, Garbage Collection, Algorithms, Collection and compaction

Total: 45**TEXT BOOK :**

1..Tanaenbaum A.S.,Langram Y. Augestein M.J “ Data Structures using C” Pearson Education , 2004

REFERENCES:

1. Robert Kruse & Clovis L. Tondo “ Data Structures and Program Design in C”,Prentice Hall , 2nd edition, 1991.
2. Weiss “Data Structures and Algorithm Analysis in C ” ,Addison Wesley , Second Edition, 1997.

OUTCOMES:

At the completion of this course, the student will able to

- understand the properties of various data structures
- identify the strengths and weaknesses of different data structures concepts
- possess the knowledge of various existing algorithms
- analyze and compare the efficiency of algorithms

OBJECTIVES:

This course provides

- an overview of computer system and operating system, concepts of process management, memory management, storage management, protection and security issues, and distributed systems

MODULE I INTRODUCTION**7**

Definition of OS-Mainframe System-Desktop Systems-Multi processor System-Distributed-Clustered-Real time Systems-Handheld Systems-Operating System Structure-System Components-Services-System Calls-System Programs-System Design and Implementation

MODULE II PROCESS MANAGEMENT**8**

Concepts-Process Scheduling-Operations on Processes-Co-operating Processes-Inter Process Communication-CPU Scheduling-Scheduling Concepts-Criteria-Scheduling Algorithms-Multiprocessor Scheduling-Real time Scheduling

MODULE III PROCESS SYNCHRONIZATION**10**

Critical Section-Synchronization Hardware-Semaphores-Problems of Synchronization-Critical Regions-Monitors-Deadlocks-Characterization-Handling Deadlocks-Deadlock Prevention-Avoidance-Detection-Deadlock Recovery

MODULE IV MEMORY MANAGEMENT**10**

Storage Hierarchy-Storage Management Strategies-Contiguous-Non Contiguous Storage Allocation-Single User-Fixed Partition-Variable Partition-Swapping-Virtual Memory-Basic Concepts-Multilevel Organization-Block Mapping-Paging-Segmentation-Page Replacement Methods-Locality-Working Sets

MODULE V I/O AND FILE SYSTEMS**10**

Disk Scheduling-File Concepts-File System Structure-Access Methods-Directory Structure-Protection-Directory Implementation-Allocation Methods-Free Space Management-Case Study: Linux System

Total: 45**TEXT BOOK :**

1. Silberschatz and Galvin, Operating System Concepts, 6th Edition, John Wiley & Sons, Inc., 2004

REFERENCES :

1. Milankovic M., Operating System Concepts and Design, 2nd Edition, McGraw Hill, 1992
2. P.C.Bhatt, An Introduction to Operating Systems-Concepts and Practice, Prentice Hall Of India, 2004
3. H.M.Deitel, An Introduction to Operating Systems, 2nd Edition, Pearson Education, 2002

OUTCOMES:

At the completion of this course, students will be able to

- master understanding of design issues associated with operating systems.
- master various process management concepts including scheduling, synchronization, deadlocks and multithreading.
- master concepts of memory management including virtual memory also the master issues related to file system interface and implementation, disk management.

OBJECTIVES:

The aim of the course is to

- introduce mathematical aspects and analysis of algorithms
- introduce sorting and searching algorithms
- introduce various algorithmic techniques
- teach how to apply the algorithms and design techniques to solve problems;
- devise correct and efficient algorithms for solving a given problem
- learn whether efficient algorithm exists for solving a given problem
- explain NP-Completeness and deal with NP-complete problems

MODULE I INTRODUCTION 8

Fundamentals of algorithmic problem solving – Important problem types – Fundamentals of the analysis of algorithm efficiency – analysis frame work – Asymptotic notations – Mathematical analysis for recursive and non-recursive algorithms.

MODULE II DIVIDE AND CONQUER METHOD AND GREEDY METHOD 7

Divide and conquer methodology – Merge sort – Quick sort – Binary search – Binary tree traversal – Multiplication of large integers – Strassen’s matrix multiplication – Greedy method – Prim’s algorithm – Kruskal’s algorithm – Dijkstra’s algorithm.

MODULE III DYNAMIC PROGRAMMING 10

Computing a binomial coefficient – Warshall’s and Floyd’ algorithm – Optimal binary search tree – Knapsack problem – Memory functions.

MODULE IV BACKTRACKING AND BRANCH AND BOUND 10

Backtracking – N-Queens problem – Hamiltonian circuit problem – Subset sum problem – Branch and bound – Assignment problem – Knapsack problem – Traveling salesman problem.

MODULE V NP-HARD AND NP-COMPLETE PROBLEMS 10

P & NP problems – NP-complete problems – Approximation algorithms for NP-hard problems – Traveling salesman problem – Knapsack problem.

Total: 45

TEXT BOOK:

1. Anany Levitin “Introduction to the Design and Analysis of Algorithms” Pearson Education 2003.

REFERENCE:

1. Thomas H.Cormen, Charles E.Leiserson, Ronald L.Rivest, “Introduction to algorithms” Prentice Hall 1990.

OUTCOMES:

At the completion of this course, students will be able to

- understand, explain, model and analyze a given software problem as a solution.
- understand various design methods and analyzing techniques will be learnt by the students.
- understand NP-Completeness and deal with NP-complete problems.

OBJECTIVES:

The aim of the course is to

- identify and practice the object-oriented programming concepts and techniques
- practice the use of C++ classes and class libraries
- get a clear understanding of object-oriented concepts.
- understand object oriented programming through C++.
- gain the basic knowledge on Object Oriented concepts.
- develop applications using Object Oriented Programming Concepts.
- implement features of object oriented programming to solve real world problems.

MODULE I OOP PARADIGAM**8**

Programming Paradigms-Procedural Programming-Modularity-Exception Handling-Data Abstraction-User Defined Types-Concrete Types-Abstract Types-Virtual Functions-Object Oriented Programming-Generic Programming-Containers-Algorithms

MODULE II INTRODUCTION TO C++**11**

Overview of C++-Classes and Objects-Friend Functions-Friend Classes-Inline Function-Static Members-Arrays-Pointers-References-Dynamic Allocation

MODULE III OVERLOADING**7**

Function Overloading-Overloading Constructor Functions-Copy Constructors-Default Argument-Operator Overloading-Member Operator Overloading-Overloading new and delete

MODULE IV ADDITIONAL FEATURES**10**

Inheritance-Base Class-Access Control-Virtual Functions-Pure Virtual Functions-Templates-Generic Functions-Appling Generic Functions-Generic Classes-Exception Handling-C++ I/O Streams-File I/O-STL-Overview-Container Classes-Lists-Maps-Algorithms Using Functions and Objects-String Class

MODULE V DESIGN CONCEPTS**9**

Role of Classes-Kinds of Classes-Concrete Types-Abstract Types-Nodes-Changing Interfaces-Object I/O-Actions-Interface Classes-Handles-Use Counts Applications frame works

Total: 45**TEXT BOOKS :**

1. Herbert Schildt,"C++ The Complete Reference", Tata McGrawHill Edition, 2003 (Unit 2, 3, 4)
2. Bjanne Stroustrup,"The C++ Programming Language",3rd Edition, Addison Wesley, 2000 (Unit 1 & 5)

REFERENCES

1. Robert Lafore."Waite Groups OOP in Turbo C++",Galgotia Publications, 2001
2. Stanley, B.Lippman,Jove Lagrie,"C++Primer",3rd Edition, Addison Wesley,1998

OUTCOMES:

At the completion of this course, students will be able to

- understand object-oriented programming features in C++.
- gain some practical experience of C++.
- understand implementation issues related to object-oriented techniques.
- further develop skills in software development using a procedural language.

OBJECTIVES:

The aim of the course is to

- understand and solve logical & mathematical problems through C++ language
 - strengthen knowledge of a procedural programming language.
 - design and develop solutions to intermediate level problems
 - develop their skills in software development using a procedural language
 - get programming in skill the object oriented technology with the usage of C++.
1. Programs using Constructor and Destructor.
 2. Creation of classes and use of different types of functions.
 3. Count the number of objects created for a class using static member function.
 4. Write programs using function overloading and operator overloading.
 5. Programs using inheritance.
 6. Program using friend functions.
 7. Program using virtual function.
 8. Write a program using exception handling mechanism.
 9. Programs using files.
 10. Programs using function templates.

OUTCOMES:

On completion of this course the students will be able to

- describe the syntax and semantics of the C++ programming language
- explain the use of class and object.
- work in a team to analyze engineering problems and develop C++ programs for solving these problems.
- use the basic utilities and facilities for software development.
- debug and test software.
- develop a minor software in C++ language.

OBJECTIVES:

The aim of the course is to

- introduce the concept of efficiency of an algorithm
- study run-time efficiency of an algorithm
- introduce Big-O notation
- determine the Big-O of an algorithm

ALGORITHMS:

1. Apply the divide and Conquer technique to arrange a set of numbers using merge sort method.
2. Perform Strassen's matrix multiplication using divide and conquer method.
3. Solve the knapsack problem using greedy method.
4. Construct a minimum spanning tree using greedy method.
5. Construct optimal binary search trees using dynamic programming method of problem solving.
6. Find the solution for traveling salesperson problem using dynamic programming approach.
7. Perform graph traversals.
8. Implement the 8 Queens Problem using backtracking.
9. Implement knapsack problem using backtracking.
10. Find the solution of traveling salesperson problem using branch and bound technique.

DATA STRUCTURES:

1. Represent the given sparse matrix using one dimensional array and linked list.
2. Create a Stack and do the following operations using arrays and linked lists
(i)Push (ii) Pop (iii) Peep
3. Create a Queue and do the following operations using arrays and linked lists
(i)Add (ii) Remove
4. Implement the operations on singly linked list, doubly linked list and circular linked list.
5. Create a binary search tree and do the following traversals
(i)In-order (ii) Pre order (iii) Post order
6. Implement the following operations on a binary search tree.
(i) Insert a node (ii) Delete a node
7. Sort the given list of numbers using heap and quick sort.
8. Perform the following operations in a given graph
(i) Depth first search (ii) Breadth first search
9. Find the shortest path in a given graph using Dijkstra algorithm

OUTCOMES:

On completion of this course the students will be able to:

- analyze the complexity of a given algorithm.
- apply classical sorting, searching, optimization and graph algorithms.
- compare, contrast, and choose appropriate algorithmic design techniques to present an algorithm that solves a given problem.
- develop program that implements krushkals algorithm, Binary Search, all types of sorting, prims algorithm, greedy algorithm, optimal binary search tree, Dijkstra's Algorithm, solution for n-queens problem, and program to implement traveling salesperson problem using dynamic programming.

ENB6211 COMMUNICATION SKILLS LABORATORY

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OBJECTIVES:

The aim of the course is to

- enable the students to speak English with correct accent and pronunciation.
- interact effectively in real life situations and in workplace.
- develop the writing ability of students by providing them the required practice.
- improve the written communication skill so as to write reports, letters etc.

MODULE I LANGUAGE FUNDAMENTALS 3
Tenses, Subject – Verb Agreement, Correction of Errors.

MODULE II ORAL COMMUNICATION 10
Oral practice – Introducing oneself, Conversations, Role-play - Activities based on real life situations and professional situations such as marketing, advertising, etc. Debating on a topic, Group Discussion, Oral Presentation, Non-verbal communication, Mock Interviews, Conducting meetings, Participating in meetings- Phonetics- Correct Pronunciation.

MODULE III WRITTEN COMMUNICATION 6
Writing a letter of application with resume- practical training- calling for quotations – placing an order – letter of complaint, Memoranda, Writing an email, Minutes - Report Writing - Project report - Writing a proposal.

MODULE IV LANGUAGE LABORATORY 6
Language fundamental practices - Listening Comprehension, Reading Comprehension, Listening to correct pronunciation , Accent, Viewing models of Presentations, Interviews, Group Discussions in the language lab and practice in the class room.

Total : 25

REFERENCES :

1. A.J.Thomson & A.V. Martinet, "A Practical English Grammar" Oxford University Press, 1999.
2. Andrea J. Rutherford, "Basic Communication Skills for Technology", second edition, Pearson Education, 2007.
3. P.K.Dutt, G. Rajeevan and C. L. N. Prakash, " A Course in Communication Skills", Cambridge University Press, India 2007.
4. Krishna Mohan and Meera Banerjee, " Developing Communication Skills " Macmillan India Ltd. (reprinted 1994-2007.)
5. Riordan, Pauley, "Report Writing Today" , AIT B.S. Publisher, New Delhi(2000)
6. Gerson, Sharon, Steve m. Gerson, "Technical Writing: Process and Product", Pearson Education, New Delhi(2004).
7. R.K. Bansal, J.P. Harrison, "Spoken English", Orient Longman , Mumbai(1999)
8. Grant Taylor, "English Conversation Practice" Tata MCGraw Hill, New Delhi(1997).

OUTCOMES:

This lab course will enable students to use 'good' English and perform the following

- Gather ideas and information, to organise ideas relevantly and coherently.
- Engage in debates.
- Participate in group discussions.
- Face interviews.
- Write project/research reports/technical reports.
- Make oral presentations.
- Write formal letters.
- Transfer information from non-verbal to verbal texts and vice versa.
- Take part in social and professional communication.

By the end of this course students will be able to

- analyze software requirements and document those using Use Cases.
- perform software analysis and record the results using UML notation.
- perform software design and record the results using UML notation.
- apply object-oriented patterns.
 - discuss how object-oriented software development affects testing and quality.

OBJECTIVES:

The aims of this course are to

- learn basic internet concepts, fighting against spam, conferencing on the internet, planning and creating website.
- learn the fundamentals of the capabilities of Java and to introduce encapsulation, polymorphism, and the Java language mechanism (classes and objects) to implement it.
- develop Java computer programs that performs various problem-solving algorithms.
- develop the programming skills to use the Java object oriented programming methodology to produce quality computer based solutions to real problems.
- work with collection of API and develop fast programs.

MODULE I BASIC INTERNET CONCEPTS**8**

Connecting to the Internet – Domain Name System - Exchanging E-mail – Sending and Receiving Files - Fighting Spam, Sorting Mail and avoiding e-mail viruses – Chatting and Conferencing on the Internet – Online Chatting - Messaging – Usenet Newsgroup – Internet Relay chat (IRC) – Instant Messaging - Voice and Video Conferencing.

MODULE II WORLD WIDE WEB**8**

Overview – Web Security, Privacy, and site-blocking – Audio and Video on the web – Creating and Maintaining the Web – Web site creation concepts – Web Page Editors – Optimizing Web Graphics – Web Audio Files – Forms, Interactivity, and Database-Driven Web sites – File Transfer and downloading – FTP – Peer to Peer – Downloading and Installing software.

MODULE III JAVA FUNDAMENTALS**8**

Java features – Java Platform – Java Fundamentals – Expressions, Operators, and Control Structures – Classes, Packages and Interfaces – Exception Handling.

MODULE IV PACKAGES**12**

AWT package – Layouts – Containers – Event Package – Event Model – Painting – Garbage Collection - Multithreading – Language Packages.

MODULE V ADVANCED JAVA PROGRAMMING**9**

Utility Packages – Input Output Packages – Inner Classes – Java Database Connectivity - Servlets - RMI – Java Beans.

Total : 45**TEXT BOOKS:**

1. Margaret Levine Young, "Internet and WWW", 2nd Edition, Tata McGraw Hill, 2002. (Unit 1 & 2)
2. Herbert Schildt, The Complete Reference – Java 2 , 4th Edition, Tata McGraw Hill, 2001. (Unit 3, 4 & 5)

REFERENCES :

1. Keyur shah, "Gateway to Java Programmer Sun Certification", Tata Mc Graw Hill 2002.
2. Deitel & Deitel, Java How to Program, Prentice Hall 1999.

OUTCOMES:

On completion of this course the students will be able to

- develop Java computer programs that perform various problem-solving algorithms.
- improve the programming skills in Object Oriented language.
- graphics programming and Internet Programming skills are developed.

OBJECTIVES:

The aim of this course is to

- introduce features and technology of microprocessor based systems, gain assembly language programming, interfacing of memory and peripheral devices and gain knowledge about the architecture, instruction set, programming, addressing mode interfacing and applications of INTEL 8085, INTEL 8086 and INTEL 80386.

MODULE I INTRODUCTION TO 8085 MICRO PROCESSOR 9

Evolution of the Microprocessor - INTEL 8085- Introduction- Register Architecture - Memory Addressing - 8085 Addressing Modes -8085 Instruction Set -Timing Methods 8085 Pins and Signals -8085 Instruction Timing and Execution –Interrupts-DMA- Serial port-8085 Based System Design

MODULE II INTRODUCTION TO 8086 MICROPROCESSOR 9

Introduction -8086 Architecture -8086 Addressing Modes -8086 Instruction Set –Data Movement Instructions Arithmetic and Logic Instructions - Program Control Instructions

MODULE III 8086 MICROPROCESSOR INTERFACING 9

System Design Using 8086- Basic System concepts-Bus Cycle - Address and data bus concepts-interfacing with memories-RAM - EPROM - DRAMs - Programmed I/O : 8086-Based Microcomputer.

MODULE IV 80386 AND PENTIUM MICRO PROCESSORS 9

Introduction to Intel 80386- Basic Programming model - Memory Organisation - I/O Space - 80386 pins and signals- Bus transfer techniques - 80386 Modes – Introduction to Intel Pentium Microprocessor: Block diagram and Registers.

MODULE V PERIPHERAL INTERFACING 9

Keyboard Display Interface-Hex key and display interface to 8085, 8279 Keyboard display controller chip- Printer Interface: LR 7040 Printer interface using 8295 printer controller-CRT controller interface: CRT Fundamentals, 8275 CRT Controller- Coprocessors.

Total : 45

TEXT BOOK :

1. Mohamed Rafiquzzaman "Introduction to Microprocessors and Microcomputer- Based System Design" 2nd edition, CRC Press,1995.

REFERENCES :

1. Walter A.Triebel, Avtar Singh, "the 8088and8086 Microprocessors Programming, Interfacing, Software, Hardware and Applications", Prentice Hall of India Pvt. Ltd., 2002.
2. Barry B.Brey, "The INTEL microprocessors 8086/8088, 80186, 80286, 80386 and 80486 Architecture, Programming and Interfacing," Prentice Hall of India, 2001.

OUTCOMES:

Upon completion of this course the student shall be able to understand and do the following

- Develop a program in assembly language for the INTEL 8085 and INTEL 8086.
- Design interfacing logic to connect external devices to microprocessor.
- Design and develop a microprocessor based system for specific applications.

OBJECTIVES:

This Course has been designed to

- provide students with enough knowledge to extract data from large databases. The different algorithms provide knowledge to the student regarding the process of Knowledge discovery & data mining which is one of the emerging fields of Information Technology.

MODULE I INTRODUCTION 9

Relation To Statistics, Databases- Data Mining Functionalities-Steps In Data Mining Process- Architecture Of A Typical Data Mining Systems- Classification Of Data Mining Systems - Overview Of Data Mining Techniques.

MODULE II DATA PREPROCESSING AND ASSOCIATION RULES 9

Data Preprocessing-Data Cleaning, Integration, Transformation, Reduction, Discretization Concept Hierarchies-Concept Description: Data Generalization And Summarization Based Characterization- Mining Association Rules In Large Databases.

MODULE III PREDICTIVE MODELING 9

Classification And Prediction: Issues Regarding Classification And Prediction-Classification By Decision Tree Induction-Bayesian Classification-Other Classification Methods-Prediction-Clusters Analysis: Types Of Data In Cluster Analysis- Categorization Of Major Clustering Methods: Partitioning Methods – Hierarchical Methods

MODULE IV DATA WAREHOUSING 9

Data Warehousing Components -Multi Dimensional Data Model- Data Warehouse Architecture- Data Warehouse Implementation- -Mapping the Data Warehouse to Multiprocessor Architecture- OLAP.- Need- Categorization of OLAP Tools.

MODULE V APPLICATIONS 9

Applications of Data Mining-Social Impacts Of Data Mining-Tools-An Introduction To DB Miner- Case Studies-Mining WWW-Mining Text Database-Mining Spatial Databases.

Total: 45**TEXT BOOK :**

1. Jiawei Han, Micheline Kamber, "Data Mining: Concepts and Techniques", Morgan Kaufmann Publishers, 2002.

REFERENCES :

1. Alex Berson, Stephen J. Smith, "Data Warehousing, Data Mining, & OLAP", Tata McGraw- Hill, 2004.
2. Usama M. Fayyad, Gregory Piatetsky - Shapiro, Padhraí Smyth And Ramasamy Uthurusamy, "Advances In Knowledge Discovery And Data Mining", The M.I.T Press, 1996.
3. Ralph Kimball, "The Data Warehouse Life Cycle Toolkit", John Wiley & Sons Inc., 1998.
4. Sean Kelly, "Data Warehousing In Action", John Wiley & Sons Inc., 1997.

OUTCOMES:

On completion of the course, the students will be able to

- make more effective use of data stored in databases.
- create a clean, consistent repository of data within a data warehouse.
- discover patterns and knowledge that is embedded in the data using several different techniques, such as neural nets, decision trees and statistical techniques.

OBJECTIVES:

The aims of the course are

- to develop the programming skills using the object oriented programming methodology to produce quality computer based solutions to real problems.
- to utilize the advance features of Java technology.
- to Work with collection API and develop fast programs.
- to develop good multithreaded programs.

JAVA PROGRAMMING:

1. Program to illustrate the use of overloading and overriding.
2. Program to implement the concept of inheritance
3. Program to illustrate the use of multi-threading
4. Program to implement the concept of Interfaces and packages.
5. Generate the program using exceptions handling mechanism..
6. Implement the file operations.
7. Program using Applets.
8. Program using JDBC.

GRAPHICS AND MULTIMEDIA:

1. Write a Java program for Line drawing using Bresenham, DDA Line Drawing Algorithms.
2. Write a Java program for Circle Drawing using Bresenham Circle Drawing Algorithms.
3. Write a Java program for Line Clipping using Cohen-Sutherland Line clipping algorithm.
4. Write a Java program for 2D and 3D Transformations like Translations and Scaling and Rotations.
5. Create Frame by Frame Animations using multimedia authoring tools.
6. Develop a presentation for a product using techniques like Guide Layer, masking and onion Skin using authoring tools.
7. Create a JPEG image which demonstrates the various features of an image editing tool.

OUTCOMES:

On completion of this course

- the programming skill of students in object oriented language especially in java gets improved and they become a good internet programmer.
- they will be able to utilize the advance features of Java technology.
- they will be able to work with collection of API and develop fast programs.
- they will be able to develop good multithreaded programs.

OBJECTIVES:

- The aim of this course is to provide students with enough knowledge in the fundamentals of Microprocessors, to learn programming in assembly language and to use Interfaces with Microprocessor.
1. Write an assembly language program to perform arithmetic operations on block of data using Hexadecimal numbers.
 2. Write an assembly language program to perform arithmetic operations on block of data using BCD numbers.
 3. Write an assembly language program to perform byte and string manipulation.
 4. Write an assembly language program to interface Programmable Peripheral Interface.
 5. Write an assembly language program to interface Programmable Timer.
 6. Write an assembly language program to interface Programmable Communication Interface.
 7. Write an assembly language program to interface Keyboard/Display Controller.
 8. Write a program to Perform Power on Self Test.
 9. Write a program for floppy disk trouble shooting.
 10. Write a program for printer trouble shooting.

OUTCOMES:

On completion of the course, students will be able to

- attain knowledge in Microprocessors
- program in assembly language efficiently
- make effective use of microprocessors in various applications
- utilize various Interfaces along with Microprocessor

OBJECTIVES:

This course is intended to provide

- attitude Control and Quick Personal Self Esteem Improvement
- interview Motivation and Developing Personal Confidence using NLP
- effective Answering and Maintaining Fluent Communication
- positive Body Language
- effective Resume Creation
- leadership Skills, Team Player Skills and Career Plan to HR

MODULE I MOTIVATION**5**

Awareness of Real World Industry and Situations - Conscious Self-Awareness - Practical Visualizations - Neuro- Linguistic Programming Basics - Developing Self Esteem and Self Motivation - Confident Goal Setting - Positive Attitude Development and Positive Thinking - Developing Inner Achievement Mindset.

MODULE II LEADERSHIP SKILLS**4**

Types of Leadership - Leadership Process and Thinking - Innovative Thinking - Role of Competency, Discipline, Planning and Ethics - Creating Cooperation and Trust in Team Building Process – Mentoring.

MODULE III EFFECTIVE COMMUNICATION I**4**

Eliminating Stage Fright - Increasing Fluency - Increasing Focus while Listening - How to communicate as a Follower - How to communicate as a Leader - Assertive and Polite Communication.

MODULE IV EFFECTIVE COMMUNICATION II**5**

Fluency with increased vocabulary - Group Discussion Etiquette - Advanced Group Discussions - Giving a positive Body Language - Interviews: Clear Speaking - Interviews: Handling Pressure .

Total : 18**REFERENCES :**

1. Charles Faulkner and Steve Andreas, "NLP: The New Technology of Achievement", Harper Paperbacks publishers, 1996.
2. Sarvesh Gulati, "Corporate Soft Skills" , Rupa and Co publishers.
3. P.K.Dutt, G. Rajeevan and C. L. N. Prakash, " A Course in Communication Skills", Cambridge University Press, India 2007.

OUTCOMES:

By the end of this course students will be able to develop the following:

- Awareness of Real World Industry and Situations
- Role of Competency, Discipline, Planning and Ethics
- Advanced Group Discussions
- Giving a positive Body Language
- Interviews: Clear Speaking
- Interviews: Handling Pressure

SEMESTER IV

CAB7211

ADVANCED PROGRAMMING TECHNIQUES

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OBJECTIVES:

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

MODULE I

9

Fundamentals of C Programming – Control Statements – String - Arrays - Functions - Pointers - Structures - File Structures - File Handling.

MODULE II

9

C++ Overview - Functions and Variables - Classes in C++ - Operator Overloading - Storage Management - Inheritance - Polymorphism - Exceptions - Templates

MODULE III

9

JAVA FUNDAMENTALS : Java I/O streaming – filter and pipe streams – Byte Code interpretation - Threading –Swing - Remote method Invocation – activation models – RMI custom sockets – Object Serialization – RMI – IIOP implementation – CORBA – IDL technology – Naming Services – CORBA programming Models - JAR file creation

MODULE IV MULTI-TIER APPLICATION DEVELOPMENT

9

Server side programming – servlets – Java Server Pages - Applet to Applet communication – applet to Servlet communication - JDBC – Applications on databases – Multimedia streaming applications – Java Media Framework.

MODULE V ENTERPRISE APPLICATIONS

9

Server Side Component Architecture – Introduction to J2EE – Session Beans – Entity Beans – Persistent Entity Beans .

Total : 45

TEXT BOOKS:

1. Elliotte Rusty Harold, “ Java Network Programming”, O’Reilly publishers, 2000
2. Ed Roman, “Mastering Enterprise Java Beans”, John Wiley & Sons Inc., 1999.
3. Hortsman & Cornell, “CORE JAVA 2 ADVANCED FEATURES, VOL II”, Pearson Education, 2002.

REFERENCES:

1. Web reference: <http://java.sun.com>.
2. Patrick Naughton, “COMPLETE REFERENCE: JAVA2”, Tata McGraw-Hill, 2003.

OUTCOME:

At the end of this course, the students will be able to understand the basic and advanced concepts of programming languages such as C, C++ and Java.

OBJECTIVES:

The main objective of this course is to

- learn and get familiar with the UNIX operating system and UNIX process environment. The creation, communication and execution of process are studied with well defined examples through this course.

MODULE I INTRODUCTION & FILE SYSTEM**9**

Overview of UNIX OS - File I/O – File Descriptors – File sharing - Files and directories – File types - File access permissions – File systems – Symbolic links - Standard I/O library – Streams and file objects – Buffering - System data files and information - Password file – Group file – Login accounting – system identification.

MODULE II PROCESSES**9**

Environment of a UNIX process – Process termination – command line arguments - Process control – Process identifiers - Process relationships terminal logins – Signals -threads.

MODULE III INTERPROCESS COMMUNICATION**9**

Introduction - Message passing (SVR4)- pipes – FIFO – message queues - Synchronization (SVR4) – Mutexes – condition variables – read – write locks – file locking – record locking – semaphores – Shared memory(SVR4).

MODULE IV SOCKETS**9**

Introduction – transport layer – socket introduction - TCP sockets – UDP sockets - raw sockets – Socket options - I/O multiplexing - Name and address conversions.

MODULE V APPLICATIONS**9**

Debugging techniques - TCP echo client server - UDP echo client server - Ping - Trace route - Client server applications like file transfer and chat.

Total: 45**TEXT BOOKS :**

1. W.Richard Stevens, Advanced programming in the UNIX environment, Addison Wesley, 1999.(Unit 1,2 &3)
2. W. Stevens, Bill Fenner, Andrew Rudoff, “Unix Network Programming”,Volume 1,The Sockets Networking API,3rd Edition, Pearson education, Nov 2003.(unit 4 & 5)

REFERENCE BOOK :

1. Meeta Gandhi,Tilak Shetty and Rajiv Shah – The ‘C’ Odyssey Unix –The open Boundless C ,1st Edition ,BPB Publications1992.

OUTCOMES:

On completion of this course,

- the students will attain the complete knowledge in network communication in UNIX platform.
- different types of networking and their functionality will be understood by the students.
- students get the broad knowledge on network details of a system which is configured as UNIX supported components.

OBJECTIVES:

The aim of this course is to

- describe the role of SOAP in building web services, the basics of the SOAP protocol, and the structure of a SOAP document.
- explain the role of WSDL and UDDI in building web services and be familiar with their usage.
- design a .NET web service, taking advanced design considerations into account.
- design and deploy .NET web services.
- explain the use of UDDI registries and WSDL in creating web-services clients.
- design a web service using Microsoft .NET.

MODULE I INTRODUCTION**9**

Role Of XML – XML and The Web – XML Language Basics – SOAP – Web Services – Revolutions Of XML – Service Oriented Architecture (SOA).

MODULE II XML TECHNOLOGY**9**

XML – Name Spaces – Structuring With Schemas and DTD – Presentation Techniques – Transformation – XML Infrastructure.

MODULE III SOAP**9**

Overview Of SOAP – HTTP – XML-RPC – SOAP: Protocol – Message Structure – Intermediaries – Actors – Design Patterns And Faults – SOAP With Attachments.

MODULE IV WEB SERVICES**9**

Overview – Architecture – Key Technologies - UDDI – WSDL – ebXML – SOAP And Web Services In E-Com – Overview Of .NET And J2EE.

MODULE V XML SECURITY**9**

Security Overview – Canonicalization – XML Security Framework – XML Encryption – XML Digital Signature – XKMS Structure – Guidelines For Signing XML Documents – XML In Practice.

Total: 45**TEXT BOOK:**

Frank. P. Coyle, XML, Web Services And The Data Revolution, Pearson Education, 2002.

REFERENCES:

1. Ramesh Nagappan , Robert Skoczylas and Rima Patel Sriganesh, “ Developing Java Web Services”, Wiley Publishing Inc., 2004.
2. Sandeep Chatterjee, James Webber, “Developing Enterprise Web Services”, Pearson Education, 2004.
3. McGovern, et al., “Java Web Services Architecture”, Morgan Kaufmann Publishers,2005.

OUTCOMES:

Students will learn:

- the role of web services in commercial applications.
- the principles of web service provision.
- use of Java for implementing web services.
- use of BPEL (Business Process Execution Logic) and WSDL (Web Service Description Language) for implementing web services.

OBJECTIVE:

- To introduce the student about web programming skills so that, they can utilize this skills in the field of computer science.
- The objective of this course is to provide the student with the fundamental knowledge and skills to become a proficient web programmer.
- Industry standards will be presented and used for program design.
- The student will program in a structured style whereby reinforcing the concepts of Web quality, reliability and maintainability

MODULE I Introduction to WWW 9

Introduction to Network, Internet and Intranet, Application and Services, Internet Addressing – IP, DNS, URL. Elements of Web – Web Page, Web Site, Web Client & Server. Web Languages – HTML/DHTML, Javascript, PHP, XML.

MODULE II Building Web Based Application using HTML 9

Html Document Structure, Various HTML Tags – Document Tag, Text Formatting Tag, Link Tag, List Tag, Image Tag, Table Tag, Line Breaks, Frame, Frameset, HTML Forms.

MODULE III Cascading Style Sheet 9

Introduction to Style sheet, Types of Style sheet, concept of class & ID, Different CSS Property. Built-In Functions: String Functions, Math Function, Date Function, Array function, Miscellaneous Function, File Handling functions, FTP Functions

MODULE IV Client-Side Scripting Language 9

Concept and types of Scripting language, Introduction to Javascript, How to develop Javascript, Operators, Conditional Structure & Looping Structure, Dialog Boxes, Arrays, User Define Function, Built-in Functions (String, Math, Date, Array), Built-in Object (document, history, Navigator), Form Object and its events. **Server-Side Scripting Language:** Concept, Introduction to PHP, Basic PHP syntax: PHP tags, PHP statements and whitespace, comments, Operators, Conditional and Looping Structure, User Define Functions, Arrays. GET and POST Methods.

MODULE V PHP Components 9

GD Library, Cookies, Session, Server Variables, Database Connectivity with My Sql, PHP MyAdmin, Regular Expression, PHP with OOP (Class, constructor, inheritance), PHP with AJAX – Introduction, XML Http Request Object, Ajax with MySql Database, Sending Email using PHP.

Total: 45**TEXT BOOKS:**

1. Developing Web Application, Wiley India Publication, Ralph Moseley, Wiley India, 2007
2. Beginning PHP5, Apache, Mysq Web Development, Wrox, Elizabeth Naramore, Michael K. Glass, 2005
3. PHP Bible, Wiley Publication, Tim Converse, Joyce Park, 2002
4. Web Enabled Commercial Application Development Using HTML, DHTML, PERL, Java Script, BPB Publications, Ivan Bayross, 2005
5. Beginning Ajax, Wrox, Chris Ullman, Lucinda Dykes, 2007
6. Beginning JavaScript 2nd Edition, Wrox, Nicholas C. Zakas, 2004

OUTCOMES:

- To get knowledge of designing the web pages
- To get understanding to access the remote methods
- To solve to solve problem related to web based applications
- To develop web applications with advanced concepts like AJAX

OBJECTIVES:

The aim of the course is to

- understand the basics of wireless and mobile communications.
- realize various wireless telecommunication and satellite system
- know various wireless LAN technologies like IEEE 802.11, Bluetooth, etc.,
- study the issues in mobile routing and transport and also to learn the existing solutions.
- study Wireless Application layer Protocol (WAP)

MODULE I INTRODUCTION**9**

Medium Access Control : Motivation for Specialized MAC- SDMA- FDMA- TDMA- CDMA- Comparison of Access mechanisms – Tele communications : GSM- DECT- TETRA – UMTS- IMT-200 – Satellite Systems: Basics- Routing- Localization- Handover- Broadcast Systems: Overview – Cyclic Repetition of Data- Digital Audio Broadcasting – Digital Video Broadcasting

MODULE II WIRELESS NETWORKS**9**

Wireless LAN: Infrared Vs Radio Transmission – Infrastructure Networks- Ad hoc Networks- IEEE 802.11 – HIPERLAN – Bluetooth- Wireless ATM: Working Group- Services- Reference Model – Functions – Radio Access Layer – Handover- Location Management- Addressing Mobile Quality of Service- Access Point Control Protocol

MODULE III MOBILE NETWORK LAYER**9**

Mobile IP : Goals – Assumptions and Requirement – Entities – IP packet Delivery- Agent Advertisement and Discovery – Registration – Tunneling and Encapsulation – Optimization – Reverse Tunneling – IPv6 – DHCP- Ad hoc Networks

MODULE IV MOBILE TRANSPORT LAYER**9**

Traditional TCP- Indirect TCP- Snooping TCP- Mobile TCP- Fast retransmit/ Fast Recovery- Transmission/ Timeout Freezing – Selective Retransmission- Transaction Oriented TCP

MODULE V WAP**9**

Architecture – Datagram Protocol- Transport Layer Security- Transaction Protocol- Session Protocol- Application Environment-Wireless Telephony Application

Total: 45**TEXT BOOK :**

1. J.Schiller, Mobile Communication, Addison Wesley, 2000.

REFERENCES :

1. William C.Y.Lee, Mobile Communication Design Fundamentals, John Wiley, 1993.
2. William Stallings, Wireless Communication and Networks, Pearson Education, 2003.
3. Singhal, WAP-Wireless Application Protocol, Pearson Education, 2003.

OUTCOMES:

- This course will provide the basic understanding of wireless and mobile communication.
- It will also provide coverage on wireless telecommunication technologies (GSM, DECT, TETRA, UMTS etc) and satellite systems.
- This course will deal with the basic architecture and the protocols of wireless LAN like IEEE 802.11, Hiperlan, Bluetooth, etc.

OBJECTIVES:

The main objective of this course is to

- learn and get familiar with the Unix operating system through Red hat Linux. UNIX basic commands working and their purpose will be defined.
1. Program using basic network commands
 2. Program using system calls : create, open, read, write, close, stat, fstat, lseek
 3. Program to implement inter process communication using pipes
 4. Program to perform inter process communication using message queues
 5. Program to perform inter process communication using shared memory
 6. Program to perform synchronization using semaphores
 7. Program to capture packets : sniffer
 8. Program using TCP sockets (Client and Server)
 9. Program using UDP sockets (Client and Server)
 10. Program using URL class to download webpages

OUTCOMES:

On completion of this course,

- basic UNIX commands their syntax and purpose can be well understood by the students.
- the students will attain the hands on experience in working with Red hat Linux.
- the inter-process communication concepts were implemented practically by the students.
- different types of networking and their functionality is understood by the students.
- students get the practical knowledge on network details of a system which is configured as UNIX supported components.

OBJECTIVES:

The aim of the course is

- to provide the knowledge necessary to build and validate XML.
 - to with XML being a core technology in Web Services, this will give students a background in the underlying technologies.
 - to cover the basics of XML, Schemas, WSDL, and Web Services concepts.
1. Create an XML document to store an address book.
 2. Create an XML document to store information about books and create the DTD files.
 3. Create an XML schema for the book's XML document from exercise 2.
 4. Create an XML document to store resumes for a job web site and create the DTD file
 5. Present the book's XML document using cascading style sheets (CSS).
 6. Write an XSLT program to extract book titles, authors, publications, book rating from the book's XML document and use formatting.
 7. Use Microsoft DOM to navigate and extract information from the book's XML document.
 8. Use Microsoft DSO to connect HTML form or VB form to the book's XML document and display the information.
 9. Create a web service for temperature conversion with appropriate client program.
 10. Create a web service for currency conversion (at five currencies) with appropriate client program.

OUTCOMES:

On completion of this course, students will be able to

- build effective XML documents.
- build DTD documents to validate XML.
- build Schema documents to validate XML.
- describe services using WSDL.
- build and consume Web services.
- understand the role of web services in commercial applications.
- understand the principles of web service provision.
- understand the use of Java for implementing web services.

OBJECTIVES:

- The objective of this course is to provide the student with the fundamental knowledge and skills to become a proficient web programmer.
 - Industry standards will be presented and used for program design.
 - The student will program in a structured style whereby reinforcing the concepts of Web quality, reliability and maintainability
1. Creation of HTML pages with frames, links, tables and other tags
 2. Usage of internal and external CSS along with HTML pages
 3. Client side Programming
 - i. Java script for displaying date and comparing two dates
 - ii. Form Validation including text field, radio buttons, check boxes, list box and other controls
 4. Usage of ASP/JSP objects response, Request, Application, Session, Server, ADO etc
 - i. Writing online applications such as shopping, railway/air/bus ticket reservation system with set of ASP/JSP pages
 - ii. Using sessions and cookies as part of the web application
 5. Writing Servlet Program using HTTP Servlet
 6. Any online application with database access
 7. Creation of XML document for a specific domain
 8. Writing DTD or XML schema for the domain specific XML document
 9. Parsing an XML document using DOM and SAX Parsers
 10. Sample web application development in the open source environment

OUTCOMES:

- To get knowledge of designing the web pages
- To get understanding to access the remote methods
- To solve to solve problem related to web based applications
- To develop web applications with advanced concepts like AJAX

OBJECTIVES

- To understand the current trend and basics of cloud computing.
- To learn cloud services from different providers.
- To understand the collaboration of cloud services.
- To expose various ways to collaborate the cloud service online.

MODULE I UNDERSTANDING CLOUD COMPUTING 9

Cloud Computing – History of Cloud Computing – Cloud Architecture – Cloud Storage – Why Cloud Computing Matters – Advantages of Cloud Computing – Disadvantages of Cloud Computing – Companies in the Cloud Today – Cloud Services

MODULE II DEVELOPING CLOUD SERVICES 9

Web-Based Application – Pros and Cons of Cloud Service Development – Types of Cloud Service Development – Software as a Service – Platform as a Service – Web Services – On-Demand Computing – Discovering Cloud Services Development Services and Tools – Amazon Ec2 – Google App Engine – IBM Clouds

MODULE III CLOUD COMPUTING FOR EVERYONE 9

Centralizing Email Communications – Collaborating on Schedules – Collaborating on To-Do Lists – Collaborating Contact Lists – Cloud Computing for the Community – Collaborating on Group Projects and Events – Cloud Computing for the Corporation

MODULE IV USING CLOUD SERVICES 9

Collaborating on Calendars, Schedules and Task Management – Exploring Online Scheduling Applications – Exploring Online Planning and Task Management – Collaborating on Event Management – Collaborating on Contact Management – Collaborating on Project Management – Collaborating on Word Processing - Collaborating on Databases – Storing and Sharing Files

MODULE V OTHER WAYS TO COLLABORATE ONLINE 9

Collaborating via Web-Based Communication Tools – Evaluating Web Mail Services – Evaluating Web Conference Tools – Collaborating via Social Networks and Groupware – Collaborating via Blogs and Wikis

TOTAL: 45**REFERENCES:**

1. Michael Miller, Cloud Computing: Web-Based Applications That Change the Way You Work and Collaborate Online, Que Publishing, August 2008.
2. Kumar Saurabh, "Cloud Computing – Insights into New Era Infrastructure", Wiley Indian Edition, 2011.
Haley Beard, Cloud Computing Best Practices for Managing and Measuring Processes for On-demand Computing, Applications and Data Centers in the Cloud with SLAs, Emereo Pty Limited, July 2008

OUTCOMES:

Able to collaborate the cloud services to any device.

- Exploring the online applications of cloud services.
- Implementing cloud computing for the corporation.
- Design various applications by integrating the cloud services

OBJECTIVES:

- Understand the Android OS architecture, Android application architecture, Install and use appropriate tools for Android development, including IDE, device emulator, and profiling tools.

MODULE I INTRODUCTION TO ANDROID 9

Introduction to Android Architecture: Introduction, History, Features and Android Architecture. Android Application Environment, SDK, Tools: Application Environment and Tools, Android SDK. Programming paradigms and Application Components - Part 1: Application Components, Activity, Manifest File, Programming paradigms and Application Components Part 2: Intents, Content providers, Broadcast receivers, Services

MODULE II USER INTERFACE DESIGN 12

User Interface Design part 1: Views & View Groups, Views : Button, Text Field, Radio Button, Toggle Button, Checkbox, Spinner, Image View, Image switcher, Event Handling, Listeners, Layouts : Linear, Relative, List View, Grid View, Table View, Web View, Adapters. User Interface Design part 2: Menus, Action Bars, Notifications : Status, Toasts and Dialogs, Styles and Themes, Creating Custom Widgets, Focus, Touch Mode, Screen Orientation. Designing for Tablets – Working with tablets: Developing for the Honeycomb and Ice Cream Sandwich platforms, Manipulating objects with drag and drop, Optimizing applications for high screen resolution, combining fragments into a multilane UI. Resources, Assets, Localization: Resources and Assets, Creating Resources, Managing application resources and assets, Resource-Switching in Android. Localization, Localization Strategies, Testing Localized Applications, Publishing Localized Applications

MODULE III DATA 6

Content Providers: Contents provider, Uri, CRUD access, Browser, CallLog, Contacts, Media Store, and Setting. Data Access and Storage: Shared Preferences, Storage External, Network Connection. SQLite - SQLite Databases

MODULE IV NATIVE CAPABILITIES 9

Camera, Audio, Sensors and Bluetooth: Android Media API: Playing audio/video, Media recording. Sensors - how sensors work, listening to sensor readings. Bluetooth. Maps & Location: Android Communications: GPS, Working with Location Manager, Working with Google Maps extensions, Maps via intent and Map Activity, Location based Services. Location Updates, location-based services (LBS), Location Providers, Selecting a Location Provider, Finding Your Location, Map - Based Activities, How to load maps, To finding map API key.

MODULE V TESTING 9

Testing: Testing and Commercializing Applications - Basics of Testing, Testing from an IDE (Eclipse), Activity testing, Service testing, Content provider testing, Test Classes, Debugging using DDMS, How to get your app on the app store.

Total : 45**TEXT BOOKS:**

1. Professional Android 4 Development by Reto Meier, John Wiley and Sons, 2012
2. Android in Action, Third Edition, by W. Frank Ableson, RobiSen, Chris King, C. Enrique Ortiz, 2012

REFERENCE BOOKS:

1. Android Application Development Cookbook, by Wei-Meng Lee, John Wiley and Sons, 2013
2. Beginning Android 4, by Grant Allen, Apress, 2011

OUTCOMES:

- Use the development tools in the Android development environment
- Use the major components of Android API set to develop their own apps
- Describe the life cycles of Activities, Applications and Fragments
- Use the Java programming language to build Android apps
- Make UI-rich apps using all the major UI components
- Know UI best-practices
- Be familiar with new UI components like Fragments and the Action Bar
- Store and manipulate data using Content Providers, Shared Preferences and Notifications
- Do background processing with Services and AsyncTasks

OBJECTIVES:

- Understand the mobile programming aspects that make it unique from programming for other platforms.
 - Develop mobile applications for the Android operating system using basic and advanced phone features.
 - Deploy applications to the Android marketplace for distribution.
1. Display Hello World
 2. Add two Edit Text. When a number is entered in Edit Text 1, the square of that number should be displayed in Edit Text 2.
 3. Add an Edit Text and a button. When the button is clicked, the text inputted in Edit Text should be retrieved and displayed back to the user.
 4. Add two Edit Text and a button. When the button is clicked, the text inputted in Edit Text 1 should be retrieved and displayed in EditText2.
 5. Program a calculator
 6. Create a Module convertor for height
 7. Create a Module convertor for height and weight in the same application. Selection of height/weight can be done using a spinner.
 8. Add a spinner. When the spinner is selected, there should be three options (e.g., android, java, testing). When you click on each option, it should go to another page containing some other components. Each of these pages should have a “back” button, which on pressing will take you back to the page with the spinner.
 9. Create applications to include Action Bar, Menus, Dialogs and Notifications
 10. Create a user login form and registration form. First time users have to register through the registration form and the details should be stored in the database. Then they can login using the login page.
 11. Create a camera application, where you can click a picture and then save it as the wallpaper.
 12. Create a media player which plays an mp3 song.
 13. Create a media recorder which will record the sound.
 14. Testing applications

OUTCOMES:

- At the end of the course, the students will be able to
- Describe the components and structure of a mobile development frameworks (Android SDK and Eclipse Android Development Tools (ADT)) and learn how and when to apply the different components to develop a working system.
 - Design, implement and deploy mobile applications using an appropriate software development environment.

OBJECTIVES:

The aim of the course is

- to understand the basic principles of how the information system support the management in the various arena in the business units. MIS is the basic necessity of organization and encompasses all decisions in life, more particularly, business decisions and implementation.
- to provide an understanding of the Information Systems (IS) management framework of E-business.
- to focus on best practices, tools and models to implement an effective management system
- to provide insights on how to develop and implement enterprise-wide IT strategies, initiatives and programs
- to explore MIS subsystems and technologies including hardware, software and networking.

MODULE I SYSTEM CONCEPTS**7**

Definition – Computer based user machine system – Integrated system – Need for a database – Utilization of models – Evolution – Subsystems – Organizational subsystems – Activities subsystems.

MODULE II ORGANIZATIONAL STRUCTURE**9**

Basic model – Hierarchical – Specialization – Formalization – Centralization – Modifications of basic organizational structure – Project organization – Lateral relations – Matrix organization – Organizational culture and power organizational change

MODULE III STRUCTURE OF MIS**10**

Operating elements – Physical components – Processing functions – Outputs – MIS support for decision making – Structured programmable decisions – Unstructured non-programmable decisions – MIS structure based on management activity and organizational functions – Synthesis of MIS structure

MODULE IV SYSTEM SUPPORT**10**

Data representation – Communication network – Distributed systems – Logical data concepts – Physical storage devices – File organizations – Data base organization – Transaction processing

MODULE V DEVELOPMENT AND MANAGEMENT**9**

A contingency approach to choosing an application – Developing strategy – Lifecycle definition stage – Lifecycle development stage – Lifecycle installation and operation stage – Project management.

Total: 45**TEXT BOOK :**

1. Gordon B. Davis, Margrethe H. Olson, Management Information Systems: Conceptual foundations, Structure and development –2nd Edition – Tata-Mc Graw hill International book company, 2000

REFERENCES :

1. E.Wainright Martin, Carol V. Brown, Danial W. DeHayes, Jeffrey A. Hoffer, William C. Perkins, "Managing Information Technology" 3rd Edition, Prentice Hall International edition 1999.
2. Harold Koontz, Heinz Wehrich, "Essentials of Management", 5th Edition, Tata McGraw Hill 1998.

OUTCOMES:

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

- become familiar with critical-thinking skills in identifying information systems problems and how to investigate existing literature about hardware and software solutions to problems.
- become familiar with the advances in networking, data communications and the Internet and how they affect the way business is conducted.
- identify which information technology tools are used to solve various business problems.

OBJECTIVES:

The aim of this course is to make the students understand

- the scope of E-Commerce in the realm of modern business.
- the technologies used to develop and deliver E-Commerce applications.
- the marketing methods used in E-Commerce
- the legal and regulatory framework in which e-commerce must operate.

MODULE I INTRODUCTION**6**

Networks and Commercial Transactions - Internet and Other Novelties - Electronic Transactions Today - Commercial Transactions - Establishing Trust - Internet Environment - Internet Advantage - World Wide Web.

MODULE II SECURITY TECHNOLOGIES**9**

Why Internet Is Unsecure - Internet Security Holes - Cryptography : Objective - Codes and Ciphers - Breaking Encryption Schemes - Data Encryption Standard - Trusted Key Distribution and Verification - Cryptographic Applications - Encryption - Digital Signature - Nonrepudiation and Message Integrity.

MODULE III ELECTRONIC PAYMENT METHODS**9**

Traditional Transactions : Updating - Offline and Online Transactions - Secure Web Servers - Required Facilities - Digital Currencies and Payment Systems - Protocols for the Public Transport - Security Protocols - SET - Credit Card Business Basics.

MODULE IV ELECTRONIC COMMERCE PROVIDERS**9**

Online Commerce Options - Functions and Features - Payment Systems : Electronic, Digital and Virtual Internet Payment System - Account Setup and Costs - Virtual Transaction Process - InfoHaus - Security Considerations – CyberCash: Model - Security - Customer Protection - Client Application - Selling through CyberCash.

MODULE V ONLINE COMMERCE ENVIRONMENTS**12**

Servers and Commercial Environments - Payment Methods - Server Market Orientation - Netscape Commerce Server - Microsoft Internet Servers - Digital Currencies - DigiCash - Using Ecash - Ecash Client Software and Implementation - Smart Cards - The Chip - Electronic Data Interchange - Internet Strategies, Techniques and Tools.

Total: 45**TEXT BOOK:**

1. Pete Loshin, "Electronic Commerce", 4th Edition, Firewall media, An imprint of laxmi publications Pvt. Ltd., New Delhi, 2004.

REFERENCES :

1. Jeffrey F.Rayport and Bernard J. Jaworski, "Introduction to E-Commerce", 2nd Edition, Tata Mc-Graw Hill Pvt., Ltd., 2003.
2. Greenstein, "Electronic Commerce", Tata Mc-Graw Hill Pvt., Ltd., 2000.

OUTCOMES:

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

- understand E-Commerce concepts and terminology
- process management decisions that are involved in launching, operating and managing business activity on the World Wide Web.
- become familiar with important business, legal issues.

OBJECTIVES:

The aim of this course is to make the students to

- use concepts and DBMS features learned previously
- be familiar with data modeling and able to apply the techniques to medium-complexity problems
- be proficient with basic SQL and familiar with advanced usage
- be exposed to database administration
- be familiar with ODBC and Web site use of databases

MODULE I RELATIONAL DATABASES 9

Relational Model - Querying - Storage Structures - Query Processing - Normalization.

MODULE II OBJECT ORIENTED DATABASES 9

Introduction to Object Oriented Data Bases - Approaches - Modeling and Design - Persistence - Transaction - Concurrency - Recovery - Database Administration.

MODULE III EMERGING SYSTEMS 9

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

MODULE IV CURRENT ISSUES 9

Rules - Knowledge Bases - Active and Deductive Databases - Distributed Databases and Parallel databases.

MODULE V DATABASE DESIGN ISSUES 9

Security - Integrity - Consistency - Database Tuning - Optimization and Research Issues.

Total: 45

TEXT BOOK :

1. R. Elmasri and S.B. Navathe, Fundamentals of Database Systems, Addison Wesley, 2000.

REFERENCES :

1. Gary W. Hanson and James V. Hanson, Database Management and Design, Prentice Hall of India Pvt Ltd, 1999.
2. Alex Benson, Stephen Smith and Kurt Thearling, Building Data Mining Applications for CRM, Tata McGraw-Hill, 2000.

OUTCOMES:

On successful completion of this course, students will:

- discuss the concepts of transaction management.
- be able to design high-quality relational databases and database applications.
- have developed skills in advanced visual & conceptual modeling and database design.
- be able to translate complex conceptual data models into logical and physical database designs.

OBJECTIVES:

The objectives of this course are to

- cover the basic theory and algorithms that are widely used in digital image processing
- expose students to current technologies and issues that are specific to image processing systems
- develop hands-on experience in using computers to process images
- develop critical thinking about shortcomings of the state of the art in image processing

MODULE I DIGITAL IMAGE FUNDAMENTALS 9

Image formation, Image transforms – fourier transforms, Walsh, Hadamard, Discrete cosine, Hotelling transforms.

MODULE II IMAGE ENHANCEMENT & RESTORATION 9

Histogram modification techniques - Image smoothening - Image Sharpening - Image Restoration - Degradation Model – Noise models - Spatial filtering – Frequency domain filtering.

MODULE III IMAGE COMPRESSION & SEGMENTATION 9

Compression Models - Elements of information theory - Error free Compression -Image segmentation – Detection of discontinuities - Edge linking and boundary detection - Thresholding – Region based segmentation - Morphology.

MODULE IV REPRESENTATION AND DESCRIPTION 9

Representation schemes- Boundary descriptors- Regional descriptors - Relational Descriptors

MODULE V OBJECT RECOGNITION AND INTERPRETATION 9

Patterns and pattern classes - Decision-Theoretic methods - Structural methods.

Total: 45

TEXT BOOK :

1. Gonzalez.R.C & Woods. R.E., Digital Image Processing, II Ed., Pearson Education, 2002.

REFERENCES :

1. Anil Jain.K, Fundamentals of Digital image Processing, Prentice Hall of India, 1989.
2. Sid Ahmed, Image Processing, McGraw Hill, New York, 1995.

OUTCOMES:

The student will attain the following outcomes:

- understand the frequency domain description of discrete-time image processing
- understand the design & specification of multi-dimensional digital filters for image processing applications
- gain proficiency in using simulation and design software tools, such as those found in Matlab

OBJECTIVES:

To provide the skills necessary for the students to

- design, build and test a small TCP/IP Network, comprising of three subnetworks and two routers.
- to trace and rectify faults on the network.

MODULE I INTRODUCTION 10

Standards – Internet – History- OSI model – Protocol suite – Addressing – Transmission media – Local Area and Wide Area Networks – Switching – Connecting devices – IP addressing

MODULE II INTERNET PROTOCOL 10

Subnetting – Supernetting – IP packets – Delivery – Routing – Routing model – Routing table – Datagram – Fragmentation – Checksum – IP Design – ARP – RARP – Internet control message protocol – Internet group management protocol

MODULE III TRANSMISSION CONTROL PROTOCOL 8

User Datagram protocol – UDP operation – Use – UDP design – TCP services – Flow control – Error control – TCP operation and design – connection – Transition diagram – Congestion control

MODULE IV APPLICATION LAYER AND CLIENT SERVER MODEL 8

Concurrency – BOOTP – DHCP – Domain name system – Name space – Distribution – Resolution – Messages – Telnet – Rlogin – Network Virtual Terminal – Character Set – Controlling the server – Remote login

MODULE V APPLICATION PROTOCOLS 9

File Transfer Protocol – Connections – Communication – Simple Mail Transfer Protocol – Simple Network Management Protocol – Hyper Text Transfer Protocol – Transaction – Request and Response messages

Total: 45

TEXT BOOK :

1. Behrouz A. Forouzan, "TCP/IP Protocol Suite", Tata McGraw Hill Edition 2000.

REFERENCE :

1. Douglas E. Comer, David L. Stevens, "Internetworking with TCP/IP – Volume I, II and III", Prentice-Hall of India Pvt. Ltd., 2nd Edition 1994

OUTCOMES:

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

- identify the needs and the purpose of each of the protocols at each layer
- use and configure each of the common applications used with TCP/IP
- configure a router using static routing and RIP
- examine a TCP/IP trace at all levels, and diagnose network problems

OBJECTIVES:

The aim of the course is

- to introduce the concepts of visual programming.
- to introduce GUI programming using Microsoft foundation classes.
- to enable the students to develop programs and simple application using Visual C++.

MODULE I INTRODUCTION 8

GUI Concepts – Overview of Windows programming – Creating the window - Displaying the window - message Loop – windows procedure-WM_PAINT message - WM_DESTROY message – An Introduction to GDI – Scroll Bars – Keyboard – Mouse – Menus.

MODULE II VISUAL BASIC PROGRAMMING 9

IDE – First Visual Basic Program - Introduction to Forms –Intrinsic Controls –working with Files - Accessing databases with data control - Classes and Objects – ADO Object Model.

MODULE III VISUAL C++ PROGRAMMING 9

Windows Programming Model - Visual C++ components – Microsoft foundation classes Library Application Framework – Getting Started with AppWizard – Basic Event handling, Mapping modes, and a Scrolling View - Graphics Device Interface, Colors and fonts – Modal Dialog and Windows Common Dialogs – Modeless Dialog and windows Common dialogs – Using ActiveX controls – Windows Message Processing and Multithreading.

MODULE IV ADVANCED CONCEPTS 9

Menus – Keyboard Accelerators – Rich Edit Control – Tool bars – Status bars – A reusable Frame Window Base Class - Reading and writing documents - SDI and MDI environments – splitter windows and multiple views.

MODULE V APPLICATIONS OF WINDOWS PROGRAMMING 10

Dynamic link library – Component Object Model - Object linking and embedding – Data Base Management With Microsoft ODBC.

Total: 45

TEXT BOOKS:

1. Charles Petzold, "Windows Programming", Microsoft press, 1996. Chapters: 2,5,6,9,10.
2. Francesco Balena, "Programming Microsoft Visual Basic6.0", Microsoft press, Indian Reprint, 2001. Chapters: 1,2,3,5,6,13.
3. David Kruglirski.J, "Programming Microsoft Visual C++", Fifth Edition, Microsoft press, 1998. Chapters: 1,2,3,4,5,6,7,8,12,13,14,15,17,18,20,22,24,31.

REFERENCES:

1. G.Cornell, "Visual Basic 6", Tata McGraw Hill, 1998.
2. Deitel & Deitel, T.R.Nieto, "Visual Basic 6, How to program", Prentice Hall of India, 1999.

OUTCOMES:

The student will

- demonstrate fundamental skills in utilizing the tools of a visual programming studio environment in terms of the set of available command menus and toolbars.
- solve mathematical, scientific, and business problems using visual component based programming.
- use visual programming to create simple computer games.

OBJECTIVES:

The objective of the course is to

- make students aware about the importance of the software testing during software development.

MODULE I INTRODUCTION**9**

Software Process assessment overview - Assessment phases - Assessment principles - Assessment conduct - Implementation consideration - Quality management - Quality assurance plan - Considerations – Verification and Validation.

MODULE II CONFIGURATION MANAGEMENT**9**

Need for configuration Management - Software product nomenclature - configuration management functions - Baselines - Responsibilities - Need for automated tools - plan – SCM support functions - The requirement phase Design control - The implementation phase - Test phase - SCM Tools - Configuration accounting and audit.

MODULE III SOFTWARE STANDARDS AND INSPECTION**9**

Definitions - Reason for software standards - Benefits - Establishing standards - Guidelines - Types of reviews - Inspection of objectives - Basic inspection principles - The conduct of inspection - Inspection training.

MODULE IV TESTING AND MANAGING SOFTWARE QUALITY**9**

Testing: principles - Types - Planning - Development - Execution and reporting – Tools and methods - Real Time testing - quality management paradigm - Quality motivation – Measurement criteria - Establishing a software quality program - Estimating software quality.

MODULE V DEFECT PREVENTION**9**

Principles of software defect prevention - Process changes for defect prevention - Defect prevention considerations - Managements role - Framework for software process change - Managing resistance to software process change - Case studies.

Total: 45**TEXT BOOK :**

1. Watts S. Humphrey, Managing the software process, Addison Wesley, 1999.

REFERENCES :

1. Tsum S.Chow, Software Quality Assurance a Practical Approach, IEEE Computer Society press, 1985.
2. Richard E. Fairley, Software Engineering - A Practitioner's approach, McGraw Hill, 1982.

OUTCOMES:

On completion of the course, the student

- able to identify and determine the practices needed to manage a software system configuration.
- understands the mission of a quality system and knows the applicable standards and norms.
- understands the interrelation between product quality and process quality.
- knows and applies product and process quality control techniques.

OBJECTIVES:

The aim of the course is

- to introduce the fundamental properties of components, technology and architecture and middleware.
- to give exposure to java based component technologies
- to impart knowledge on component technologies such as CORBA, ORB and application server.
- to introduce COM, DCOM and .NET technologies.
- to impart knowledge in component frameworks and development.

MODULE I INTRODUCTION**8**

Definition - Industrialization of software development - CBD drivers and benefits - Technology evolution - Components and network computing

MODULE II FUNDAMENTALS**10**

Basic concepts of CBD - Scenarios for CBD - Evolution or revolution - Build,find and use components and objects.

MODULE III MODELS**10**

Basic concepts of object models - Components and interfaces - Working with interfaces - Component and interface modeling - Specification models - domain modeling - Describing classes - Patterns and frameworks.

MODULE IV Using CBD**9**

Categorizing & deploying components - CORBA, DCOM.

MODULE V FRAMEWORKS**8**

Class libraries - Encapsulated components - Software frameworks - Pre - built applications.

Total: 45**TEXT BOOK :**

1. Kuth Short, Component Based Development and Object Modeling, Sterling software,1997.

REFERENCE :

1. Clemens Szyperski, Component software - Beyond object - Oriented programming, Addison - Wesley, 2000.

OUTCOMES:

On completion of the course, students will

- be familiar with the principles of integrating and exchanging data
- master the use of XML/DOM to integrate and exchange data, and XSL/XSLT to transform data
- be familiar with building server applications that consume web services, exchange, and transform web-based data

OBJECTIVES:

The objective of this course is to

- understand the finer aspects of the supply chain management that can turnaround an organization and can take it to the position of a leader.
- learn from the various successes and failures in making an efficient and effective supply chain and deliver value to the customer.

MODULE I BASIC CONCEPTS 9

Introduction to supply chain management (SCM) – concept of SCM – Components of SCM, an overview – features of SCM – strategic issues in SCM – Systems View - SCM current scenario – value chain management and customer relations management.

MODULE II INTERFACES WITH OTHER DISCIPLINES 10

Marketing and Supply Chain Interface – Customer focus in SCM – Demand planning Purchase planning – Make or Buy decision – Indigenous and global sourcing – Development and management of suppliers – legal aspects of buying – cost management – negotiating for purchasing/subcontracting – purchase insurance – evaluation of purchase performance (performance indices). Inventory management. - Finance and Supply Chain Interface. Financial impact of inventory.

MODULE III MANUFACTURING AND WAREHOUSING 9

Manufacturing scheduling – Manufacturing flow system – work flow automation – Flexibility in manufacturing to achieve dynamic optimization. Material handling system design and decision. Warehousing and store keeping – strategies of warehousing and storekeeping – space management.

MODULE IV LOGISTICS MANAGEMENT 8

Logistics management – Role of logistics in SCM – Integrated Logistics management – transportation design and decision – multi modalism – third party logistics services and providers – facilities management (port/airport.ICD's) channels of distribution – logistics and customer service.

MODULE V INFORMATION TECHNOLOGY AND SCM 9

Information technology and SCM – EDI, ERP, Internet and Intranet, E-Commerce, Bar coding, Telecommunication Network, Advanced planning system, Decision support models for Supply Chain Management, Artificial Intelligence for SCM- Best practice in supply chain management – organizational issues to implement SCM.

Total: 45

TEXT BOOK :

1. B.S.Sahay, Supply chain management for global competitiveness, Macmillan India Limited, 2000.

REFERENCES :

1. Donald J.Bowersox & David J.Closs, Logistical Management, Tata McGraw-Hill Editions, New Delhi, 2000.
2. David Simchi-Levi, Designing and managing the supply chain, Tata McGraw-Hill Editions, New Delhi, 2000

OUTCOMES:

At the completion of this course,

- the student would be able to examine the design and performance of supply networks and processes in different business contexts.
- Students develop capabilities in logistics, digital coordination for supply chain integration, inventory management; risk pooling, procurement, product and process design, and international supply chain management.

OBJECTIVES:

The aim of the course is

- to develop a business process strategy to meet stakeholder needs.
- to analyse, improve, design and develop processes to meet stakeholder needs.
- to align technology, organisation, and facilities with the business process strategy and design
- to apply their knowledge to manage process projects effectively.
- to identify, clarify and manage business benefits arising from process change

MODULE I ORGANIZATIONAL STRUCTURE 9

Types of Business Organizations-Organizational Structures-Definition-Complexity-Formulization-Size-Technology-Culture-Forms and Outcomes-Explanations of Structures-IT Industry and Organizational Structures-Case Studies

MODULE II ORGANIZATIONAL OUTCOMES 9

Organizational Power and Power Outcomes-Leadership and Decision Making-Communication and Organizational Change-Organizational Environments and Effects-Inter and Intra organizational Relationships-Organizational Effectiveness-Case Studies

MODULE III BUSINESS PROCESS RE-ENGINEERING 9

Introduction to Business Process Re-engineering (BPR)-Meaning-Types-Process-Impetative for Survival-Strategic Approach-Implementing Business Process Re-engineering-Methodology and Steps-Indian Scenario of Implementing BPR-Case Studies

MODULE IV BPR AND IT INDUSTRY 9

BPR and Information Technology Process-People View and Perspectives-Empowering People through IT-Managing Change in the Global Environment-BPR Rediscovering Indian Paradigm-Need of Reengineering-Case Studies

MODULE V E-BUSINESS PROCESS 9

E-Business-Introduction-E-business vs. E-commerce-Execution of E-business-Trends-Design for Execution-Construction-Types-Organizational Frame Work and Implementation-E-business Application Areas(CRM,ERP,SCM and Selling)-E-business and India-Case Studies

Total: 45

TEXTBOOKS :

1. Richard H.Hall, "Organizations-Structures, Processes and Outcomes", Pearson Education, 2004
2. M.S.Jayaraman et. Al, "Business Process Reengineering", Tata Mc Graw Hill Publications, 2001
3. Ravi Kalakota and Marcia Robinson, "E-Business; Roadmap for Success; Pearson Education, 2000

REFERENCES :

1. Gareth Jones, "Organizational Theory, Design and Change", Pearson Education, 4th Edition, 2004
2. Dave Chaffey, "E-business and E-Commerce" Pearson Education, 2nd Edition,2003

OUTCOMES:

At the completion of this course,

- the student will be able to form the organizational structure,
- improve leadership quality,
- take steps to improve reengineering of Indian scenario, to form organizational frame work and Implementation of e-business application areas.

OBJECTIVES:

The aim of the course is

- to understand the concepts of Software project management.
- to know the techniques in developing Quality Software Products
- to Manage the Software Product Development

MODULE I INTRODUCTION**9**

Introduction to Competencies - Product Development Techniques - Management Skills - Product Development Life Cycle - Software Development Process and models - The SEI CMM - International Organization for Standardization.

MODULE II DOMAIN PROCESSES**9**

Managing Domain Processes - Project Selection Models - Project Portfolio Management - Financial Processes - Selecting a Project Team - Goal and Scope of the Software Project - Project Planning - Creating the Work Breakdown Structure - Approaches to Building a WBS - Project Milestones - Work Packages - Building a WBS for Software.

MODULE III SOFTWARE DEVELOPMENT**9**

Tasks and Activities - Software Size and Reuse Estimating - The SEI CMM - Problems and Risks - Cost Estimation - Effort Measures - COCOMO: A Regression Model - COCOMO II - SLIM: A Mathematical Model - Organizational Planning - Project Roles and Skills Needed.

MODULE IV SCHEDULING ACTIVITIES**9**

Project Management Resource Activities - Organizational Form and Structure - Software Development Dependencies - Brainstorming - Scheduling Fundamentals - PERT and CPM - Leveling Resource Assignments - Map the Schedule to a Real Calendar - Critical Chain Scheduling.

MODULE V QUALITY ASSURANCE**9**

Quality: Requirements – The SEI CMM - Guidelines - Challenges - Quality Function Deployment - Building the Software Quality Assurance - Plan - Software Configuration Management: Principles - Requirements - Planning and Organizing - Tools - Benefits - Legal Issues in Software - Case Study.

Total: 45**TEXT BOOK :**

1. Robert T. Futrell, Donald F. Shafer, Linda I. Safer, "Quality Software Project Management", Pearson Education, Asia, 2002.

REFERENCES :

1. Pankaj Jalote, "Software Project Management in Practice", Addison Wesley, 2002.
2. Hughes, "Software Project Management, 3/E", Tata McGraw-Hill, 2004.

OUTCOMES:

On completion of the course, the students will be able to

- gain Knowledge to develop Quality Software Products
- plan, organize and manage the various resources effectively to achieve specific
- Handle Software projects effectively.

OBJECTIVES:

The aim of the course is

- to describe the concept of ERP and the ERP model; define key terms; explain the transition from MRP to ERP; identify the levels of ERP maturity.
- to explain how ERP is used to integrate business processes; define and analyze a process; create a process map and improve and/or simplify the process; apply the result to an ERP implementation.
- to identify the international issues that impact a worldwide implementation of ERP; identify the key technological considerations and infrastructure concerns in ERP implementation; describe the strategic use of technology for ERP.
- to describe project organizational considerations; define the project management tools and resources needed to implement an ERP system; describe the roles and responsibilities of the key organization players; describe the tactics, tools, and methodologies available to implement ERP; evaluate the success of the implementation.

MODULE I INTRODUCTION TO ERP**9**

Integrated Management Information Seamless Integration – Supply Chain Management – Integrated Data Model – Benefits of ERP – Business Engineering and ERP – Definition of Business Engineering – Principle of Business Engineering – Business Engineering with Information Technology.

MODULE II BUSINESS MODELLING FOR ERP**9**

Building the Business Model – ERP Implementation – An Overview – Role of Consultant, Vendors and Users, Customisation – Precautions – ERP Post Implementation Options-ERP Implementation Technology –Guidelines for ERP Implementaion.

MODULE III ERP AND THE COMPETITIVE ADVANTAGE**9**

ERP domain MPGPRO – IFS/Avalon – Industrial and Financial Systems – Baan IV SAP-Market Dynamics and Dynamic Strategy.

MODULE IV COMMERCIAL ERP PACKAGE**9**

Description – Multi-Client Server Solution – Open Technology – User Interface- Application Integration.

MODULE V ARCHITECTURE**9**

Basic Architectural Concepts – The System Control Interfaces – Services – Presentation Interface – Database Interface.

Total: 45**TEXT BOOK:**

1. Vinod Kumar Garg and N.K.Venkita Krishnan, "Enterprise Resource Planning – Concepts and Practice", PHI, 1998.

REFERENCE:

1. Jose Antonio Fernandz, The SAP R/3 Handbook, TMH, 1998.

OUTCOMES:

A student completing this course will:

- Understand and gain insight into process views of organizations and tools and techniques used to model both as-is and to-be models.
- Effectively describe problems typical of ERP implementation projects and translate this information and use this information to anticipate and articulate the challenges associated with post-implementation management of ERP systems.
- Be able to evaluate the progress of an ongoing ERP implementation project.

OBJECTIVES:

- The aim of this course is to introduce the concepts, techniques and applications of software agents. By the end
- of the course the students are expected to be able to understand the nature, concepts and techniques of the
- agent technology and its standards and to evaluate current software agent systems.

MODULE I AGENT AND USER EXPERIENCE 9

Interacting with Agents - Agent From Direct Manipulation to Delegation - Interface Agent Metaphor with Character - Designing Agents - Direct Manipulation versus Agent Path to Predictable

MODULE II AGENTS FOR LEARNING IN INTELLIGENT ASSISTANCE 9

Agents for Information Sharing and Coordination - Agents that Reduce Work Information Overhead - Agents without Programming Language - Life like Computer character - S/W Agents for cooperative Learning - Architecture of Intelligent Agents

MODULE III AGENT COMMUNICATION AND COLLABORATION 9

Overview of Agent Oriented Programming - Agent Communication Language - Agent Based Framework of Interoperability

MODULE IV AGENT ARCHITECTURE 9

Agents for Information Gathering - Open Agent Architecture - Communicative Action for Artificial Agent

MODULE V MOBILE AGENTS 9

Mobile Agent Paradigm - Mobile Agent Concepts - Mobile Agent Technology - Case Study: Tele Script, Agent Tel

Total: 45**TEXT BOOKS :**

1. Jeffrey M. Bradshaw, " Software Agents ", MIT Press, 2000. (Unit 1,2,3 & 4)
2. William R. Cockayne, Michael Zyda, "Mobile Agents", Prentice Hall, 1998 (5th Unit)

REFERENCES :

1. Russel & Norvig, " Artificial Intelligence: A Modern Approach ", Prentice Hall, 2nd Edition, 2002
2. Joseph P. Bigus & Jennifer Bigus, "Constructing Intelligent agents with Java: A Programmer's Guide to Smarter Applications ", Wiley, 1997.

LEARNING OUTCOMES:

By the end of this course, students should be able to:

1. Understand the basic concepts techniques and applications of software agents.
2. Learn how to do a research.
3. Understand software agents design tools.

OBJECTIVES:

This course provides an

- in depth knowledge of the UNIX operating system's internal features and their operation. The course describes the data structures, their relationships and the major algorithms used to manage System, processes, system calls, interrupts and exceptions, virtual memory and file systems.

MODULE I INTRODUCTION TO UNIX**9**

Unix operating system - History - System structure –Users Perspective- OS Services- Hardware-Architecture- System Concepts- Kernel data structures – System Administration – Buffer Cache- Heaters – Structure of the Buffer Pool- Scenarios-Reading and writing Disk Blocks.

MODULE II FILE SYSTEMS**9**

INODES - Structure of a regular file- Directories – Conversion of a path name to an INODE - Super Block- INODE assignment – Disk Blocks- System calls for the file system

MODULE III PROCESSES**9**

Process States and Transitions – Layout of System Memory – Context of a Process – Manipulation of the process address space – Sleep – Process Control – Creation – Signals – Awaiting process termination – The Shell – System Boot and Init Process – Process Scheduling and Time – System calls for time – Clock.

MODULE IV MEMORY MANAGEMENT**9**

Swapping – Segmentation - Demand Paging – Driver Interfaces – Disk Drivers – Terminal Drivers - Streams.

MODULE V INTERPROCESS COMMUNICATION**9**

Process Tracing – System V IPC – Network Communications - Sockets – Problem of Multiprocessor Systems – Solution with Master and Slave Processors – Semaphores – Distributed Unix Systems – Satellite Processors – Newcastle connection – Transparent distributed file systems – System Calls.

Total: 45**TEXT BOOK :**

1. Bach M.J., The Design of the Unix Operating System, Prentice Hall India, 1986.

REFERENCES :

1. Goodheart B., Cox.J., The Magic Garden Explained, Prentice Hall India, 1994.
2. Leffler S.J., Mckusick M.K., Karels M.J and Quarterman J.S., The Design and Implementation of the 4.3 BSD Unix Operating System. Addison Wesley, 1998.

OUTCOMES:

Students who have successfully completed this course will have full understanding of the following concepts:

- Ability to understand the basic functioning of UNIX operating systems and shell programming,
- to analyze the buffers and kernel representation, to understand the UNIX system structure, system calls and
- To understand UNIX segmentation, scheduling, paging.

OBJECTIVES:

Aim of the course is

- to provide insight into the architectural implications of Grid Computing
- to provide students with awareness of current issues in
 - skills in utilizing current grid tools and technologies.
 - identifying the weakness of existing tools and technologies and proposing potential areas for improvement.
- Justify the applicability, non-applicability of Grid technologies for a specific application

MODULE I INTRODUCTION 9

Grid Computing values and risks – History of Grid computing – Grid computing model and protocols – overview of types of Grids.

MODULE II TYPES OF GRIDS 9

Desktop Grids : Background – Definition – Challenges – Technology – Suitability – Grid server and practical uses; Clusters and Cluster Grids; HPC Grids; Scientific in sight – application and Architecture – HPC application development environment and HPC Grids; Data Grids; Alternatives to Data Grid – Data Grid architecture.

MODULE III ARCHITECTURE AND MANAGEMENT 9

The open Grid services Architecture – Analogy – Evolution – Overview – Building on the OGSA platform – implementing OGSA based Grids – Creating and Managing services – Services and the Grid – Service Discovery – Tools and Toolkits – Universal Description Discovery and Integration (UDDI)

MODULE IV NATIVE PROGRAMMING AND SOFTWARE APPLICATIONS 9

Desktop supercomputing – parallel computing – parallel programming paradigms – problems of current parallel programming paradigms – Desktop supercomputing programming paradigms – parallelizing existing applications – Grid enabling software applications – Needs of the Grid users – methods of Grid deployment – Requirements for Grid enabling software – Grid enabling software applications.

MODULE V APPLICATIONS,SERVICES AND ENVIRONMENTS 9

Application integration – application classification – Grid requirements – Integrating Applications with Middleware platforms – Grid enabling Network services – managing Grid environments – Managing Grids – Management reporting – Monitoring – Data catalogs and replica management – portals – Different application areas of Grid computing.

Total: 45

TEXT BOOK:

1. Ahmar Abbas, " Grid Computing , A Practical Guide to Technology and Applications", Firewall media , 2004.

REFERENCES :

1. Joshy Joseph , Craig Fellenstein , "Grid Computing", Pearson Education , 2004. Foster, "Grid Blue print foe new computing".

OUTCOMES:

On completion of the course,

- the students will attain knowledge in Grid Computing.
- students will understand the applications of Grid Computing

OBJECTIVES:

The aim of the course is

- to acquire an understanding of network security and its changing character
- to understand how network security is conceptualized and carried out
- to analyze both early and contemporary threats to network security
- to articulate informed opinion about issues related to network security
- to appreciate the challenges of network security

MODULE I INTRODUCTION 9

Attacks - Services - Mechanisms - Conventional Encryption - Classical And Modern Techniques – Encryption Algorithms - Confidentiality.

MODULE II PUBLIC KEY ENCRYPTION 9

RSA - Elliptic Curve Cryptography - Number Theory Concepts

MODULE III MESSAGE AUTHENTICATION 9

Hash Functions - Digest Functions - Digital Signatures - Authentication Protocols.

MODULE IV NETWORK SECURITY PRACTICE 9

Authentication, Applications - Electronic Mail Security - IP Security - Web Security.

MODULE V SYSTEM SECURITY 9

Intruders – Viruses – Worms – Firewalls Design Principles – Trusted Systems.

Total: 45

TEXT BOOK :

1. Stallings, Cryptography & Network Security - Principles & Practice, Prentice Hall, 3rd Edition 2002.

REFERENCES:

1. Bruce, Schneier, Applied Cryptography, 2nd Edition, Toha Wiley & Sons, 1996.
2. Man Young Rhee, "Internet Security", Wiley, 2003.
3. Pfleeger & Pfleeger, "Security in Computing", Pearson Education, 3rd Edition, 2003.

OUTCOMES:

Completion of the course will have following outcomes:

- understanding of the scientific method through research requirements and in-depth case studies
- improvement in social interaction skills and understanding human behavior through consideration of the impact legal and social systems have on individuals
- preparation for more advanced study in criminal justice/homeland security

OBJECTIVES:

The purpose of the Embedded System course is to

- provide the students, knowledge and hands-on experience in the embedded computer system technology.
- students specializing in software and system design, giving most attention to hardware design, as understanding in this area is vital for most embedded software designers.

MODULE I INTRODUCTION TO EMBEDDED SYSTEMS 9

Definition and Classification – Overview of Processors and hardware units in an embedded system – Software embedded into the system – Exemplary Embedded Systems – Embedded Systems on a Chip (SoC) and the use of VLSI designed circuits

MODULE II DEVICES AND BUSES FOR DEVICES NETWORK 9

I/O Devices - Device I/O Types and Examples – Synchronous - Iso-synchronous and Asynchronous Communications from Serial Devices - Examples of Internal Serial-Communication Devices - UART and HDLC - Parallel Port Devices - Sophisticated interfacing features in Devices/Ports- Timer and Counting Devices - '12C', 'USB', 'CAN' and advanced I/O Serial high speed buses- ISA, PCI, PCI-X, cPCI and advanced buses.

MODULE III EMBEDDED PROGRAMMING 9

Programming in assembly language (ALP) vs. High Level Language - C Program Elements, Macros and functions -Use of Pointers - NULL Pointers - Use of Function Calls – Multiple function calls in a Cyclic Order in the Main Function Pointers – Function Queues and Interrupt Service Routines Queues Pointers – Concepts of EMBEDDED PROGRAMMING in C++ - Objected Oriented Programming – Embedded Programming in C++, 'C' Program compilers – Cross compiler – Optimization of memory codes.

MODULE IV REAL TIME OPERATING SYSTEMS – PART - 1 9

OS Services – Interrupt Routines Handling, Task scheduling models - Handling of task scheduling and latency and deadlines as performance metrics - Inter Process Communication And Synchronisation – Shared data problem – Use of Semaphore(s) – Priority Inversion Problem and Deadlock Situations – Inter Process Communications using Signals – Semaphore Flag or mutex as Resource key – Message Queues – Mailboxes – Pipes – Virtual (Logical) Sockets – RPCs.

MODULE V REAL TIME OPERATING SYSTEMS – PART - 2 9

Study of RTOS, VxWorks - Basic Features - Task Management Library at the System - Library Header File - VxWorks System Functions and System Tasks - Inter Process (Task) Communication Functions - Case Study of Coding for Sending Application Layer Byte Streams on a TCP/IP Network Using RTOS Vxworks

Total : 45

TEXT BOOK :

1. Rajkamal, Embedded Systems Architecture, Programming and Design, TATA McGraw Hill, First reprint 2003

REFERENCE :

1. David E.Simon, An Embedded Software Primer, Pearson Education Asia, First Indian Reprint 2000.

OUTCOMES:

On completion of the course:

- students get exposure with different families and architectures of Embedded System tools such as Microcontrollers, DSPs, FPGAs etc.
- students shall get the expertise required to design any embedded system (h/w or s/w or both) based on any of the above tools
- students become highly proficient in Embedded Software particularly in real-time programming with Industry standard RTOS such as VxWorks and RTLinux.

OBJECTIVES:

This course equips the students with a solid understanding of:

- practices that support the production of quality software
- software testing techniques
- life-cycle models for requirements, defects, test cases, and test results
- process models for units, integration, system, and acceptance testing
- quality Models

MODULE I CONCEPTS**9**

Concepts of Quality Control, Quality Assurance, Quality Management - Total Quality Management; Cost of Quality; QC tools - 7 QC Tools and Modern Tools; Other related topics - Business Process Re-engineering –Zero Defect, Six Sigma, Quality Function Deployment, Benchmarking, Statistical process control.

MODULE II SOFTWARE ENGINEERING CONCEPTS**9**

Software Engineering Principles, Software Project Management, Software Process, Project and Product Metrics, Risk Management, Software Quality Assurance; Statistical Quality Assurance - Software Reliability, Muse Model; Software Configuration Management; Software Testing; CASE (Computer Aided Software Engineering).

MODULE III QUALITY ASSURANCE MODELS**9**

Models for Quality Assurance-ISO-9000 - Series, CMM, SPICE, Malcolm Baldrige Award.

MODULE IV SOFTWARE QUALITY ASSURANCE RELATED TOPICS**9**

Software Process - Definition and implementation; internal Auditing and Assessments; Software testing -Concepts, Tools, Reviews, Inspections & Walkthroughs; P-CMM.

MODULE V FUTURE TRENDS**9**

PSP and TSP, CMMI, OO Methodology, Clean-room software engineering, Defect injection and prevention.

Total: 45**TEXT BOOK :**

1. Watts Humphery, "Managing Software Process ", Addison - Wesley, 1998.

REFERENCES:

1. Philip B Crosby, " Quality is Free: The Art of Making Quality Certain ", Mass Market, 1992.
2. Roger Pressman, "Software Engineering ", Sixth Edition, McGraw Hill, 2005.

OUTCOMES:

At the completion of this course, the student will be able to:

- understand and effectively apply software quality assurance (SQA) methods, tools and techniques
- plan for, implement and manage the integrated software quality assurance function
- evaluate how new technologies impact software quality assurance and the system's development life cycle and understand how to benefit from their application

OBJECTIVES:

The aim of this course is to

- provide wireless communication fundamentals, medium access control, network and transport protocols, unicast and multicast routing algorithms, mobility and its impact on routing protocols, application performance, quality of service guarantees, and security. Energy efficiency and the role of hardware and software architectures will also be presented for sensor networks.

MODULE I INTRODUCTION**9**

Introduction-Fundamentals of Wireless Communication Technology - The Electromagnetic Spectrum - Radio Propagation Mechanisms - Characteristics of the Wireless Channel - IEEE 802.11a,b Standard – Origin Of Ad hoc: Packet Radio Networks - Technical Challenges - Architecture of PRNETs - Components of Packet Radios – Ad hoc Wireless Networks -What Is an Ad Hoc Network? Heterogeneity in Mobile Devices - Wireless Sensor Networks - Traffic Profiles - Types of Ad hoc Mobile Communications - Types of Mobile Host Movements - Challenges Facing Ad Hoc Mobile Networks-Ad hoc wireless Internet

MODULE II ADHOC ROUTING PROTOCOLS**9**

Introduction - Issues in Designing a Routing Protocol for Ad Hoc Wireless Networks - Classifications of Routing Protocols -Table-Driven Routing Protocols - Destination Sequenced Distance Vector (DSDV) - Wireless Routing Protocol (WRP) - Cluster Switch Gateway Routing (CSGR) - Source-Initiated On-Demand Approaches - Ad Hoc On-Demand Distance Vector Routing (AODV) - Dynamic Source Routing (DSR) -Temporally Ordered Routing Algorithm (TORA) - Signal Stability Routing (SSR) - Location-Aided Routing (LAR) - Power-Aware Routing (PAR) - Zone Routing Protocol (ZRP)

MODULE III MULTICASTROUTING IN ADHOC NETWORKS**9**

Introduction - Issues in Designing a Multicast Routing Protocol - Operation of Multicast Routing Protocols - An Architecture Reference Model for Multicast Routing Protocols -Classifications of Multicast Routing Protocols - Tree-Based Multicast Routing Protocols- Mesh-Based Multicast Routing Protocols - Summary of Tree-and Mesh-Based Protocols - Energy-Efficient Multicasting - Multicasting with Quality of Service Guarantees - Application-Dependent Multicast Routing - Comparisons of Multicast Routing Protocols

MODULE IV TRANSPORT LAYER, SECURITY PROTOCOLS**9**

Introduction - Issues in Designing a Transport Layer Protocol for Ad Hoc Wireless Networks - Design Goals of a Transport Layer Protocol for Ad Hoc Wireless Networks -Classification of Transport Layer Solutions - TCP Over Ad Hoc Wireless Networks -Other Transport Layer Protocols for Ad Hoc Wireless Networks - Security in Ad Hoc Wireless Networks - Network Security Requirements - Issues and Challenges in Security Provisioning - Network Security Attacks - Key Management - Secure Routing in Ad Hoc Wireless Networks

Introduction - Issues and Challenges in Providing QoS in Ad Hoc Wireless Networks - Classifications of QoS Solutions - MAC Layer Solutions - Network Layer Solutions - QoS Frameworks for Ad Hoc Wireless Networks Energy Management in Ad Hoc Wireless Networks –Introduction - Need for Energy Management in Ad Hoc Wireless Networks - Classification of Energy Management Schemes - Battery Management Schemes - Transmission Power Management Schemes - System Power Management Schemes

TEXT BOOK :

1. C. Siva Ram Murthy and B.S. Manoj “Ad Hoc Wireless Networks: Architectures and Protocols”, Prentice Hall PTR,2004

REFERENCES:

- 1 C.K. Toh, Ad Hoc Mobile Wireless Networks: Protocols and Systems, Prentice Hall PTR ,2001
2. Charles E. Perkins, Ad Hoc Networking, Addison Wesley, 2000

OUTCOMES:

At the completion of this course, it is envisaged that the students will be able to:

- explain the constraints of the wireless physical layer that affect the design and performance of ad hoc and sensor networks, protocols, and applications;
- explain the performance of various unicast and multicast routing protocols that have been proposed for ad hoc networks;
- explain the operation of several media access protocols that have been proposed for ad hoc and sensor networks;
- Explain various security threats to ad hoc networks and describe proposed solutions.

OBJECTIVES:

The aim of the course is

- to introduce the major concept areas of language translation and compiler design
- to develop an awareness of the function and complexity of modern compilers
- to understand the phases of the compilation process and be able to describe the purpose and implementation approach of each phase.
- to give students practical exposure to aspects of theoretical Computer Science including Languages, Grammars, and Machines.
- to exercise and reinforce prior programming knowledge with a non-trivial programming project to construct a compiler.

MODULE I INTRODUCTION**9**

Basic concepts - Grammar - Language - Parts of a compiler – Grouping of phases - Compiler construction tools.

MODULE II LEXICAL ANALYZER**9**

Role of a lexical analyzer – Input buffering - Specification and recognition of tokens - Finite automata - Regular expression to finite automation – Optimization of DFA-based pattern matchers-Use of a tool for generating lexical analyzer.

MODULE III SYNTAX ANALYZER**9**

Role of a parser - Context-free grammars - Top-down parsing - Bottom-up parsing - Use of a tool to generate parsers.

MODULE IV INTERMEDIATE CODE GENERATION**9**

Intermediate languages - Declaration - Assignment statements - Boolean expressions - Flow control statements –Back patching.

MODULE V CODE GENERATION**9**

Introduction to optimization techniques - Issues in the design of a code generator - Run-time storage management - Design of a simple code generator.

Total:45**TEXT BOOK :**

1. A.V. Aho, Ravi Sethi, J.D. Ullman, Compilers - Principles, Techniques and Tools, Addison- Wesley, 1988.

REFERENCES:

1. Fischer Leblanc, Crafting Compiler, Benjamin Cummings, Menlo Park, 1988.
2. Kenneth C.Louden, Compiler Construction Principles and Practice, Vikas publishing House, 2003.
3. Allen I. Holub, Compiler Design in C, Prentice Hall of India, 2001.

OUTCOMES:

On completion of this course, students will be able to

- demonstrate a working understanding of the process of semantic analysis through the construction of semantic records based on parse trees, the construction of symbol tables, the organization of run time memory and the writing of a semantic analyzer for a compiler.
- design, analyze, implement and test a working compiler for a small language
- develop a compiler with all the phases

OBJECTIVES:

- To explain the complexity of Business Intelligence decision support projects
- To present a step-by-step guide for the entire Business Intelligence project life cycle
- To impart knowledge of a complete development lifecycle including activities, deliverables, roles, risks, responsibilities, Do's and Don't's, entry and exit criteria for a successful Business Intelligence (BI) decision-support implementation.

MODULE I STAGES AND STEPS 9

Stages and Steps: Guide to the development steps- Business Intelligence (BI) Definition – BI Decision Support Initiatives – Development Approaches – Engineering Stages and Development Steps – Parallel Development Tracks – BI Project Team Structure – Business Case Assessment: Business Justification – Business Drivers – Business Analyst Issues – Cost-Benefit Analysis – Risk Assessment – Business Case Assessment Activities.

MODULE II ENTERPRISE INFRASTRUCTURE EVALUATION 9

Enterprise Infrastructure Evaluation: Technical Infrastructure Evaluation – The Hardware Platform – The Middleware Platform – The DBMS Platform – Technical Infrastructure Evaluation Activities – Deliverables Resulting from these Activities - Roles and Risks involved in these activities. Nontechnical Infrastructure Evaluation – The Effects of Stovepipe Development – The need for Nontechnical Infrastructure Evaluation -Enterprise architecture and Enterprise Standards - Nontechnical Infrastructure Evaluation Activities – Deliverables Resulting from these Activities - Roles and Risks involved in these activities.

MODULE III PROJECT PLANNING 9

Project Planning – Managing, Defining, Planning the BI Project - Project Planning Activities – Deliverables Roles and Risks - Project Requirements Definition – General Business and Project-Specific Requirements – The Interviewing Process – Project Requirements and Deliverables – Roles and Risks involved - Data Analysis – Business-Focused Data Analysis – Top-Down Logical Data Modeling – Bottom-Up Source Data Analysis - Data Cleansing, Activities, Deliverables, Roles and Risks - Application Prototyping – Purposes, Best Practices, Types – Building Successful Prototypes – Applications, Deliverables, Roles and Risks – Meta Data Repository Analysis.

MODULE IV DATABASE DESIGN 9

Database Design – Differences, Logical and Physical Database Design and Activities – Deliverables, Roles and Risks - Extract/Transform/Load (ETL) Design – Implementation Strategies – Preparing for the ETL Process – Designing the Extract, Transformation, Load Programs and ETL Process Flow – Evaluating ETL Tools -ETL Design Activities – Deliverables, Roles and Risks – Meta Data Repository Design – Extract/Transform/Load Development.

Application Development – Online analytical Processing Tools – Multidimensional Analysis Factors – Online Analytical Processing Architecture – Development Environments – Application Development Activities – Deliverables, Roles and Risks - Data Mining – Meta Data Repository Development.

Total : 45

TEXT BOOK:

1. Business Intelligence Roadmap: The Complete Project Lifecycle for Decision Support Applications, Larissa T. Moss, Shaku Atre, Addison Wesley Publications, 2003.

REFERENCE BOOK:

1. Business Intelligence Strategy – A practical Guide for Achieving BI Excellence, John Boyer, Bill Frank, Brian Green Tracy Harris and Kay Van De Vanter, First Edition, IBM Corporation, 2010.

OUTCOMES:

- Students can understand the infrastructure components of BI decision-support application and the available tools.
- Students can able to determine number of resources required, type of resources in terms of both technical and human and could able to recognize the components that impairs the success of BI decision-support application.

OBJECTIVES:

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

MODULE I INTRODUCTION 9

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

MODULE II SERVICE LAYER 9

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

MODULE III SERVICE ORIENTED ANALYSIS AND DESIGN 9

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

MODULE IV TECHNOLOGIES AND DESIGN FOR SOA 9

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

MODULE V SERVICE DESIGN AND SECURITY 9

Service design-guidelines- WS-BPEL language basics – WS-Coordination overview – WS - Choreography, WS-Policy, WSSecurity-WSOA platform-SOA support in J2EEand .NET.

TOTAL: 45**TEXT BOOK:**

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

REFERENCES:

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

OUTCOMES:

- Discuss about the principles of service orientation.
- Explain service composition, orchestration and Choreography.
- Provide ASP.NET web services.
- Analyze and design web service.

OBJECTIVES

- To impart knowledge in installing CMSmadesimple, using the core modules, using Smarty to build templates and it to tell what you are about to do, how to do it.
- To train the students in using an open source content management (CMS) tool – Joomla!, A powerful and robust tool.

MODULE I **9**

Content Management System (CMS) – Introduction - Getting Started - CMS versus website builder – Creating Pages and Navigation.

MODULE II **9**

Design and Layout - Using Core modules – Users and Permissions – Using Third-party Modules – Creating Own Functionality

MODULE III **9**

E-commerce workshop - Advanced Use of CMS - Administration and Trouble Shooting.

MODULE IV **9**

Introduction to dynamic web pages and development tools for dynamic content – Downloading tools for dynamic content – Downloading and Installing a content Management System (Joomla!) – Administration elements of a Content Management System – Organizing Content.

MODULE V **9**

Basic elements: pages, menus and navigation – incorporate components, modules, plug-ins and languages – Case Studies: Marketing strategies and planning for websites – Design and create a school website, restaurant website, blog site, Securing Content Management System.

Total : 45

TEXT BOOKS:

1. CMS Made simple 1.5, Sofia Hauschildt, 2010
2. Joomla! 1.5: A User's Guide – Barrie M. North Second Edition, Prentice Hall.

OUTCOMES:

- Students will be in a position to install CMSmadesimple (CMSMS), Converting other website templates to work with CMSMS
- Students will be able to add a e-commerce functionality and a discussion of users and permissions.
- Students will be able to develop a successful website powered by Joomla!
- Students can understand the key concepts regarding content organization, editing and templates.

OBJECTIVES

The students will be able to learn

- Fundamentals of testing
- Role of Testing in Software Development Lifecycle
- Various techniques of testing
- Tools for testing.

MODULE I FUNDAMENTALS OF TESTING 9

Human and errors, Testing and Debugging, Software Quality, Requirement Behavior and Correctness, Fundamentals of Test Process, Psychology of Testing, General Principles of Testing, Test Metrics.

MODULE II ROLE OF TESTING IN SDLC 9

Review of software development models (Waterfall Models, Spiral Model, W Model, V Model) Agile Methodology and Its Impact on testing, Test Levels (Unit, Component, Module, Integration, System, Acceptance, Generic)

MODULE III APPROACHES TO TESTING 9

Black Box Testing- Equivalence Class Partitioning, Boundary Value Analysis, State Transition Test, Cause Effect Graphing and Decision Table Technique and Used Case Testing and Advanced black box techniques: White Box Testing- Statement Coverage, Branch Coverage, Test of Conditions, Path Coverage, Advanced White Box Techniques, Instrumentation and Tool Support Gray Box Testing, Intuitive and Experience Based Testing

MODULE IV TEST ORGANIZATION 9

Test Organization: Test teams, tasks and Qualifications: Test Planning : Quality Assurance Plan, Test Plan, Prioritization Plan, Test Exit Criteria: Cost and economy Aspects: Test Strategies: Preventive versus Reactive Approach, Analytical versus heuristic Approach Test Activity Management, Incident Management, Configuration Management Test Progress Monitoring and Control: Specialized Testing: Performance, Load, Stress & Security Testing

MODULE V TESTING TOOLS 9

Automation of Test Execution, Requirement tracker, High Level Review Types of test Tools: Tools for test management and Control, Test Specification, Static Testing, Dynamic Testing, Non functional testing.

Total : 45

REFERENCES:

1. Software Testing Foundations, Andreas Spillner, Tilo Linz, Hans Schaefer, Shoff Publishers and Distributors.
2. Software Testing: Principles and Practices by Srinivasan D and Gopalswamy R, Pearson Ed, 2006.
3. Foundations of Software Testing by Aditya P. Mathur – Pearson Education custom edition 2000.
4. Testing Object Oriented Systems: models, patterns and tools, Robert V Binder, Addison Wesley, 1996.
5. Software Engineering – A practitioner's approach by Roger S. Pressman, 5th Edition, McGraw Hill.
6. The art of software testing by GJ Myers, Wiley.

OUTCOMES

The student will have

- Strong fundamentals in various software testing strategies.
- Basic Knowledge of testing tools available.

LEARNING OBJECTIVES:

- Able to learn how to program in C# and develop .NET applications using C#.

MODULE I**9**

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

MODULE II**9**

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

MODULE III**9**

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

MODULE IV**9**

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

MODULE V**9**

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

Total : 45**TEXT BOOKS:**

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

REFERENCES:

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

LEARNING OUTCOMES:

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

- Explain the principles of object-oriented programming.
- Write clear and effective C# code.
- Access data using ADO.NET
- Develop web applications using ASP.NET Web Forms.
- Develop and use ASP.NET Web Services.

Learning Objective:

- To learn how to build good web applications using PHP language.

MODULE I : Introduction to PHP**9**

Introduction, Basics, Data types, Operators, Flow control, Arrays, Array functions, Strings and Regular expressions, Generators

MODULE II : Advanced PHP**9**

OOP in PHP -- Classes, Objects, Constructors and Destructors, Access Modifiers, Methods, Inheritance, Error and Exceptional Handling , File Handling, PEAR, Security

MODULE III : PHP Libraries**9**

Common libraries – cURL, GetText, GD, DB access – MySQL, PostgreSQL, SQLite, XML handling using PHP Data Objects (PDO)

MODULE IV : PHP CMS**9**

CMS Introduction. Advantages of a CMS, Different types of CMS, Examples , Drupal -- Installation – Content Management, Structure – Site Building – Modules – Theming

MODULE V : PHP application frameworks**9**

Web Development Frameworks – Introduction – Yii – Model View Controller – Entry Script – Application – Controller – Model – View – Component – Module, PHP application development pitfalls.

Total : 45**TEXT BOOK:**

- Kevin Tatroe, Peter MacIntyre, Rasmus Lerdorf, "Programming PHP", Creating Dynamic Web Pages, O'Reilly Media, 3rd Edition, 2013

REFERENCES:

- <http://php.net>
- <http://www.tutorialspoint.com/php/index.htm>

Learning Outcomes:

- Design a web project to use real-time processing capabilities to interact with a database.
- Demonstrate skill in dealing with server-side issues that enable their databases and web solution to operate cohesively.
- Use a client-server environment for proof of concept that your project performs to class standards.
- Be able to demonstrate the ability to pass information from client browser to web server for transaction processing.

OBJECTIVES:

- To introduce the basic concepts of one dimensional and two dimensional Random Variables.
- To provide information about Estimation theory, Correlation, Regression and Testing of hypothesis.
- To enable the students to use the concepts of multivariate normal distribution and principle components analysis.

MODULE I ONE DIMENSIONAL RANDOM VARIABLES 9

Random variables - Probability function – Moments – Moment generating functions and their properties – Binomial, Poisson, Geometric, Uniform, Exponential, Gamma and Normal distributions – Functions of a Random Variable.

UNIT II TWO DIMENSIONAL RANDOM VARIABLES 9

Joint distributions – Marginal and Conditional distributions – Functions of two dimensional random variables – Regression Curve – Correlation.

MODULE III ESTIMATION THEORY 9

Unbiased Estimators – Method of Moments – Maximum Likelihood Estimation - Curve fitting by Principle of least squares – Regression Lines.

MODULE IV TESTING OF HYPOTHESES 9

Sampling distributions - Type I and Type II errors - Tests based on Normal, t, Chi-Square and F distributions for testing of mean, variance and proportions – Tests for Independence of attributes and Goodness of fit.

MODULE V MULTIVARIATE ANALYSIS 9

Random Vectors and Matrices - Mean vectors and Covariance matrices - Multivariate Normal density and its properties - Principal components Population principal components - Principal components from standardized variables.

TOTAL 45+15:60 PERIODS

REFERENCES:

1. Jay L. Devore, "Probability and Statistics for Engineering and the Sciences", Thomson and Duxbury, 2002.
2. Richard Johnson. "Miller & Freund's Probability and Statistics for Engineer", Prentice – Hall, Seventh Edition, 2007.
3. Richard A. Johnson and Dean W. Wichern, "Applied Multivariate Statistical Analysis", Pearson Education, Asia, Fifth Edition, 2002.
4. Gupta S.C. and Kapoor V.K."Fundamentals of Mathematical Statistics", Sultan and Sons, 2001.
5. Dallas E Johnson, "Applied Multivariate Methods for Data Analysis", Thomson and Duxbury press, 1998.

OUTCOMES:

- The student will be able to acquire the basic concepts of Probability and Statistical techniques for solving mathematical problems which will be useful in solving Engineering problems.

OBJECTIVES:

- Finance has rightly been termed as the “Master Key” providing access to all resources required for running business activities. Hence efficient management of business enterprises is closely linked with the efficient management of their finances. In view of the growing importance of the finance function, Financial Management and Accounting plays an important role in any organization.

MODULE I FINANCIAL ACCOUNTING**12**

Meaning and Scope of Accounting-Principles-Concepts-Conventions-Accounting Standards-Final Accounts-Trial Balance-Trading Account-Profit and Loss Account-Balance Sheet.

MODULE II COST ACCOUNTING**12**

Meaning-Objectives-Elements of Cost-Cost Sheet-Marginal Costing and Cost Volume Profit Analysis- Break Even Analysis-Applications-Limitations

MODULE III MANAGEMENT ACCOUNTING**12**

Budgets and Budgetary Control-Meaning-Types-Sales Budget-Production Budget- Budget-Flexible Budgeting-Cash Budget- Computerized Accounting - Accounting Ratios Analysis-Funds Flow Analysis-Cash Flow Analysis.

MODULE IV INVESTMENT DECISION**12**

Objectives and Functions of Financial Management-Foreign exchange(Forex)-Risk-Return Relationship-Time Value of Money Concepts-Capital Budgeting-Methods of Appraisal.

MODULE V FINANCING DECISION AND WORKING CAPITAL MANAGEMENT 12

Capital Structure-Factors Affecting Capital Structure-Dividend Policy-Types of Dividend Policy-Concepts of Working Capital-Working Capital Policies-Factors affecting Working Capital-Estimation of Working Capital Requirements

L : 45, T : 15**Total: 60****TEXTBOOKS :**

1. S.N.Maheswari, “Financial and Management Accounting”, Sultan Chand & Sons, 2003
2. I.M.Pandey, “Financial Management”, Vikas Publications, 4th Reprint, 2002

REFERENCES :

1. S.P.Iyengar, “Cost and Management Accounting”, Sultan Chand & Co.
2. I.M.Pandey, “Elements of Management Accounting” Vikas Publishing House, 1999

OUTCOMES:

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

- prepare final accounts of a concern to find out the profit or loss
- analyze the firm by applying various ratios.
- analyze the factors affecting a capital structure, working capital and dividends.