

AC: 23/7/2020

Item No. : 126

UNIVERSITY OF MUMBAI



Bachelor of Engineering

in

Information Technology Engineering

Second Year with Effect from AY 2020-21

Third Year with Effect from AY 2021-22

Final Year with Effect from AY 2022-23

(REV- 2019 'C' Scheme) from Academic Year 2019 – 20

Under

FACULTY OF SCIENCE & TECHNOLOGY

(As per AICTE guidelines with effect from the academic year
2019–2020)

AC: 23/7/2020

Item No. 126

UNIVERSITY OF MUMBAI



Syllabus for Approval

Sr. No.	Heading	Particulars
1	Title of the Course	Second Year B.E. Information Technology Engineering
2	Eligibility for Admission	After Passing First Year Engineering as per the Ordinance 0.6242
3	Passing Marks	40%
4	Ordinances / Regulations (if any)	Ordinance 0.6242
5	No. of Years / Semesters	8 semesters
6	Level	P.G. / U.G./Diploma / Certificate (Strike out which is not applicable)
7	Pattern	Yearly / Semester (Strike out which is not applicable)
8	Status	New / Revised (Strike out which is not applicable)
9	To be implemented from Academic Year	With effect from Academic Year: 2020-2021

Date :23/7/2020

Dr. S. K. Ukarande
Associate Dean
Faculty of Science and Technology
University of Mumbai

Dr Anuradha Muzumdar
Dean
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Preamble

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Science and Technology (in particular Engineering) of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty resolved that course objectives and course outcomes are to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. Choice based Credit and grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 13 weeks and remaining 2 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

There was a concern that the earlier revised curriculum more focused on providing information and knowledge across various domains of the said program, which led to heavily loading of students in terms of direct contact hours. In this regard, faculty of science and technology resolved that to minimize the burden of contact hours, total credits of entire program will be of 170, wherein focus is not only on providing knowledge but also on building skills, attitude and self learning. Therefore in the present curriculum skill based laboratories and mini projects are made mandatory across all disciplines of engineering in second and third year of programs, which will definitely facilitate self learning of students. The overall credits and approach of curriculum proposed in the present revision is in line with AICTE model curriculum.

The present curriculum will be implemented for Second Year of Engineering from the academic year 2020-21. Subsequently this will be carried forward for Third Year and Final Year Engineering in the academic years 2021-22, 2022-23, respectively.

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Incorporation and Implementation of Online Contents from NPTEL/ Swayam Platform

The curriculum revision is mainly focused on knowledge component, skill based activities and project based activities. Self learning opportunities are provided to learners. In the revision process this time in particular Revised syllabus of 'C' scheme wherever possible additional resource links of platforms such as NPTEL, Swayam are appropriately provided. In an earlier revision of curriculum in the year 2012 and 2016 in Revised scheme 'A' and 'B' respectively, efforts were made to use online contents more appropriately as additional learning materials to enhance learning of students.

In the current revision based on the recommendation of AICTE model curriculum overall credits are reduced to 171, to provide opportunity of self learning to learner. Learners are now getting sufficient time for self learning either through online courses or additional projects for enhancing their knowledge and skill sets.

The Principals/ HoD's/ Faculties of all the institute are required to motivate and encourage learners to use additional online resources available on platforms such as NPTEL/ Swayam. Learners can be advised to take up online courses, on successful completion they are required to submit certification for the same. This will definitely help learners to facilitate their enhanced learning based on their interest.

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Preface By BoS

It is our honor and a privilege to present the Rev-2019 'C' scheme syllabus of Bachelor of Engineering in Information Technology (effective from year 2019-20) with inclusion of cutting edge technology. Information Technology is comparatively a young branch among other engineering disciplines in the University of Mumbai. It is evident from the placement statistics of various colleges affiliated to the University of Mumbai that IT branch has taken the lead in the placement.

The branch also provides multi-faceted scope like better placement and promotion of entrepreneurship culture among students, and increased Industry Institute Interactions. Industries views are considered as stakeholders will design of the syllabus of Information Technology. As per Industries views only 16 % graduates are directly employable. One of the reasons is a syllabus which is not in line with the latest technologies. Our team of faculties has tried to include all the latest technologies in the syllabus. Also first time we are giving skill-based labs and Mini-project to students from third semester onwards which will help students to work on latest IT technologies. Also the first time we are giving the choice of elective from fifth semester such that students will be master in one of the IT domain. The syllabus is peer reviewed by experts from reputed industries and as per their suggestions it covers future trends in IT technology and research opportunities available due to these trends.

We would like to thank senior faculties of IT department of all colleges affiliated to University of Mumbai for significant contribution in framing the syllabus. Also on behalf of all faculties we thank all the industry experts for their valuable feedback and suggestions. We sincerely hope that the revised syllabus will help all graduate engineers to face the future challenges in the field of information and technology

Program Specific Outcome for graduate Program in Information Technology

1. Apply Core Information Technology knowledge to develop stable and secure IT system.
2. Design, IT infrastructures for an enterprise using concepts of best practices in information Technology and security domain.
3. Ability to work in multidisciplinary projects and make it IT enabled.
4. Ability to adapt latest trends and technologies like Analytics, Blockchain, Cloud, Data science.

Board of Studies in Information Technology Engineering - Team

Dr. Deven Shah (Chairman)

Dr. Lata Ragma (Member)

Dr. Vaishali D. Khairnar (Member)

Dr. Sharvari Govilkar (Member)

Dr. Sunil B. Wankhade (Member)

Dr. Anil Kale (Member)

Dr. Vaibhav Narwade (Member)

Dr. GV Choudhary (Member)

Ad-hoc Board Information Technology

University of Mumbai

**Program Structure for Second Year
Engineering Semester III & IV
UNIVERSITY OF MUMBAI
(With Effect from 2020-2021)**

Semester III

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned				
		Theory	Pract.	Tut.	Theory	Pract.	Tut.	Total	
ITC301	Engineering Mathematics-III	3	--	1	3	--	1	4	
ITC302	Data Structure and Analysis	3		--	3		--	3	
ITC303	Database Management System	3	--	--	3	--	--	3	
ITC304	Principle of Communication	3	--	--	3	--	--	3	
ITC305	Paradigms and Computer Programming Fundamentals	3	--	--	3	--	--	3	
ITL301	Data Structure Lab	--	2	--	--	1	--	1	
ITL302	SQL Lab	--	2	--	--	1	--	1	
ITL303	Computer programming Paradigms Lab	--	2	--	--	1	--	1	
ITL304	Java Lab (SBL)	--	4	--	--	2	--	2	
ITM301	Mini Project – 1 A for Front end /backend Application using JAVA	--	4 ^s	--	--	2	--	2	
Total		15	14	1	15	07	1	23	
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract/oral	Total
		Internal Assessment			End Sem. Exam	Exam. Duration (in Hrs)			
		Test 1	Test2	Avg.					
ITC301	Engineering Mathematics-III	20	20	20	80	3	25	--	125
ITC302	Data Structure and Analysis	20	20	20	80	3	--	--	100
ITC303	Database Management System	20	20	20	80	3	--	--	100
ITC304	Principle of Communication	20	20	20	80	3	--	--	100
ITC305	Paradigms and Computer Programming Fundamentals	20	20	20	80	3	--	--	100
ITL301	Data Structure Lab	--	--	--	--	--	25	25	50
ITL302	SQL Lab	--	--	--	--	--	25	25	50
ITL303	Computer programming Paradigms Lab	--	--	--	--	--	25	25	50
ITL304	Java Lab (SBL)	--	--	--	--	--	25	25	50
ITM301	Mini Project – 1 A for Front end /backend Application using JAVA	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	150	125	775

\$ indicates work load of Learner (Not Faculty), for Mini-Project. Students can form groups with minimum 2 (Two) and not more than 4 (Four) Faculty Load : 1 hour per week per four groups.

**Program Structure for Second Year
Engineering Semester III & IV
UNIVERSITY OF MUMBAI
(With Effect from 2020-2021)**

Semester IV

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned				
		Theory	Pract.	Tut.	Theory	Pract.	Tut.	Total	
ITC401	Engineering Mathematics-IV	3	--	1	3	--	1	4	
ITC402	Computer Network and Network Design	3	--	--	3	--	--	3	
ITC403	Operating System	3	--	--	3	--	--	3	
ITC404	Automata Theory	3	--	--	3	--	--	3	
ITC405	Computer Organization and Architecture	3	--	--	3	--	--	3	
ITL401	Network Lab	--	2	--	--	1	--	1	
ITL402	Unix Lab	--	2	--	--	1	--	1	
ITL403	Microprocessor Lab	--	2	--	--	1	--	1	
ITL404	Python Lab (SBL)	--	4	--	--	2	--	2	
ITM401	Mini Project – 1 B for Python based automation projects	--	4 ^{\$}	--	--	2	--	2	
Total		15	14	1	15	7	1	23	
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract/oral	Total
		Internal Assessment			End Sem. Exam.	Exam. Duration (in Hrs)			
		Test 1	Test 2	Avg.					
ITC401	Engineering Mathematics-IV	20	20	20	80	3	25	--	125
ITC402	Computer Network and Network Design	20	20	20	80	3	--	--	100
ITC403	Operating System	20	20	20	80	3	--	--	100
ITC404	Automata Theory	20	20	20	80	3	--	--	100
ITC405	Computer Organization and Architecture	20	20	20	80	3	--	--	100
ITL401	Network Lab	--	--	--	--	--	25	25	50
ITL402	Unix Lab	--	--	--	--	--	25	25	50
ITL403	Microprocessor Lab	--	--	--	--	--	25	25	50
ITL404	Python Lab (SBL)	--	--	--	--	--	25	25	50
ITM401	Mini Project – 1 B for Python based automation projects	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	150	75	775

\$ indicates work load of Learner (Not Faculty), for Mini Project. Students can form groups with minimum 2 (Two) and not more than 4 (Four) Faculty Load : 1 hour per week per four groups

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract.	Tut.	Theory	TW/Pract	Tut.	Total
ITC301	Engineering Mathematics-III	03	-	01	03	-	01	04

Course Code	Course Name	Examination Scheme								
		Theory				End Sem Exam	Term Work	Pract	Oral	Total
		Internal Assessment			Avg of Test 1 & 2					
		Test1	Test2							
ITC301	Engineering Mathematics-III	20	20	20	80	25	-	-	125	

Pre-requisite: Engineering Mathematics-I, Engineering Mathematics-II

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	To familiarize with the Laplace Transform, Inverse Laplace Transform of various functions, and its applications.
2	To acquaint with the concept of Fourier series, its complex form and enhance the problem solving skills.
3	To familiarize the concept of complex variables, C-R equations with applications.
4	The fundamental knowledge of Trees, Graphs etc.
5	To study the basic techniques of statistics like correlation, regression and curve fitting for data analysis, Machine learning and AI.
6	To understand some advanced topics of probability, random variables with their distributions and expectations.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Apply the concept of Laplace transform to solve the real integrals in engineering problems.	L1, L2
2	Apply the concept of inverse Laplace transform of various functions in engineering problems.	L1, L2

3	Expand the periodic function by using Fourier series for real life problems and complex engineering problems.	L1, L2, L3
4	Find orthogonal trajectories and analytic function by using basic concepts of complex variable theory.	L1, L2, L3
5	Apply the concept of Correlation and Regression to the engineering problems in data science, machine learning and AI.	L2, L3
6	Illustrate understanding of the concepts of probability and expectation for getting the spread of the data and distribution of probabilities.	L1, L2

Module	Detailed Contents	Hours	CO Mapping
01	<p>Module: Laplace Transform</p> <p>1.1 Definition of Laplace transform, Condition of Existence of Laplace transform,</p> <p>1.2 Laplace Transform (L) of Standard Functions like e^{at}, $\sin(at)$, $\cos(at)$, $\sinh(at)$, $\cosh(at)$ and $t^n, n \geq 0$.</p> <p>1.3 Properties of Laplace Transform: Linearity, First Shifting Theorem, Second Shifting Theorem, change of scale Property, multiplication by t, Division by t, Laplace Transform of derivatives and integrals (Properties without proof).</p> <p>1.4 Evaluation of real integrals by using Laplace Transformation.</p> <p>Self-learning Topics: Heaviside's Unit Step function, Laplace Transform. of Periodic functions, Dirac Delta Function.</p>	7	CO1
02	<p>Module: Inverse Laplace Transform</p> <p>2.1 Inverse Laplace Transform, Linearity property, use of standard formulae to find inverse Laplace Transform, finding Inverse Laplace transform using derivatives,</p> <p>2.2 Partial fractions method to find inverse Laplace transform.</p> <p>2.3 Inverse Laplace transform using Convolution theorem (without proof)</p> <p>Self-learning Topics: Applications to solve initial and boundary value problems involving ordinary differential equations</p>	6	CO1, CO2
03	<p>Module: Fourier Series:</p> <p>3.1 Dirichlet's conditions, Definition of Fourier series and Parseval's Identity(without proof)</p> <p>3.2 Fourier series of periodic function with period 2π and $2l$,</p> <p>3.3 Fourier series of even and odd functions</p> <p>3.4 Half range Sine and Cosine Series.</p> <p>Self-learning Topics: Complex form of Fourier Series, orthogonal and orthonormal set of functions, Fourier Transform.</p>	7	CO3

04	<p>Module: Complex Variables:</p> <p>4.1 Function $f(z)$ of complex variable, limit, continuity and differentiability of $f(z)$, Analytic function, necessary and sufficient conditions for $f(z)$ to be analytic (without proof),</p> <p>4.2 Cauchy-Riemann equations in cartesian coordinates (without proof)</p> <p>4.3 Milne-Thomson method to determine analytic function $f(z)$ when real part (u) or Imaginary part (v) or its combination (u+v or u-v) is given.</p> <p>4.4 Harmonic function, Harmonic conjugate and orthogonal trajectories</p> <p>Self-learning Topics: Conformal mapping, linear, bilinear mapping, cross ratio, fixed points and standard transformations</p>	7	CO4
05	<p>Module: Statistical Techniques</p> <p>5.1 Karl Pearson's Coefficient of correlation (r)</p> <p>5.2 Spearman's Rank correlation coefficient (R) (with repeated and non-repeated ranks)</p> <p>5.3 Lines of regression</p> <p>5.4 Fitting of first and second degree curves.</p> <p>Self-learning Topics: Covariance, fitting of exponential curve.</p>	6	CO5
06	<p>Module: Probability</p> <p>6.1 Definition and basics of probability, conditional probability,</p> <p>6.2 Total Probability Theorem and Baye's theorem</p> <p>6.3 Discrete and continuous random variable with probability distribution and probability density function.</p> <p>6.4 Expectation of random variables with mean, variance and standard deviation, moment generating function up to four moments.</p> <p>Self-learning Topics: Skewness and Kurtosis of distribution (data)</p>	6	CO6

References:

1. Higher Engineering Mathematics, Dr. B. S. Grewal, Khanna Publication
2. Advanced Engineering Mathematics, Erwin Kreyszig, Wiley Eastern Limited.
3. Advanced Engineering Mathematics, R. K. Jain and S. R. K. Iyengar, Narosa publication,
4. Complex Variables and Applications, Brown and Churchill, McGraw-Hill education.
5. Probability, Statistics and Random Processes, T. Veerarajan, McGraw-Hill education.
6. Theory and Problems of Fourier Analysis with applications to BVP, Murray Spiegel, Schaum's Outline Series.

Online References:

Sr. No.	Website Name
1.	https://www.nptel.ac.in

Term Work:

General Instructions:

1. Students must be encouraged to write at least 6 class tutorials on entire syllabus.
2. A group of 4-6 students should be assigned a self-learning topic. Students should prepare a presentation/problem solving of 10-15 minutes. This should be considered as mini project in Engineering Mathematics. This project should be graded for 10 marks depending on the performance of the students.

The distribution of Term Work marks will be as follows –

1.	Attendance (Theory and Tutorial)	05 marks
2.	Class Tutorials on entire syllabus	10 marks
3.	Mini project	10 marks

Assessment:

Internal Assessment Test:

Assessment consists of two class tests of 20 marks each. The first class test (Internal Assessment I) is to be conducted when approx. 40% syllabus is completed and second class test (Internal Assessment II) when additional 35% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of total 06 questions, each carrying 20 marks.
 2. Total 04 questions need to be solved.
 3. Question No: 01 will be compulsory and based on entire syllabus wherein 4 sub-questions of 5 marks each will be asked.
 4. Remaining questions will be randomly selected from all the modules.
 5. Weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.
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Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical /Oral	Tutorial	Total
ITC302	Data Structure and Analysis	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITC302	Data Structure and Analysis	20	20	20	80	--	--	100

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	The fundamental knowledge of data structures.
2	The programming knowledge which can be applied to sophisticated data structures.
3	The fundamental knowledge of stacks queue, linked list etc.
4	The fundamental knowledge of Trees, Graphs etc.
5	The fundamental knowledge of different sorting, searching, hashing and recursion techniques
6	The real time applications for stacks, queue, linked list, trees, graphs etc.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Classify and Apply the concepts of stacks, queues and linked list in real life problem solving.	L1, L2, L3
2	Classify, apply and analyze the concepts trees in real life problem solving.	L2, L3,L4
3	Illustrate and justify the concepts of graphs in real life problem solving.	L3, L5
4	List and examine the concepts of sorting, searching techniques in real life problem solving.	L2, L3, L4
5	Use and identify the concepts of recursion, hashing in real life problem solving.	L3, L4
6	Examine and justify different methods of stacks, queues, linked list, trees and graphs to various applications.	L3, L4, L5

Prerequisite: C Programming

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Defining, Declaring and Initialization of structure variables. Accessing members of a structure, Array of structures, Nested structures, Pointers to structures. Passing structure, structure members, structure arrays and pointer to structure as function parameters. Self-referential structures.	02	---
I	Introduction to Stacks, Queues and Linked Lists	<p>Introduction to Data Structures: Linear and Non Linear Data Structures, Static and Dynamic Data Structures.</p> <p>Concept of Stack and Queue. Array Implementation of Stack and Queue, Circular Queue, Double Ended Queue, Priority Queue.</p> <p>Concept of Linked Lists. Singly linked lists, doubly linked lists and circular linked lists.</p> <p>Insertion, deletion, update and copying operations with Singly linked lists, doubly linked lists and circular linked lists. Reversing a singly linked list.</p> <p>Self-learning Topics: Linked List Implementation of Stack, Linked List implementation of Queue, Circular Queue, Double Ended Queue, Priority Queue.</p>	08	CO1
II	Trees	<p>Introduction to Trees: Terminology, Types of Binary trees.</p> <p>Non recursive Preorder, in-order and post-order traversal. Creation of binary trees from the traversal of binary trees.</p> <p>Binary search tree: Traversal, searching, insertion and deletion in binary search tree.</p> <p>Threaded Binary Tree: Finding in-order successor and predecessor of a node in threaded tree. Insertion and deletion in threaded binary tree.</p> <p>AVL Tree: Searching and traversing in AVL trees. Tree Rotations: Right Rotation, Left Rotation. Insertion and Deletion in an AVL Tree.</p> <p>B-tree: Searching, Insertion, Deletion from leaf node and non-leaf node.</p> <p>B+ Tree, Digital Search Tree, Game Tree & Decision Tree</p> <p>Self-learning Topics: Implementation of AVL and B+ Tree</p>	07	CO1, CO 2
III	Graphs	<p>Introduction to Graphs: Undirected Graph, Directed Graph, graph terminology, Connectivity in Undirected and Directed Graphs. Spanning tree.</p> <p>Representation of graph: adjacency matrix, adjacency list, Transitive closure of a directed graph and path matrix.</p>	05	CO1, CO3

		Traversals: Breadth First Search, Depth First Search. Self-learning Topics: Implementation of BFS, DFS		
IV	Recursion and Storage Management	Recursion: Writing a recursive function, Flow of control in recursive functions, Winding and unwinding phase, Recursive data structures, Implementation of recursion. Tail recursion. Indirect and Direct Recursion. Storage Management: Sequential Fit Methods: First Fit, Best Fit and Worst Fit methods. Fragmentation, Freeing Memory, Boundary Tag Method. Buddy Systems: Binary Buddy System, Fibonacci Buddy System. Compaction, Garbage Collection. Self-learning Topics: Implementation of recursion function.	06	CO5
V	Searching and Sorting	Searching: Sequential Search, Binary Search. Hashing: Hash Functions: Truncation, Mid-square Method, Folding Method, Division Method. Collision Resolution: Open Addressing: Linear Probing, Quadratic Probing, Double Hashing, Separate Chaining Bucket Hashing. Analysis of all searching techniques Sorting: Insertion sort, Selection sort, Merge sort, Quick sort and Radix sort. Analysis of all sorting techniques Self-learning Topics: Implementation of different sorting techniques and searching.	05	CO 4, CO5
VI	Applications of Data Structures	Applications of Linked Lists: Addition of 2 Polynomials and Multiplication of 2 polynomials. Applications of Stacks: Reversal of a String, Checking validity of an expression containing nested parenthesis, Function calls, Polish Notation: Introduction to infix, prefix and postfix expressions and their evaluation and conversions. Application of Queues: Scheduling, Round Robin Scheduling Applications of Trees: Huffman Tree and Heap Sort. Applications of Graphs: Dijkstra's Algorithm, Minimum Spanning Tree: Prim's Algorithm, Kruskal's Algorithm. Self-learning Topics: Implementation of applications for Stack, Queues, Linked List, Trees and Graph.	06	CO6

Text Books:

1. S. K Srivastava, Deepali Srivastava; Data Structures through C in Depth; BPB Publications; 2011.
2. Yedidya Langsam, Moshej Augenstein, Aaron M. Tenenbaum; Data Structure Using C & C++; Prentice Hall of India; 1996.
3. Reema Thareja; Data Structures using C; Oxford.

References:

1. Ellis Horowitz, Sartaj Sahni; Fundamentals of Data Structures; Galgotia Publications; 2010.
2. Jean Paul Tremblay, Paul G. Sorenson; An introduction to data structures with applications; Tata McGrawHill; 1984.
3. Rajesh K. Shukla; Data Structures using C and C++; Wiley India; 2009.

Online References:

Sr. No.	Website Name
2.	https://www.nptel.ac.in
3.	https://opendatastructures.org/
3.	https://www.coursera.org/

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks** Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
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Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical /Oral	Tutorial	Total
ITC303	Database Management System	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITC303	Database Management System	20	20	20	80	--	--	100

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	To learn the basics and understand the need of database management system.
2	To construct conceptual data model for real world applications
3	To Build Relational Model from ER/EER.
4	To introduce the concept of SQL to store and retrieve data efficiently.
5	To demonstrate notions of normalization for database design.
6	To understand the concepts of transaction processing- concurrency control & recovery procedures.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Identify the need of Database Management System.	L1, L2
2	Design conceptual model for real life applications.	L6
3	Create Relational Model for real life applications	L6
4	Formulate query using SQL commands.	L3
5	Apply the concept of normalization to relational database design.	L3
6	Demonstrate the concept of transaction, concurrency and recovery.	L2

Prerequisite: C Programming

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Comment Basic knowledge of operating systems and file systems, Any programming	02	--
I	Database System Concepts and Architecture	Introduction, Characteristics of Databases, File system v/s Database system, Data abstraction and Data Independence, DBMS system architecture, Database Administrator (DBA), Role of DBA Self-learning Topics: Identify the types of Databases.	05	CO1
II	The Entity-Relationship Model	Conceptual Modeling of a database, The Entity-Relationship (ER) Model, Entity Type, Entity Sets, Attributes and Keys, Relationship Types, Relationship Sets, Weak entity Types Generalization, Specialization and Aggregation, Extended Entity-Relationship (EER) Model. Self-learning Topics: Design an ER model for any real time case study.	05	CO2
III	Relational Model & Relational Algebra	Introduction to Relational Model, Relational Model Constraints and Relational Database Schemas, Concept of Keys: Primary Key, Secondary key, Foreign Key, Mapping the ER and EER Model to the Relational Model, Introduction to Relational Algebra, Relational Algebra expressions for Unary Relational Operations, <ul style="list-style-type: none"> • Set Theory operations, • Binary Relational operation Relational Algebra Queries Self-learning Topics: Map the ER model designed in module II to relational schema..	05	CO3
IV	Structured Query Language (SQL) & Indexing	Overview of SQL, Data Definition Commands, Set operations, aggregate function, null values, Data Manipulation commands, Data Control commands, Complex Retrieval Queries using Group By, Recursive Queries, nested Queries ; Integrity constraints in SQL. Database Programming with JDBC, Security and authorization: Grant & Revoke in SQL Functions and Procedures in SQL and cursors. Indexing:Basic Concepts, Ordered Indices, Index Definition in SQL Self-learning Topics: Physical design of database for the relational model designed in module III and fire various queries.	08	CO4

V	Relational Database Design	Design guidelines for relational Schema, Functional Dependencies, Database tables and normalization, The need for normalization, The normalization process, Improving the design, Definition of Normal Forms- 1NF, 2NF, 3NF & The Boyce-Codd Normal Form (BCNF). Self-learning Topics: Consider any real time application and normalization upto 3NF/BCNF	07	CO5
VI	Transactions Management and Concurrency and Recovery	Transaction: Transaction concept, State Diagram, ACID Properties, Transaction Control Commands, Concurrent Executions, Serializability – Conflict and View, Concurrency Control: Lock-based-protocols, Deadlock handling Timestamp-based protocols, Recovery System: Recovery Concepts, Log based recovery. Self-learning Topics: Study the various deadlock situation which may occur for a database designed in module V.	07	CO6

Text Books:

1. Korth, Sliberchatz, Sudarshan, Database System Concepts, 6th Edition, McGraw Hill
2. Elmasri and Navathe, Fundamentals of Database Systems, 6th Edition, Pearson education
3. Raghu Ramkrishnan and Johannes Gehrke, Database Management Systems, TMH

References:

1. Peter Rob and Carlos Coronel, — Database Systems Design, Implementation and Managementl, Thomson Learning, 9th Edition.
2. SQL & PL / SQL for Oracle 11g Black Book, Dreamtech Press
3. G. K. Gupta : “Database Management Systems”, McGraw – Hill

Online References:

Sr. No.	Website Name
1.	https://www.nptel.ac.in
2.	https://www.oreilly.com
3.	https://www.coursera.org/

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ **Question paper format**

- Question Paper will comprise of a total of **six questions each carrying 20 marks Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical /Oral	Tutorial	Total
ITC304	Principle of Communication	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITC304	Principle of Communication	20	20	20	80	--	--	100

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	Study the basic of Analog and Digital Communication Systems.
2	Describe the concept of Noise and Fourier Transform for analyzing communication systems.
3	Acquire the knowledge of different modulation techniques such as AM, FM and study the block diagram of transmitter and receiver.
4	Study the Sampling theorem and Pulse Analog and digital modulation techniques
5	Learn the concept of multiplexing and digital band pass modulation techniques
6	Gain the core idea of electromagnetic radiation and propagation of waves.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Describe analog and digital communication systems	L1,L2
2	Differentiate types of noise, analyses the Fourier transform of time and frequency domain.	L1, L2, L3, L4
3	Design transmitter and receiver of AM, DSB, SSB and FM.	L1,L2,L3,L4
4	Describe Sampling theorem and pulse modulation systems.	L1,L2,L3
5	Explain multiplexing and digital band pass modulation techniques.	L1, L2
6	Describe electromagnetic radiation and propagation of waves.	L1,L2

Prerequisite: Basic of electrical engineering

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Terminologies in communication systems, analog and digital electronics	02	
I	Introduction	Basics of analog communication and digital communication systems (Block diagram), Electromagnetic Spectrum and application, Types of Communication channels. Self-learning Topics: Applications areas of analog and digital communication.	03	CO1
II	Noise and Fourier Representation of Signal and System	Basics of signal representation and analyses, Introduction to Fourier Transform, its properties (time and frequency shifting, Fourier transform of unit step, delta and gate function. Types of Noise, Noise parameters –Signal to noise ratio, Noise factor, Noise figure, Friss formula and Equivalent noise temperature. Self-learning Topics: Practice Numerical on above topic.	06	CO2
III	Amplitude and Angle modulation Techniques.	Need for modulation, Amplitude Modulation Techniques: DSBFC AM,DSBSC-AM, SSB SC AM- block diagram spectrum, waveforms, bandwidth, Power calculations. Generation of AM using Diode, generation of DSB using Balanced modulator, Generation of SSB using Phase Shift Method. AM Transmitter (Block Diagram) AM Receivers – Block diagram of TRF receivers and Super heterodyne receiver and its characteristics- Sensitivity, Selectivity, Fidelity, Image frequency and its rejection and double spotting Angle Modulation FM: Principle of FM- waveforms, spectrum, bandwidth. Pre- emphasis and de-emphasis in FM, FM generation: Direct method –Varactor diode Modulator, Indirect method (Armstrong method) block diagram and waveforms. FM demodulator: Foster Seeley discriminator, Ratio detector. Self-learning Topics: Use of AM and FM in Modern Communication Technology. Challenges faced by radio business.	12	CO1, CO2, CO3
IV	Pulse Analog Modulation and Digital Modulation	Sampling theorem for low pass and band pass signals with proof, Anti- aliasing filter, PAM, PWM and PPM generation and Degeneration. Quantization process, Pulse code modulation, Delta modulation, Adaptive delta modulation. Introduction to Line Codes and ISI.	08	CO1, CO2, CO4

		Self-learning Topics: Implementation of Pulse code modulation and demodulation.		
V	Multiplexing and Digital Band Pass Modulation Techniques	Principle of Time Division Multiplexing, Frequency Division Multiplexing , Orthogonal Frequency Division Multiplexing and its applications .ASK, FSK, PSK QPSK Generation and detection. Self-learning Topics: Implement TDM, FDM, OFDM.	04	CO1, CO2, CO5
VI	Radiation and Propagation of Waves	Electromagnetic radiation, fundamentals, types of propagation, ground wave, sky wave, space wave tropospheric scatter propagation Self-learning Topics: List the real time examples for different types of propagation waves.	04	CO6

Text Books:

- [1]. George Kennedy, Bernard Davis, SRM Prasanna, Electronic Communication Systems, Tata McGraw Hill, 5th Ed
[2]. Simon Haykin, Michael Moher, Introduction to Analog & Digital Communications, Wiley India Pvt. Ltd., 2nd Ed.
[3]. Wireless Communication and Networking, Vijay Garg

References:

- [1]. Wayne Tomasi, Electronic Communications Systems, Pearson Publication, 5th Ed.
[2]. B P Lathi, Zhi Ding, Modern Digital and Analog Communication Systems, Oxford University
[3]. Herbert Taub, Donald L Schilling, Goutam Saha, Principles of Communication Systems, Tata McGraw Hill, 3rdEd.
[4]. K Sam Shanmugam, Digital and Analog Communication Systems, Wiley India Pvt. Ltd, 1st Ed.

Online References:

Sr. No.	Website Name
1.	https://www.nptel.ac.in
2.	https://www.classcentral.com
3.	http://www.vlab.co.in/

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
- Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
- A total of **four questions** need to be answered

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical /Oral	Tutorial	Total
ITC305	Paradigms and Computer Programming Fundamentals	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITC305	Paradigms and Computer Programming Fundamentals	20	20	20	80	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	To introduce various programming paradigms and the basic constructs that underline any programming language.
2	To understand data abstraction and object orientation
3	To introduce the basic concepts of declarative programming paradigms through functional and logic programming.
4	To design solutions using declarative programming paradigms through functional and logic programming.
5	To introduce the concepts of concurrent program execution.
6	To understand use of scripting language for different problem domains

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Understand and Compare different programming paradigms.	L1, L2
2	Understand the Object Oriented Constructs and use them in program design.	L1, L2
3	Understand the concepts of declarative programming paradigms through functional and logic programming.	L1, L2
4	Design and Develop programs based on declarative programming paradigm using functional and/or logic programming.	L5, L6
5	Understand the role of concurrency in parallel and distributed programming.	L1, L2
6	Understand different application domains for use of scripting languages.	L1, L2

Prerequisite: Students must have learned C Programming (FEC205 and FEL204),

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Compilation and interpretation Focus on overview of compilation steps.	02	CO1
I	Introduction to Programming Paradigms and Core Language Design Issues	Introduction to different programming paradigms. Names, Scopes, and Bindings, Scope Rules, Storage Management. Type Systems, Type Checking, Equality Testing and Assignment. Subroutine and Control Abstraction: Stack Layout, Calling sequence, parameter passing Generic subroutines and modules. Exception handling, Coroutines and Events. Self-Learning Topic: Implementation of basic concepts using programming language.	10	CO1
II	Imperative Paradigm: Data Abstraction in Object Orientation	Grouping of data and Operations- Encapsulation, Overloading, Polymorphism, Inheritance, Initialization and Finalization, Dynamic Binding. Self-Learning Topic: Implementation of OOP concepts using preferably C++ and Java language.	05	CO2
III	Declarative Programming Paradigm: Functional Programming	Introduction to Lambda Calculus, Functional Programming Concepts, Evaluation order, Higher order functions, I/O-Streams and Monads. Self-Learning Topic: Implementation of programs using functional programming Language Haskell can refer to hacker rank website for problem statements.	07	CO3, CO4
IV	Declarative Programming Paradigm: Logic Programming	Logic Programming with PROLOG - Resolution and Unification, Lists, Arithmetic execution order, imperative control flow, database manipulation, PROLOG facilities and deficiencies. Self-Learning Topic: Identification of different application domains for use of Prolog and Logic programming	06	CO3, CO4
V	Alternative Paradigms: Concurrency	Concurrent Programming Fundamentals, Implementing synchronisation, Message Passing - Background and Motivation, Multithreaded programs, Communication and Synchronization, Language and Libraries, Thread creation Syntax. Self-Learning Topic: Study Implementation of concurrency concepts for real time application.	04	CO5
VI	Alternative Paradigms: Scripting Languages	Common characteristics, Different Problem domains for using scripting, Use of scripting in Web development–server and clients side scripting, Innovative features of scripting languages - Names and Scopes, string and pattern manipulation, data types, object orientation.	05	CO6

		Self-Learning Topic: Review small client server application code in any scripting language to realise applicability of features learned in Module.		
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Text Books:

1. Scott M L, Programming Language Pragmatics, 3rd Edn., Morgan Kaufmann Publishers, 2009
2. Graham Hutton, Programming in Haskell, 2nd Edition, Cambridge University Press, 2016
3. Programming Languages: Concepts and Constructs; 2nd Edition, Ravi Sethi, Pearson Education Asia, 1996.

References:

1. Harold Abelson and Gerald Jay Sussman with Julie Sussman foreword by Alan J. Perlis, Structure and Interpretation of Computer Programs (2nd Edition) (February 2, 2016)
2. Programming Languages: Design and Implementation (4th Edition), by Terrence W. Pratt, Marvin V. Zelkowitz, Pearson, 2000
3. Rajkumar Buyya, Object-oriented Programming with Java: Essentials and Applications, Tata McGraw Hill Education Private Limited
4. Max Bramer, Logic Programming with Prolog, Springer ISBN-13: 978-1852-33938-8

Online References:

Sr No	Website Name	Link
<u>1</u>	Principles of programming Languages (Videos)	https://nptel.ac.in/courses/106/102/106102067/
2	Edx course Paradigms of Computer Programming – Fundamentals	https://www.classcentral.com/course/edx-paradigms-of-computer-programming-fundamentals-2298
3	Udemy Couses	https://www.udemy.com

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

► **Question paper format**

- Question Paper will comprise of a total of six questions each carrying 20 marks Q.1 will be compulsory and should cover maximum contents of the syllabus.
 - Remaining questions will be mixed in nature (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of four questions need to be answered
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Lab Code	Lab Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITL301	Data Structure Lab	--	02	--	--	01	--	01

Lab Code	Lab Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITL301	Data Structure Lab	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	To use data structures as the introductory foundation for computer automation to engineering problems.
2	To use the basic principles of programming as applied to complex data structures.
3	To learn the principles of stack, queue, linked lists and its various operations.
4	To learn fundamentals of binary search tree, implementation and use of advanced tree like AVL, B trees and graphs.
5	To learn about searching, hashing and sorting.
6	To learn the applications of linked lists, stacks, queues, trees and graphs.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Understand and use the basic concepts and principles of various linked lists, stacks and queues.	L1, L2, L3
2	Understand the concepts and apply the methods in basic trees.	L1, L2
3	Use and identify the methods in advanced trees.	L3, L4
4	Understand the concepts and apply the methods in graphs.	L2, L3
5	Understand the concepts and apply the techniques of searching, hashing and sorting	L2, L3
6	Illustrate and examine the methods of linked lists, stacks, queues, trees and graphs to various real time problems	L3, L4

Prerequisite: C Programming

Hardware & Software Requirements:

Hardware Requirement: PC i3 processor and above	Software requirement: Turbo/Borland C complier
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DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	Introduction of C programming language.	02	----
I	Stacks, Queues and Linked Lists	<ul style="list-style-type: none">• Array Implementation of Stack and Queue.• Insertion, deletion operations with Singly linked lists• Insertion, deletion operations Doubly linked lists• Insertion, deletion operations Circular linked lists.• Reversing a singly linked list.• * Linked List implementation of Stack and Queue	04	LO 1
II	Trees	<ul style="list-style-type: none">• * Implementation of operations (insertion, deletion, counting of nodes, counting of leaf nodes etc.) in a binary search tree.• Implementation of insertion, deletion and traversal for fully in-threaded binary search tree.	04	LO 2
III	Advanced Trees	<ul style="list-style-type: none">• * Implementation of AVL tree.• Implementation of operations in a B tree.	04	LO 3
IV	Graphs	<ul style="list-style-type: none">• Implementation of adjacency matrix creation.• Implementation of addition and deletion of edges in a directed graph using adjacency matrix.• Implementation of insertion and deletion of vertices and edges in a directed graph using adjacency list.•	04	LO 4
V	Searching and Sorting	<ul style="list-style-type: none">• Implementation of Heap Sort• Implementation of Binary Search.• Implementation of Selection sort, Bubble sort, Insertion sort, Quick sort	04	LO 5

VI	Applications of Data Structures	<ul style="list-style-type: none"> • * Implementation of infix to postfix conversion and evaluation of postfix expression • * Implementation of Josephus Problem using circular linked list • * Implementation of traversal of a directed graph through BFS and DFS. • Implementation of finding shortest distances using Dijkstra's algorithm • *Implementation of hashing functions with different collision resolution techniques 	04	LO 6
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Text Books:

1. S. K Srivastava, Deepali Srivastava; Data Structures through C in Depth; BPB Publications; 2011.
2. Yedidya Langsam, Moshej Augenstein, Aaron M. Tenenbaum; Data Structure Using C & C++; Prentice Hall of India; 1996.
3. Reema Thareja; Data Structures using C; Oxford.

References:

1. Ellis Horowitz, Sartaj Sahni; Fundamentals of Data Structures; Galgotia Publications; 2010.
2. Jean Paul Tremblay, Paul G. Sorenson; An introduction to data structures with applications; Tata McGrawHill; 1984.
3. Rajesh K. Shukla; Data Structures using C and C++; Wiley India; 2009.

Term Work: Term Work shall consist of at least 10 to 12 practical's based on the above list. Also Term work Journal must include at least 2 assignments.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical& Oral Exam: An Oral & Practical exam will be held based on the above syllabus.

Lab Code	Lab Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITL302	SQL Lab	--	02	--	--	01	--	01

Lab Code	Lab Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITL302	SQL Lab	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	To identify and define problem statements for real life applications
2	To construct conceptual data model for real life applications
3	To Build Relational Model from ER/EER and demonstrate usage of relational algebra.
4	To Apply SQL to store and retrieve data efficiently
5	To implement database connectivity using JDBC
6	To understand the concepts of transaction processing- concurrency control & recovery procedures.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Define problem statement and Construct the conceptual model for real life application.	L1, L3, L4, L6
2	Create and populate a RDBMS using SQL.	L3, L4
3	Formulate and write SQL queries for efficient information retrieval	L3, L4
4	Apply view, triggers and procedures to demonstrate specific event handling.	L1, L3, L4
5	Demonstrate database connectivity using JDBC.	L3
6	Demonstrate the concept of concurrent transactions.	L3, L4

Prerequisite: C Programming

Hardware & Software Requirements:

Hardware Requirement: PC i3 processor and above	Software requirement: Any SQL Compiler, Java Programming Language
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DETAILED SYLLABUS:

Sr. No.	Detailed Content	Hours	LO Mapping
1.	Identify real world problem and develop the problem statement. Design an Entity-Relationship (ER) / Extended Entity-Relationship (EER) Model.	02	LO1
2.	Mapping ER/EER to Relational schema model.	02	LO1
3.	Create a database using DDL and apply integrity constraints.	02	LO2, LO3
4.	Perform data manipulations operations on populated database.	02	LO3
5.	Perform Authorization using Grant and Revoke.	02	LO2, LO3
6.	Implement Basic and complex SQL queries.	02	LO3, LO4
7.	Implementation of Views and Triggers.	02	LO4
8.	Demonstrate database connectivity using JDBC.	02	LO5
9.	Execute TCL commands.	02	LO4
10.	Implement functions and procedures in SQL	02	LO3, LO4
11.	Implementation of Cursor.	02	LO3, LO4
12.	Implementation and demonstration of Transaction and Concurrency control techniques using locks.	02	LO6

Text Books:

1. Korth, Silberchatz, Sudarshan, Database System Concepts, 6th Edition, McGraw Hill
2. Elmasri and Navathe, Fundamentals of Database Systems, 6th Edition, Pearson education
3. Raghu Ramkrishnan and Johannes Gehrke, Database Management Systems, TMH

References:

1. Peter Rob and Carlos Coronel, — Database Systems Design, Implementation and Management, Thomson Learning, 9th Edition.
 2. SQL & PL / SQL for Oracle 11g Black Book, Dreamtech Press
 3. G. K. Gupta : “Database Management Systems”, McGraw – Hill
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Term Work:

Term Work shall consist of at least 10 Practical's based on the above list, but not limited to. Also, Term work Journal must include at least 2 assignments:

The first assignment may be based on: Relational Algebra and Second may be based on Transactions

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical & Oral Exam: An Oral & Practical exam will be held based on the above syllabus.

Lab Code	Lab Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITL303	Computer programming Paradigms Lab	--	02	--	--	01	--	01

Lab Code	Lab Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITL303	Computer programming Paradigms Lab	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	Understand data abstraction and object orientation
2	Design and implement declarative programs in functional and logic programming languages
3	Introduce the concepts of concurrent program execution
4	Understand run time program management
5	Understand how to implement a programming solution using different programming paradigms.
6	Learn to compare implementation in different programming paradigms.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Implement Object Oriented concepts in C++.	L1, L2, L3
2	Design and Develop solution based on declarative programming paradigm using functional and logic programming.	L6
3	Understand the multi threaded programs in Java and C++	L1, L2
4	Understand the need and use of exception handling and garbage collection in C++ and JAVA	L2, L3
5	Implement a solution to the same problem using multiple paradigms.	L6
6	Compare the implementations in multiple paradigms at coding and	L4

execution level.	
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Prerequisite: Students must have learned C Programming (FEC205 and FEL204)

Hardware & Software Requirements:

Hardware Requirement: PC i3 processor and above	Software requirement: C++ compiler, Java Language support, SWI Prolog, GHC Compiler.
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DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	Demonstrate Compilation and interpretation stages to students for C, C++, JAVA along with how to debug the code.	02	--
I	Imperative Paradigm: Data Abstraction in Object Orientation	At least two Programming Implementations Preferably in C++ to demonstrate concepts like - Encapsulation, Inheritance, Initialization and Finalization, Dynamic Binding.	05	LO1
II	Declarative Programming Paradigm: Functional Programming	<ul style="list-style-type: none"> • Tutorial Introduction to Haskell programming environment • Tutorial exercise on operators, types etc. in Haskell • At least 5 Haskell Programs to demonstrate Functional Programming Concepts. • Sample Programs but not limited to: <ul style="list-style-type: none"> ◦ Implement safetail function that behaves in the same way as tail, except that safetail maps the empty list to the empty list, whereas tail gives an error in this case. Define safetail using: (a) a conditional expression; (b) guarded equations; (c) pattern matching. Hint: the library function null :: [a]-> Bool can be used to test if a list is empty. ◦ Simple List Comprehension ◦ Higher-Order Functions ◦ Write recursive function to multiply two natural numbers that uses pre defined add funion. ◦ Implement the game of nim in Haskell to apply list processing. ◦ Haskell code to represent infinite list e.g. fibonacci series ◦ Implement simple Calculator <p>Students should clearly understand the syntax and the execution of the Functional Implementation using Haskell.</p>	06	LO2

III	Declarative Programming Paradigm: Logic Programming	<ul style="list-style-type: none"> Tutorial Installation and working of SWI Prolog Environment Implement at least 5 Prolog programs to understand declarative programming concepts. <p>Students should clearly understand the syntax and the execution of the Prolog code Implementation.</p>	05	LO2
IV	Alternative Paradigms: Concurrency	At least two Programs preferably in c++ and java to demonstrate Thread management and synchronization	02	LO4
V	Run Time Program Management	A Program to understand Exception handling and Garbage collection, preferably in C++ and JAVA Students should understand the syntactic differences in the solutions in both Object Oriented Languages.	02	LO4
VI	Programming Assignment For comparative study of Different Paradigms	At Least two implementations each implemented on multiple paradigms like procedural, object oriented, functional, logic. The implementations should be done in a group of two/three students with appropriate difficulty level. Student should prepare small report and present the solution code and demonstrate execution for alternative solutions they build.	04	LO5, LO6

Text Books:

1. Scott M L, Programming Language Pragmatics, 3rd Edn., Morgan Kaufmann Publishers, 2009
2. Harold Abelson and Gerald Jay Sussman with Julie Sussman foreword by Alan J. Perlis, Structure and Interpretation of Computer Programs (2nd Edition)
3. Graham Hutton, Programming in Haskell, 2nd Edition, Cambridge University Press, 2016
- 4.

References:

1. Sethi R, Programming Languages Concepts and Constructs , 2nd Ed, Pearson Education
2. Yogesh Sajanikar, Haskell Cookbook, Packt Publishing, 2017

Online References:

Sr No	Website Description	Link
1	University Stuttgart Germany Lab Course on Programming Paradigms	http://software-lab.org/teaching/winter2019/pp/
2	Course at MIT Structure and Interpretation of Computer Programs [2019]	https://web.mit.edu/u/6.037
3	Edx Course Paradigms of Computer Programming – Fundamentals,	https://www.edx.org/course/paradigms-of-computer-programming-fundamentals
4	Tutorials point link for Haskell	https://www.tutorialspoint.com/haskell

Term Work: Term Work shall consist of at least 15 Practicals based on the above modules, but not limited to. Also, Term work Journal must include at least 3 tutorial reports and 01 report of programming assignment

as mentioned in module VI.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiments/Tutorials) + 5 Marks (Assignment write up) + 5 Marks (Attendance)

Practical & Oral Exam: An Oral & 1 Hr Practical exam will be held based on the above syllabus

Lab Code	Lab Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITL304	Java Lab (SBL)	--	04	--	--	02	--	02

Lab Code	Lab Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITL304	Java Lab (SBL)	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	To understand the concepts of object-oriented paradigm in the Java programming language.
2	To understand the importance of Classes & objects along with constructors, Arrays ,Strings and vectors
3	To learn the principles of inheritance, interface and packages and demonstrate the concept of reusability for faster development.
4	To recognize usage of Exception Handling, Multithreading, Input Output streams in various applications
5	To learn designing, implementing, testing, and debugging graphical user interfaces in Java using Swings and AWT components that can react to different user events.
6	To develop graphical user interfaces using JavaFX controls.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Explain the fundamental concepts of Java Programing.	L1, L2
2	Use the concepts of classes, objects, members of a class and the relationships among them needed for a finding the solution to specific problem.	L3
3	Demonstrate how to extend java classes and achieve reusability using Inheritance, Interface and Packages.	L3
4	Construct robust and faster programmed solutions to problems using concept of Multithreading, exceptions and file handling	L3
5	Design and develop Graphical User Interface using Abstract Window Toolkit and Swings along with response to the events.	L6
6	Develop Graphical User Interface by exploring JavaFX framework based on MVC architecture.	L6

Prerequisite: Basics of Computer Programming

Hardware & Software Requirements:

Hardware Requirements	Software Requirements	Other Requirements
PC With Following Configuration 1. Intel PIV Processor 2. 2 GB RAM 3. 500 GB Harddisk 4. Network interface card	1. Windows or Linux Desktop OS 2. JDK 1.8 or higher 3. Notepad ++ 4. JAVA IDEs like Netbeans or Eclipse	1. Internet Connection for installing additional packages if required

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	Basics of Computer Programming.	02	-
I	Java Fundamentals	<p>Overview of procedure and object oriented Programming, Java Designing Goals and Features of Java Language.</p> <p>Introduction to the principles of object-oriented programming: Classes, Objects, Abstraction, Encapsulation, Inheritance, Polymorphism.</p> <p>Keywords, Data types, Variables, Operators, Expressions, Types of variables and methods.</p> <p>Control Statements: If Statement, If-else, Nested if, switch Statement, break, continue.</p> <p>Iteration Statements: for loop, while loop, and do-while loop</p> <p>(Perform any 2 programs that covers Classes, Methods, Control structures and Looping statements)</p> <p>1) Implement a java program to calculate gross salary & net salary taking the following data. Input: empno, empname, basic Process: DA=70% of basic HRA=30% of basic CCA=Rs240/- PF=10% of basic PT= Rs100/-</p> <p>2) Five Bikers Compete in a race such that they drive at a constant speed which may or may not be the same as the other. To qualify the race, the speed of a racer must be more than the average speed of all 5 racers. Write a Java program to take as input the speed of each racer and print back the speed of qualifying racers.</p> <p>3) Write a Java program that prints all real solutions to the quadratic equation $ax^2+bx+c = 0$. Read in a, b, c and use the quadratic formula. If the discriminant b^2-4ac is negative, display a message stating that there are no real solutions?</p> <p>4) Write a Menu driven program in java to implement simple banking application. Application should read</p>	07	LO1

		<p>the customer name, account number, initial balance, rate of interest, contact number and address field etc. Application should have following methods.</p> <ol style="list-style-type: none"> 1. createAccount() 2. deposit() 3. withdraw() 4. computeInterest() 5. displayBalance() <p>5) Write a menu driven Java program which will read a number and should implement the following methods</p> <ol style="list-style-type: none"> 1. factorial() 2. testArmstrong() 3. testPalindrome() 4. testPrime() 5. fibonacciSeries() <p>6) Create a Java based application to perform various ways of Method overloading.</p>														
II	Classes, objects, Arrays and Strings	<p>Classes & Objects: Reference Variables, Passing parameters to Methods and Returning parameters from the methods, Static members, Non-Static members Nested and Inner Classes. Static Initialization Block(SIB), Instance Initialization Block(IIB)</p> <p>Constructors: Parameterized Constructors, chaining of constructor, finalize() Method, Method overloading, Constructors Overloading.</p> <p>Recursion, Command-Line Arguments. Wrapper classes, InputBufferedReader, OutputBufferedReader, String Buffer classes, String functions.</p> <p>Arrays & Vectors: One and Two Dimensional arrays, Irregular arrays, dynamic arrays, Array List and Array of Object.</p> <p>(Perform any 3 programs that covers Classes & objects, Constructors, Command Line Arguments, Arrays/Vectors,String function and recursions).</p> <p>Experiments:</p> <p>1) Write a program that would print the information (name, year of joining, salary, address) of three employees by creating a class named 'Employee'. The output should be as follows:</p> <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>Name</th> <th>Year of joining</th> <th>Address</th> </tr> </thead> <tbody> <tr> <td>Robert</td> <td>1994</td> <td>64C- WallsStreat</td> </tr> <tr> <td>Sam</td> <td>2000</td> <td>68D- WallsStreat</td> </tr> <tr> <td>John</td> <td>1999</td> <td>26B- WallsStreat</td> </tr> </tbody> </table> <p>2) Write a program to print the area of a rectangle by creating a class named 'Area' having two methods. First method named as 'setDim' takes length and breadth of rectangle as parameters and the second method named as 'getArea' returns the area of the rectangle. Length and breadth of rectangle are entered through keyboard.</p> <p>3) Write a Java program to illustrate Constructor Chaining.</p>	Name	Year of joining	Address	Robert	1994	64C- WallsStreat	Sam	2000	68D- WallsStreat	John	1999	26B- WallsStreat	07	LO1 LO2
Name	Year of joining	Address														
Robert	1994	64C- WallsStreat														
Sam	2000	68D- WallsStreat														
John	1999	26B- WallsStreat														

		<p>4) Create a class 'Student' with three data members which are name, age and address. The constructor of the class assigns default values name as "unknown", age as '0' and address as "not available". It has two members with the same name 'setInfo'. First method has two parameters for name and age and assigns the same whereas the second method takes has three parameters which are assigned to name, age and address respectively. Print the name, age and address of 10 students. Hint - Use array of objects.</p> <p>5) Write a java programs to add n strings in a vector array. Input new string and check whether it is present in the vector. If it is present delete it otherwise add it to the vector.</p> <p>6) Print the sum, difference and product of two complex numbers by creating a class named 'Complex' with separate methods for each operation whose real and imaginary parts are entered by user.</p> <p>7)Write menu driven program to implement recursive Functions for following tasks.</p> <p>a) To find GCD and LCM b) To print n Fibonacci numbers c) To find reverse of number d) To solve $1 + 2 + 3 + 4 + \dots + (n - 1) + n$</p> <p>8) Print Reverse Array list in java by writing our own function.</p>		
III	Inheritance, Packages and Interfaces.	<p>Inheritance: Inheritance Basics, Types of Inheritance in Java, member access, using Super- to call superclass Constructor, to access member of super class(variables and methods), creating multilevel hierarchy, Constructors in inheritance, method overriding, Abstract classes and methods, using final, Dynamic Method Dispatch</p> <p>Packages: Defining packages, creating packages and Importing and accessing packages</p> <p>Interfaces: Defining, implementing and extending interfaces, variables in interfaces, Default Method in Interface ,Static Method in interface, Abstract Classes vs Interfaces.</p> <p>(Perform any 3 programs covering Inheritance, Interfaces and Packages).</p> <p>Experiments</p> <p>1) Create a Teacher class and derive Professor/ Associate_Professor/Assistant_Professor class from Teacher class. Define appropriate constructor for all the classes. Also define a method to display information of Teacher. Make necessary assumptions as required.</p> <p>2) Create a class Book and define a display method to display book information. Inherit Reference_Book and Magazine classes from Book class and override display method of Book class in Reference_Book and Magazine classes. Make necessary assumptions required.</p>	10	LO1 LO3

3) A university has two types of students — graduate students and research students. The University maintains the record of name, age and programme of every student. For graduate students, additional information like percentage of marks and stream, like science, commerce, etc. is recorded; whereas for research students, additionally, specialization and years of working experience, if any, is recorded. Each class has a constructor. The constructor of subclasses makes a call to constructor of the superclass. Assume that every constructor has the same number of parameters as the number of instance variables. In addition, every subclass has a method that may update the instance variable values of that subclass. All the classes have a function `display_student_info()`, the subclasses must override this method of the base class. Every student is either a graduate student or a research student.

Perform the following tasks for the description given above using Java :

- (i) Create the three classes with proper instance variables and methods, with suitable inheritance.
- (ii) Create at least one parameterised constructor for each class.
- (iii) Implement the `display_student_info()` method in each class.

4) An employee works in a particular department of an organization. Every employee has an employee number, name and draws a particular salary. Every department has a name and a head of department. The head of department is an employee. Every year a new head of department takes over. Also, every year an employee is given an annual salary enhancement. Identify and design the classes for the above description with suitable instance variables and methods. The classes should be such that they implement information hiding. You must give logic in support of your design. Also create two objects of each class.

5) Consider a hierarchy, where a sportsperson can either be an athlete or a hockey player. Every sportsperson has a unique name. An athlete is characterized by the event in which he/she participates; whereas a hockey player is characterised by the number of goals scored by him/her.

Perform the following tasks using Java :

- (i) Create the class hierarchy with suitable instance variables and methods.
- (ii) Create a suitable constructor for each class.
- (iii) Create a method named `display_all_info` with suitable parameters. This method should display all the information about the object of a class.
- (iv) Write the main method that demonstrates polymorphism.

6) Create an interface `vehicle` and classes like `bicycle`,

		<p>car, bike etc, having common functionalities and put all the common functionalities in the interface. Classes like Bicycle, Bike, car etc implement all these functionalities in their own class in their own way</p> <p>7) Create a class "Amount In Words" within a user defined package to convert the amount into words. (Consider amount not to be more than 100000).</p>		
IV	Exception Handling, Multithreading, Input Output streams	<p>Exception Handling: Exception-Handling Fundamentals, Exception Types, Exception class Hierarchy, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally , Java's Built-in Exceptions, Creating Your Own Exception Subclasses</p> <p>Multithreaded Programming: The Java Thread Model and Thread Life Cycle, Thread Priorities, Creating a Thread, Implementing Runnable, Extending Thread, Creating Multiple Threads, Synchronization: Using Synchronized Methods, The synchronized Statement</p> <p>I/O Streams: Streams, Byte Streams and Character, The Predefined Streams, Reading Console Input, Reading Characters, Reading Strings, Writing Console Output, Reading and Writing Files.</p> <p>(Perform any 3 programs that cover Exception Handling, Multithreading and I/O Streams).</p> <p>Experiments:</p> <p>1) Write java program where user will enter loginid and password as input. The password should be 8 digit containing one digit and one special symbol. If user enter valid password satisfying above criteria then show "Login Successful Message". If user enter invalid Password then create InvalidPasswordException stating Please enter valid password of length 8 containing one digit and one Special Symbol.</p> <p>2) Java Program to Create Account with 1000 Rs Minimum Balance, Deposit Amount, Withdraw Amount and Also Throws LessBalanceException. It has a Class Called LessBalanceException Which returns the Statement that Says Withdraw Amount(_Rs) is Not Valid. It has a Class Which Creates 2 Accounts, Both Account Deposite Money and One Account Tries to Withdraw more Money Which Generates a LessBalanceException Take Appropriate Action for the Same.</p> <p>3) Create two threads such that one thread will print even number and another will print odd number in an ordered fashion.</p> <p>4) Assume that two brothers, Joe and John, share a common bank account. They both can, independently, read the balance, make a deposit, and withdraw some</p>	10	LO1 LO3 LO4

		<p>money. Implement java application demonstrate how the transaction in a bank can be carried out concurrently.</p> <p>5) You have been given the list of the names of the files in a directory. You have to select Java files from them. A file is a Java file if it's name ends with ".java". For e.g. File- "Names.java" is a Java file, "FileNames.java.pdf" is not.</p> <p>Input: test.java, ABC.doc, Demo.pdf, add.java, factorial.java, sum.txt</p> <p>Output: tset.java, add.java, factorial.java</p>		
V	GUI programming- I (AWT, Event Handling, Swing)	<p>Designing Graphical User Interfaces in Java: Components and Containers, Basics of Components, Using Containers, Layout Managers, AWT Components, Adding a Menu to Window, Extending GUI Features</p> <p>Event-Driven Programming in Java: Event-Handling Process, Event-Handling Mechanism, Delegation Model of Event Handling, Event Classes, Event Sources, Event Listeners, Adapter Classes as Helper Classes in Event Handling.</p> <p>Introducing Swing: AWT vs Swings, Components and Containers, Swing Packages, A Simple Swing Application, Painting in Swing, Designing Swing GUI Application using Buttons, JLabels, Checkboxes, Radio Buttons, JScrollPane, JList, JComboBox, Trees, Tables Scroll pane Menus and Toolbar</p> <p>(Perform any 3 programs that contain AWT, Event handling and Swing to build GUI application).</p> <p>1) Write a Java program to implement Swing components namely Buttons, JLabels, Checkboxes, Radio Buttons, JScrollPane, JList, JComboBox, Trees, Tables Scroll pane Menus and Toolbars to design interactive GUI.</p> <p>2) Write a program to create a window with four text fields for the name, street, city and pincode with suitable labels. Also windows contains a button MyInfo. When the user types the name, his street, city and pincode and then clicks the button, the types details must appear in Arial Font with Size 32, Italics.</p> <p>3) Write a Java program to create a simple calculator using java AWT elements. .Use a grid layout to arrange buttons for the digits and basic operation +, -, /, *. Add a text felid to display the results.</p> <p>4) Write a Java Program to create a Student Profile form using AWT controls.</p> <p>5) Write a Java Program to simulate traffic signal light using AWT and Swing Components.</p>	12	LO1 LO4 LO5

		<p>6) Write a Java Program to create a color palette. Declare a grid of Buttons to set the color names. Change the background color by clicking on the color button.</p> <p>7) Build a GUI program that allows the user to add objects to a collection and perform search and sort on that collection.(Hint. Use Swing components like JButton, JList, JFrame, JPanel and JOptionPane.)</p>		
VI	GUI Programming-II (JavaFX)	<p>JavaFX Basic Concepts, JavaFX application skeleton, Compiling and running JavaFX program, Simple JavaFX control: Label, Using Buttons and events, Drawing directly on Canvas. (Perform any one program that contains the concept of JavaFX).</p> <p>1) Write a Java program to design a Login Form using JavaFX Controls. 2) Write Java program to draw various shapes on Canvas using JavaFX.</p>	04	LO1 LO5 LO6

Text Books:

1. Herbert Schildt, “Java-The Complete Reference”, Tenth Edition, Oracle Press, Tata McGraw Hill Education.
2. E. Balguruswamy, “Programming with Java A primer”, Fifth edition, Tata McGraw Hill Publication
3. Anita Seth, B.L. Juneja, “Java One Step Ahead”, oxford university press.

References:

1. D.T. Editorial Services, “Java 8 Programming Black Book”, Dreamtech Press.
2. Learn to Master Java by Star EDU Solutions
3. Yashvant Kanetkar, “Let Us Java” ,4th Edition ,BPB Publications.

Term Work:

The Term work shall consist of at least 15 practical based on the above list. The term work Journal must include at least 2 Programming assignments. The Programming assignments should be based on real world applications which cover concepts from more than one modules of syllabus.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments/tutorial/write up) + 5 Marks (Attendance)

Practical & Oral Exam: An Oral & Practical exam will be held based on the above syllabus.

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITM301	Mini Project – 1 A for Front end /backend Application using JAVA	--	04	--	--	02	--	02

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITM301	Mini Project – 1 A for Front end /backend Application using JAVA	--	--	--	--	25	25	50

Course Objectives

1. To acquaint with the process of identifying the needs and converting it into the problem.
2. To familiarize the process of solving the problem in a group.
3. To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
4. To inculcate the process of self-learning and research.

Course Outcome: Learner will be able to...

1. Identify problems based on societal /research needs.
2. Apply Knowledge and skill to solve societal problems in a group.
3. Develop interpersonal skills to work as member of a group or leader.
4. Draw the proper inferences from available results through theoretical/ experimental/simulations.
5. Analyse the impact of solutions in societal and environmental context for sustainable development.
6. Use standard norms of engineering practices
7. Excel in written and oral communication.
8. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
9. Demonstrate project management principles during project work.

Guidelines for Mini Project

- Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
- Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
- Students shall submit implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini project.
- A log book to be prepared by each group, wherein group can record weekly work progress, guide/supervisor can verify and record notes/comments.
- Faculty supervisor may give inputs to students during mini project activity; however, focus shall be on self-learning.

- Students in a group shall understand problem effectively, propose multiple solution and select best possible solution in consultation with guide/ supervisor.
- Students shall convert the best solution into working model using various components of their domain areas and demonstrate.
- The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai.
- With the focus on the self-learning, innovation, addressing societal problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality to be carried out in two semesters by all the groups of the students. i.e. Mini Project 1 in semester III and IV. Similarly, Mini Project 2 in semesters V and VI.
- However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on case by case basis.

Guidelines for Assessment of Mini Project:

Term Work

- The review/ progress monitoring committee shall be constituted by head of departments of each institute. The progress of mini project to be evaluated on continuous basis, minimum two reviews in each semester.
- In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.
- Distribution of Term work marks for both semesters shall be as below;
 - Marks awarded by guide/supervisor based on log book : 10
 - Marks awarded by review committee : 10
 - Quality of Project report : 05

Review/progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines.

One-year project:

- In first semester entire theoretical solution shall be ready, including components/system selection and cost analysis. Two reviews will be conducted based on presentation given by students group.
 - First shall be for finalisation of problem
 - Second shall be on finalisation of proposed solution of problem.
- In second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester.
 - First review is based on readiness of building working prototype to be conducted.
 - Second review shall be based on poster presentation cum demonstration of working model in last month of the said semester.

Half-year project:

- In this case in one semester students' group shall complete project in all aspects including,
 - Identification of need/problem
 - Proposed final solution
 - Procurement of components/systems
 - Building prototype and testing
 - Two reviews will be conducted for continuous assessment,
 - First shall be for finalisation of problem and proposed solution
 - Second shall be for implementation and testing of solution.
-

Assessment criteria of Mini Project.

Mini Project shall be assessed based on following criteria;

1. Quality of survey/ need identification
 2. Clarity of Problem definition based on need.
 3. Innovativeness in solutions
 4. Feasibility of proposed problem solutions and selection of best solution
 5. Cost effectiveness
 6. Societal impact
 7. Innovativeness
 8. Cost effectiveness and Societal impact
 9. Full functioning of working model as per stated requirements
 10. Effective use of skill sets
 11. Effective use of standard engineering norms
 12. Contribution of an individual's as member or leader
 13. Clarity in written and oral communication
- In **one year, project**, first semester evaluation may be based on first six criteria's and remaining may be used for second semester evaluation of performance of students in mini project.
 - In case of **half year project** all criteria's in generic may be considered for evaluation of performance of students in mini project.

Guidelines for Assessment of Mini Project Practical/Oral Examination:

- Report should be prepared as per the guidelines issued by the University of Mumbai.
- Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organisations having experience of more than five years approved by head of Institution.
- Students shall be motivated to publish a paper based on the work in Conferences/students competitions.

Mini Project shall be assessed based on following points;

1. Quality of problem and Clarity
 2. Innovativeness in solutions
 3. Cost effectiveness and Societal impact
 4. Full functioning of working model as per stated requirements
 5. Effective use of skill sets
 6. Effective use of standard engineering norms
 7. Contribution of an individual's as member or leader
 8. Clarity in written and oral communication
-

**Program Structure for Second Year
Engineering Semester III & IV
UNIVERSITY OF MUMBAI
(With Effect from 2020-2021)**

Semester IV

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned				
		Theory	Pract.	Tut.	Theory	Pract.	Tut.	Total	
ITC401	Engineering Mathematics-IV	3	--	1	3	--	1	4	
ITC402	Computer Network and Network Design	3	--	--	3	--	--	3	
ITC403	Operating System	3	--	--	3	--	--	3	
ITC404	Automata Theory	3	--	--	3	--	--	3	
ITC405	Computer Organization and Architecture	3	--	--	3	--	--	3	
ITL401	Network Lab	--	2	--	--	1	--	1	
ITL402	Unix Lab	--	2	--	--	1	--	1	
ITL403	Microprocessor Lab	--	2	--	--	1	--	1	
ITL404	Python Lab (SBL)	--	4	--	--	2	--	2	
ITM401	Mini Project – 1 B for Python based automation projects	--	4 ^{\$}	--	--	2	--	2	
Total		15	14	1	15	7	1	23	
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract/oral	Total
		Internal Assessment			End Sem. Exam.	Exam. Duration (in Hrs)			
		Test 1	Test 2	Avg.					
ITC401	Engineering Mathematics-IV	20	20	20	80	3	25	--	125
ITC402	Computer Network and Network Design	20	20	20	80	3	--	--	100
ITC403	Operating System	20	20	20	80	3	--	--	100
ITC404	Automata Theory	20	20	20	80	3	--	--	100
ITC405	Computer Organization and Architecture	20	20	20	80	3	--	--	100
ITL401	Network Lab	--	--	--	--	--	25	25	50
ITL402	Unix Lab	--	--	--	--	--	25	25	50
ITL403	Microprocessor Lab	--	--	--	--	--	25	25	50
ITL404	Python Lab (SBL)	--	--	--	--	--	25	25	50
ITM401	Mini Project – 1 B for Python based automation projects	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	150	75	775

\$ indicates work load of Learner (Not Faculty), for Mini Project. Students can form groups with minimum 2 (Two) and not more than 4 (Four) Faculty Load : 1 hour per week per four groups

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract.	Tut.	Theory	TW/Pract	Tut.	Total
ITC401	Engineering Mathematics-IV	03	-	01	03	-	01	04

Course Code	Course Name	Examination Scheme								
		Theory				End Sem Exam	Term Work	Pract	Oral	Total
		Internal Assessment			Avg of Test 1 & 2					
		Test1	Test2							
ITC401	Engineering Mathematics-IV	20	20	20	80	25	-	-	125	

Pre-requisite: Engineering Mathematics-I, Engineering Mathematics-II, Engineering Mathematics-III, Binomial Distribution.

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	To study Matrix algebra and its application in engineering problems.
2	To learn Line and Contour integrals and expansion of complex valued function in a power series.
3	To study Z-Transforms and Inverse Z-Transforms with its properties.
4	To acquaint with the concepts of probability distributions and sampling theory for small samples.
5	To study and apply Linear and Non-linear programming Techniques to solve the optimization problems

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Apply the concepts of eigen values and eigen vectors to solve engineering problems.	L1, L2, L3
2	Illustrate the use of concepts of Complex Integration for evaluating integrals, computing residues & evaluate various contour integrals.	L3
3	Apply the concept of Z- transformation and its inverse in engineering problems.	L1,L2,L3

4	Apply the concept of probability distribution to engineering problems & testing hypothesis of small samples using sampling theory.	L3
5	Apply the concept of Linear Programming to solve the optimization problems	L1, L2, L3
6	Use the Non-Linear Programming techniques to solve the optimization problems.	L3

Module	Detailed Contents	Hours	CO Mapping
01	<p>Module: Linear Algebra (Theory of Matrices)</p> <p>1.1 Characteristic Equation, Eigenvalues and Eigenvectors and properties (without proof)</p> <p>1.2 Cayley-Hamilton Theorem (without proof), verification and reduction of higher degree polynomials</p> <p>1.3 Similarity of matrices, diagonalizable and non-diagonalizable matrices</p> <p>Self-learning Topics: Derogatory and non-derogatory matrices, Functions of Square Matrix, Linear Transformations, Quadratic forms.</p>	7	CO1
02	<p>Module: Complex Integration</p> <p>2.1 Line Integral, Cauchy's Integral theorem for simple connected and multiply connected regions (without proof), Cauchy's Integral formula (without proof).</p> <p>2.2 Taylor's and Laurent's series (without proof).</p> <p>2.3 Definition of Singularity, Zeroes, poles of $f(z)$, Residues, Cauchy's Residue Theorem (without proof)</p> <p>Self-learning Topics: Application of Residue Theorem to evaluate real integrations.</p>	7	CO2
03	<p>Module: Z Transform</p> <p>3.1 Definition and Region of Convergence, Transform of Standard Functions: $\{k^n a^k\}$, $\{a^{ k }\}$, $\{{}^{k+n}_n C \cdot a^k\}$, $\{c^k \sin(\alpha k + \beta)\}$, $\{c^k \sinh \alpha k\}$, $\{c^k \cosh \alpha k\}$.</p> <p>3.2 Properties of Z Transform: Change of Scale, Shifting Property, Multiplication, and Division by k, Convolution theorem.</p> <p>3.3 Inverse Z transform: Partial Fraction Method, Convolution Method.</p> <p>Self-learning Topics: Initial value theorem, Final value theorem, Inverse of Z Transform by Binomial Expansion</p>	5	CO3
04	<p>Module: Probability Distribution and Sampling Theory</p> <p>4.1 Probability Distribution: Poisson and Normal distribution</p> <p>4.2 Sampling distribution, Test of Hypothesis, Level of Significance, Critical region, One-tailed, and two-tailed test, Degree of freedom.</p> <p>4.3 Students' t-distribution (Small sample). Test the significance of mean and Difference between the means of two samples. Chi-Square Test: Test of goodness of fit and independence of attributes, Contingency table.</p> <p>Self-learning Topics: Test significance for Large samples, Estimate parameters of a population., Yate's Correction.</p>	7	CO4
05	Module: Linear Programming Problems	6	

	<p>5.1 Types of solutions, Standard and Canonical of LPP, Basic and Feasible solutions, slack variables, surplus variables, Simplex method.</p> <p>5.2 Artificial variables, Big-M method (Method of penalty)</p> <p>5.3 Duality, Dual of LPP and Dual Simplex Method</p> <p>Self-learning Topics: Sensitivity Analysis, Two-Phase Simplex Method, Revised Simplex Method</p>		CO5
06	<p>Module: Nonlinear Programming Problems</p> <p>6.1 NLPP with one equality constraint (two or three variables) using the method of Lagrange's multipliers</p> <p>6.2 NLPP with two equality constraints</p> <p>6.3 NLPP with inequality constraint: Kuhn-Tucker conditions</p> <p>Self-learning Topics: Problems with two inequality constraints, Unconstrained optimization: One dimensional search method (Golden Search method, Newton's method). Gradient Search method</p>	7	CO6

References:

1. Advanced Engineering Mathematics, Erwin Kreyszig, John Wiley & Sons.
2. Advanced Engineering Mathematics, R. K. Jain and S. R. K. Iyengar, Narosa.
3. Complex Variables and Applications, Brown and Churchill, McGraw-Hill education.
4. Probability, Statistics and Random Processes, T. Veerarajan, McGraw-Hill education.
5. Operations Research: An Introduction, Hamdy A Taha, Pearson.
6. Engineering Optimization: Theory and Practice, S.S Rao, Wiley-Blackwell.
7. Operations Research, Hira and Gupta, S. Chand Publication.

Online References:

Sr. No.	Website Name
1.	https://www.nptel.ac.in

Term Work:

General Instructions:

1. Students must be encouraged to write at least 6 class tutorials on entire syllabus.
2. A group of 4-6 students should be assigned a self-learning topic. Students should prepare a presentation/problem solving of 10-15 minutes. This should be considered as mini project in Engineering Mathematics. This project should be graded for 10 marks depending on the performance of the students.

The distribution of Term Work marks will be as follows –

1.	Attendance (Theory and Tutorial)	05 marks
2.	Class Tutorials on entire syllabus	10 marks
3.	Mini project	10 marks

Assessment:

Internal Assessment Test:

Assessment consists of two class tests of 20 marks each. The first class test (Internal Assessment I) is to be conducted when approx. 40% syllabus is completed and second class test (Internal Assessment II) when additional 35% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of total 06 questions, each carrying 20 marks.
 2. Total 04 questions need to be solved.
 3. Question No: 01 will be compulsory and based on entire syllabus wherein 4 sub-questions of 5 marks each will be asked.
 4. Remaining questions will be randomly selected from all the modules.
 5. Weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.
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Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical /Oral	Tutorial	Total
ITC402	Computer Network and Network Design	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITC402	Computer Network and Network Design	20	20	20	80	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	Understand the division of network functionalities into layers.
2	Understand the types of transmission media along with data link layer concepts, design issues and protocols
3	Analyze the strength and weaknesses of routing protocols and gain knowledge about IP addressing
4	Understand the data transportation, issues and related protocols for end to end delivery of data.
5	Understand the data presentation techniques used in presentation layer & client/server model in application layer protocols.
6	Design a network for an organization using networking concepts

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Describe the functionalities of each layer of the models and compare the Models.	L1
2	Categorize the types of transmission media and explain data link layer concepts, design issues and protocols.	L2, L3, L4
3	Analyze the routing protocols and assign IP address to networks.	L4
4	Explain the data transportation and session management issues and related protocols used for end to end delivery of data.	L1, L2
5	List the data presentation techniques and illustrate the client/server model in application layer protocols.	L1, L3
6	Use of networking concepts of IP address, Routing, and application services to design a network for an organization	L3

Prerequisite: PCOM

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Terminologies of communication	02	-
I	Introduction to Computer Networks	<p>Uses Of Computer Networks, Network Hardware, Network Software, Protocol Layering, Reference Models: OSI, TCP/IP, Comparison of OSI & TCP/IP, Network Devices.</p> <p>Self-learning Topics: Identify the different devices used in Network connection. College campus</p>	03	CO1
II	Physical Layer & Data Link Layer	<p>Physical layer: Guided Media, Unguided Media, Wireless Transmission: Electromagnetic Spectrum. Switching: Circuit-Switched Networks, Packet Switching, Structure Of A Switch</p> <p>DLL Design Issues (Services, Framing, Error Control, Flow Control), Error Detection and Correction(Hamming Code,Parity, CRC, Checksum) , Elementary Data Link protocols : Stop and Wait, Sliding Window(Go Back N, Selective Repeat), Piggybacking, HDLC</p> <p>Medium Access Protocols: Random Access, Controlled Access, Channelization. Ethernet Protocol: Standard Ethernet, Fast Ethernet (100 Mbps), Gigabit Ethernet, 10-Gigabit Ethernet.</p> <p>Self-learning Topics: Differentiate link layer in IOT network and Normal Network.</p>	08	CO2
III	Network Layer	<p>Network Layer Services, Packet Switching, Network Layer Performance, IPv4 Addressing (classful and classless), Subnetting, Supernetting ,IPv4 Protocol, DHCP, Network Address Translation (NAT).</p> <p>Routing algorithms: Distance Vector Routing, Link state routing,Path Vector Routing.</p> <p>Protocols –RIP,OSPF,BGP.</p> <p>Next Generation IP: IPv6 Addressing,IPv6 Protocol, Transition fromIPV4 to IPV6</p> <p>Self-learning Topics: Study difference between IPV4 and IPV6. Network Class A, B, C, D, E and subnet mask.</p>	08	CO3

IV	Transport Layer & Session Layer	<p>Transport Layer: Transport Layer Services, Connectionless & Connection-oriented Protocols, Transport Layer protocols: User Datagram Protocol: UDP Services, UDP Applications, Transmission Control Protocol: TCP Services, TCP Features, Segment, A TCP Connection, Windows in TCP, Flow Control, Error Control, TCP Congestion Control, TCP Timers.</p> <p>Session Layer: Session layer design issues, Session Layer protocol - Remote Procedure Call (RPC),</p> <p>Self-learning Topics: List real time example of UDP and TCP.</p>	07	CO4
V	Presentation Layer & Application Layer	<p>Presentation layer :Compression: Comparison between Lossy Compression and Lossless Compression, Huffman Coding, Speech Compression, LZW, RLE, Image Compression – GIF,JPEG.</p> <p>Application layer: Standard Client-Server Protocols: World Wide Web, HTTP, FTP, Electronic Mail, Domain Name System (DNS), SNMP</p> <p>Self-learning Topics: Difference between HTTP and FTP Protocol.</p>	05	CO5
VI	Network Design Concepts	<p>Introduction to VLAN ,VPN</p> <p>A case study to design a network for an organization meeting the following guidelines:</p> <p>Networking Devices,</p> <p>IP addressing: Subnetting, Supernetting, Routing Protocols to be used, Services to be used: TELNET, SSH, FTP server, Web server, File server, DHCP server and DNS server.</p> <p>Self-learning Topics: Study the Network Design of your college campus.</p>	06	CO6

Text Books:

1. Andrew S Tanenbaum, Computer Networks -, 4th Edition, Pearson Education.
2. Behrouz A. Forouzan, Data Communications and Networking ,4th Edition,Mc Graw Hill education.

References:

1. S. Keshav, An Engineering Approach to Computer Networks, 2nd Edition, Pearson Education.
- 2.B. A. Forouzan, “TCP/IP Protocol Suite”, Tata McGraw Hill edition, Third Edition.
3. Ranjan Bose, Information Theory, Coding and Cryptography, Ranjan Bose, Tata McGrawHill , Second Edition.
4. Khalid Sayood, Introduction to Data Compression, Third Edition, Morgan Kaufman.

Online References:

Sr. No.	Website Name
1.	https://www.nptel.ac.in
2.	https://swayam.gov.in
3.	https://www.coursera.org/

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks** Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical /Oral	Tutorial	Total
ITC403	Operating System	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITC403	Operating System	20	20	20	80	--	--	100

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	To understand the major components of Operating System & its functions.
2	To introduce the concept of a process and its management like transition, scheduling, etc.
3	To understand basic concepts related to Inter-process Communication (IPC) like mutual exclusion, deadlock, etc. and role of an Operating System in IPC.
4	To understand the concepts and implementation of memory management policies and virtual memory.
5	To understand functions of Operating System for storage management and device management.
6	To study the need and fundamentals of special-purpose operating system with the advent of new emerging technologies.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Understand the basic concepts related to Operating System.	L1, L2
2	Describe the process management policies and illustrate scheduling of processes by CPU.	L1
3	Explain and apply synchronization primitives and evaluate deadlock conditions as handled by Operating System.	L2
4	Describe and analyze the memory allocation and management functions of Operating System.	L1
5	Analyze and evaluate the services provided by Operating System for storage management.	L4, L5
6	Compare the functions of various special-purpose Operating Systems.	L2

Prerequisite: Programming Language C

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Programming Language C; Basic of Hardware i.e. ALU, RAM, ROM, HDD, etc.; Computer-System Organization.	02	-
I	Fundamentals of Operating System	<p>Introduction to Operating Systems; Operating System Structure and Operations; Functions of Operating Systems; Operating System Services and Interface; System Calls and its Types; System Programs; Operating System Structure; System Boot.</p> <p>Self-learning Topics: Study of any three different OS. System calls with examples for different OS.</p>	03	CO1
II	Process Management	<p>Basic Concepts of Process; Operation on Process; Process State Model and Transition; Process Control Block; Context Switching; Introduction to Threads; Types of Threads, Thread Models; Basic Concepts of Scheduling; Types of Schedulers; Scheduling Criteria; Scheduling Algorithms.</p> <p>Self-learning Topics: Performance comparison of Scheduling Algorithms, Selection of Scheduling Algorithms for different situations, Real-time Scheduling</p>	06	CO2
III	Process Coordination	<p>Basic Concepts of Inter-process Communication and Synchronization; Race Condition; Critical Region and Problem; Peterson's Solution; Synchronization Hardware and Semaphores; Classic Problems of Synchronization; Message Passing; Introduction to Deadlocks; System Model, Deadlock Characterization; Deadlock Detection and Recovery; Deadlock Prevention; Deadlock Avoidance.</p> <p>Self-learning Topics: Study a real time case study for Deadlock detection and recovery.</p>	09	CO3
IV	Memory Management	<p>Basic Concepts of Memory Management; Swapping; Contiguous Memory Allocation; Paging; Structure of Page Table; Segmentation; Basic Concepts of Virtual Memory; Demand Paging, Copy-on Write; Page Replacement Algorithms; Thrashing.</p> <p>Self-learning Topics: Memory Management for any one Operating System, Implementation of Page Replacement Algorithms.</p>	09	CO4

V	Storage Management	Basic Concepts of File System; File Access Methods; Directory Structure; File-System Implementation; Allocation Methods; Free Space Management; Overview of Mass-Storage Structure; Disk Structure; Disk Scheduling; RAID Structure; Introduction to I/O Systems. Self-learning Topics: File System for Linux and Windows, Features of I/O facility for different OS.	06	CO5
VI	Special-purpose Operating Systems	Open-source and Proprietary Operating System; Fundamentals of Distributed Operating System; Network Operating System; Embedded Operating Systems; Cloud and IoT Operating Systems; Real-Time Operating System; Mobile Operating System; Multimedia Operating System; Comparison between Functions of various Special-purpose Operating Systems. Self-learning Topics: Case Study on any one Special-purpose Operating Systems.	04	CO6

Text Books:

1. A. Silberschatz, P. Galvin, G. Gagne, Operating System Concepts, 10th ed., Wiley, 2018.
2. W. Stallings, Operating Systems: Internal and Design Principles, 9th ed., Pearson, 2018.
3. A. Tanenbaum, Modern Operating Systems, Pearson, 4th ed., 2015.

Reference Books:

1. N. Chauhan, Principles of Operating Systems, 1st ed., Oxford University Press, 2014.
2. A. Tanenbaum and A. Woodhull, Operating System Design and Implementation, 3rd ed., Pearson.
3. R. Arpaci-Dusseau and A. Arpaci-Dusseau, Operating Systems: Three Easy Pieces, CreateSpace Independent Publishing Platform, 1st ed., 2018.

Online References:

Sr. No.	Website Name
1.	https://www.nptel.ac.in
2.	https://swayam.gov.in
3.	https://www.coursera.org/

Assessment:

Internal Assessment (IA) for 20 marks:

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➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical /Oral	Tutorial	Total
ITC404	Automata Theory	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITC404	Automata Theory	20	20	20	80	--	--	100

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	To learn fundamentals of Regular and Context Free Grammars and Languages.
2	To understand the relation between Regular Language and Finite Automata and machines.
3	To learn how to design Automata's as Acceptors, Verifiers and Translators.
4	To understand the relation between Regular Languages, Contexts free Languages, PDA and TM.
5	To learn how to design PDA as acceptor and TM as Calculators.
6	To learn applications of Automata Theory.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Explain, analyze and design Regular languages, Expression and Grammars.	L2, L4, L6
2	Design different types of Finite Automata and Machines as Acceptor, Verifier and Translator.	L6
3	Analyze and design Context Free languages and Grammars.	L4, L6
4	Design different types of Push down Automata as Simple Parser.	L6
5	Design different types of Turing Machines as Acceptor, Verifier, Translator and Basic computing machine.	L6
6	Develop understanding of applications of various Automata.	L6

Prerequisite: Basic Mathematical Fundamentals: Sets, Logic, Relations, Functions.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
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0	Prerequisite	Basic Mathematical Fundamentals: Sets, Logic, Relations, Functions.	02	-
I	Introduction and Regular Languages	Languages: Alphabets and Strings. Regular Languages: Regular Expressions, Regular Languages, Regular Grammars, RL and LL grammars, Closure properties Self-learning Topics: Practice exercise on Regular Expressions. Identify the tools also.	05	CO1
II	Finite Automata	Finite Automata: FA as language acceptor or verifier, NFA (with and without ϵ), DFA, RE to NFA, NFA to DFA, Reduced DFA , NFA-DFA equivalence, FA to RE. Finite State Machines with output : Moore and Mealy machines. Moore and Mealy M/C conversion. Limitations of FA. Self-learning Topics: Practice exercise on FA and NFA	09	CO2
III	Context Free Grammars	Context Free Languages: CFG, Leftmost and Rightmost derivations, Ambiguity, Simplification and Normalization (CNF & GNF) and Chomsky Hierarchy (Types 0 to 3) Self-learning Topics: Practice numerical or exercise on CFG	08	CO3
IV	Push Down Automata	Push Down Automata: Deterministic (single stack) PDA, Equivalence between PDA and CFG. Power and Limitations of PDA. Self-learning Topics: List the examples of PDA.	05	CO4
V	Turing Machine	Turing Machine: Deterministic TM, Variants of TM, Halting problem, Power of TM. Self-learning Topics: Practice numerical of TM.	07	CO5
VI	Applications of Automata	Applications of FA, CFG, PDA & TM. Introduction to Compiler & Its phases. Self-learning Topics: Case study on any one compiler.	03	CO2,CO3, CO4,CO5, CO6

Text books

1. J.C.Martin, "Introduction to languages and the Theory of Computation", TMH.
2. Kavi Mahesh, "Theory of Computation A Problem Solving Approach", Wiley India
3. A. V. Aho, R. Shethi, Monica Lam , J.D. Ulman , "Compilers Principles, Techniques and Tools", Pearson Education.

References

1. John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, "Introduction to Automata Theory, Languages and Computation", Pearson Education.
2. Daniel I.A. Cohen, "Introduction to Computer Theory", John Wiley & Sons.
3. Vivek Kulkarni," Theory of Computation", Oxford University.
4. N.Chandrashekhar, K.L.P. Mishra, "Theory of Computer Science, Automata Languages & Computations", PHI publications.
- 5.J. J. Donovan, " Systems Programming", TMH.

Online References:

Sr. No.	Website Name
1.	https://www.nptel.ac.in
2.	https://online.stanford.edu
3.	https://www.coursera.org/

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ **Question paper format**

- Question Paper will comprise of a total of **six questions each carrying 20 marks Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical /Oral	Tutorial	Total
ITC405	Computer Organization and Architecture	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITC405	Computer Organization and Architecture	20	20	20	80	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	Learn the fundamentals of Digital Logic Design.
2	Conceptualize the basics of organizational and features of a digital computer.
3	Study microprocessor architecture and assembly language programming.
4	Study processor organization and parameters influencing performance of a processor.
5	Analyse various algorithms used for arithmetic operations.
6	Study the function of each element of memory hierarchy and various data transfer techniques used in digital computer.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Demonstrate the fundamentals of Digital Logic Design	L1, L2
2	Describe basic organization of computer, the architecture of 8086 microprocessor and implement assembly language programming for 8086 microprocessors.	L1
3	Demonstrate control unit operations and conceptualize instruction level parallelism.	L1, L2
4	List and Identify integers and real numbers and perform computer arithmetic operations on integers.	L1,L4
5	Categorize memory organization and explain the function of each element of a memory hierarchy.	L4
6	Examine different methods for computer I/O mechanism.	L3

Prerequisite: Basics of Electrical Engineering, Fundamentals of Computer.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Basics of Electrical Engineering, Fundamentals of Computer	02	
I	Fundamentals of Logic Design	<p>Number systems: Introduction to Number systems, Binary Number systems, Signed Binary Numbers, Binary, Octal, Decimal and Hexadecimal number and their conversions, 1's and 2's complement</p> <p>Combinational Circuits: NOT,AND,OR,NAND,NOR,EX-OR,EX-NOR Gates. Half & Full Adder and subtractor, Reduction of Boolean functions using K-map method (2,3,4 Variable), introduction to Multiplexers and Demultiplexers, Encoders & Decoders.</p> <p>Sequential Circuits: Introduction to Flip Flops: SR, JK, D, T, master slave flip flop, Truth Table.</p> <p>Self-learning Topics: Number System, Quine-McCluskey, Flip-Flop conversion, Counter Design.</p>	07	CO1
II	Overview of Computer Architecture & Organization	<p>Introduction of Computer Organization and Architecture. Basic organization of computer and block level description of the functional units. Evolution of Computers, Von Neumann model. Performance measure of Computer Architecture, Amdahl's Law Architecture of 8086 Family, Instruction Set, Addressing Modes, Assembler Directives, Mixed-Language Programming, Stack, Procedure, Macro.</p> <p>Self-learning Topics: Interfacing of I/O devices with 8086(8255,ADC,DAC).</p>	08	CO2
III	Processor Organization and Architecture	<p>CPU Architecture, Instruction formats, basic instruction cycle with Interrupt processing. Instruction interpretation and sequencing. Control Unit: Soft wired (Microprogrammed) and hardwired control unit design methods. Microinstruction sequencing and execution. Micro operations, concepts of nano programming. Introduction to parallel processing concepts, Flynn's classifications, instruction pipelining, pipeline hazards.</p> <p>Self-learning Topics: Study the examples on instruction pipelining for practice.</p>	07	CO3
IV	Data Representation and Arithmetic Algorithms	<p>Booth's algorithm. Division of integers: Restoring and non-restoring division, signed division, basics of floating-point representation IEEE 754 floating point (Single & double precision) number representation.</p> <p>Self-learning Topics: Implement Booth's Algorithm and Division methods.</p>	04	CO4
V	Memory Organization	<p>Introduction to Memory and Memory parameters. Classifications of primary and secondary memories. Types of RAM and ROM, Allocation policies, Memory hierarchy and characteristics. Cache memory: Concept, architecture (L1, L2, L3), mapping techniques. Cache Coherency, Interleaved and Associative memory</p>	07	CO5

		Self-learning Topics: Case study on Memory Organization, Numerical on finding EAT, Address mapping.		
VI	I/O Organization	Input/output systems, I/O module-need & functions and Types of data transfer techniques: Programmed I/O, Interrupt driven I/O and DMA Self-learning Topics: Comparison of all I/O methods.	04	CO6

Text Books:

1. R. P. Jain, "Modern Digital Electronics", TMH
2. M. Morris Mano, "Digital Logic and Computer Design", PHI
3. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, Computer Organization, Fifth Edition, Tata McGraw-Hill.
4. William Stallings, Computer Organization and Architecture: Designing for Performance, Eighth Edition, Pearson
5. John Uffenbeck, 8086/8088 family: Design Programming and Interfacing, (Pearson Education

References:

1. A. Anand Kumar, "Fundamentals of Digital Circuits", PHI
2. Donald P Leach, Albert Paul Malvino, "Digital Principles & Applications", TMH.
3. B. Govindarajulu, Computer Architecture and Organization: Design Principles and Applications, Computer Architecture and Organization: Design Principles and Applications, Tata McGraw-Hill
4. Dr. M. Usha, T. S. Srikanth, Computer System Architecture and Organization, First Edition, Wiley-India.
5. John P. Hayes, Computer Architecture and Organization, Third Edition, McGraw-Hill
6. K Bhurchandi, Advanced Microprocessors & Peripherals, Tata McGraw-Hill Education

Online References:

Sr. No.	Website Name
1.	https://www.nptel.ac.in
2.	https://www.geeksforgeeks.org
3.	https://www.coursera.org/

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ **Question paper format**

- Question Paper will comprise of a total of **six questions each carrying 20 marks Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
- **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
- A total of **four questions** need to be answered

Lab Code	Lab Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITL401	Network Lab	--	02	--	--	01	--	01

Lab Code	Lab Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITL401	Network Lab	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
	The Lab experiments aims:
1	To get familiar with the basic network administration commands
2	To install and configure network simulator and learn basics of TCL scripting.
3	To understand the network simulator environment and visualize a network topology and observe its performance
4	To implement client-server socket programs.
5	To observe and study the traffic flow and the contents of protocol frames.
6	To design and configure a network for an organization

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Execute and evaluate network administration commands and demonstrate their use in different network scenarios	L3, L5
2	Demonstrate the installation and configuration of network simulator.	L1, L2
3	Demonstrate and measure different network scenarios and their performance behavior.	L1, L2
4	Implement the socket programming for client server architecture.	L3
5	Analyze the traffic flow of different protocols	L4
6	Design a network for an organization using a network design tool	L6

Prerequisite: C /Java

Hardware & Software Requirements:

Hardware Requirement: PC i3 processor and above	Software requirement: NS2.34, Protocol Analyzer (eg. Wireshark), C/Java/python
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DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	Programming Language (C/Java), Basic commands of windows and Unix/Linux operating system. editor commands (eg nano/vi editor etc)	02	-
I	Fundamentals of Computer Network	Understanding Basic networking Commands: ifconfig ,ip, traceroute, tracepath, ping, netstat, ss, dig, nslookup, route, host, arp, hostname, curl or wget, mtr, whois, tcpdump <ul style="list-style-type: none"> Execute and analyze basic networking commands. 	02	LO1
II	Basics of Network simulation	Installation and configuration of NS2. Introduction to Tcl Hello Programming <ul style="list-style-type: none"> Installation and configuring of NS-2 simulator and introduction to Tcl using Hello program 	02	LO2
III	Simulation of Network Topology with different Protocols	Implementation of Specific Network topology with respect to <ol style="list-style-type: none"> Number of nodes and physical layer configuration Graphical simulation of network with Routing Protocols (Distance Vector/ Link State Routing) and traffic consideration (TCP, UDP) using NAM. Analysis of network performance for quality of service parameters such as packet-delivery-ratio, delay and throughput Comparative analysis of routing protocols with respect to QOS parameters using Xgraph/gnuplot for different load conditions. <ul style="list-style-type: none"> Write TCL scripts to create topologies. Create and run traffics and analyze the result using NS2 Write TCL scripts for topology with Graphical simulation of traffic consideration (TCP, UDP) using NAM and plot the graph Implement distance vector and link state routing protocols in NS2. 	06	LO3 LO5
IV	Socket Programming	Socket Programming with C/Java/python <ol style="list-style-type: none"> TCP Client, TCP Server UDP Client, UDP Server <ul style="list-style-type: none"> To study and Implement Socket Programming using TCP. 	04	LO4

		<ul style="list-style-type: none"> To study and Implement Socket Programming using UDP 		
V	Protocol Analyzer	<ol style="list-style-type: none"> Study of various Network Protocol Analyzer Tools like Wireshark, tcpdump, Windump, Microsoft Message Analyzer, Ettercap, Nirsoft SmartSniff etc. Install one of the Network protocol analyzer tools and analyze the traffic <ul style="list-style-type: none"> Study various network protocol analyzer tools and analyze the network traffics using one of the network protocol analyzer tools. 	04	LO5
VI	Network Design	<p>Network Design for an organization using the following concepts:</p> <ol style="list-style-type: none"> Addressing (IP Address Assignment), Naming (DNS) Routing <ul style="list-style-type: none"> Perform remote login using Telnet Server Design a network for an organization using the concepts of Addressing (IP Address Assignment), Naming (DNS) and Routing. Also mention the internetworking devices used 	06	LO6

Text Books:

- Computer Network Simulation in NS2 Basic Concepts and Protocol Implementation.-Prof Neeraj Bhargava, Pramod Singh Rathore, Dr. Ritu Bhargava, Dr. Abhishek Kumar, First Edition. BPB Publication.
- Packet analysis with Wire shark, Anish Nath, PACKT publishing
- TCP/IP Protocol Suite 4th Edition by Behrouz A. Forouzan

References:

- NS2.34 Manual
- Practical Packet Analysis: Using Wireshark to Solve Real-World Network Problems by Chris Sanders

Term Work: Term Work shall consist of at least 10 to 12 practical's based on the above list. Also Term work Journal must include at least 2 assignments.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical & Oral Exam: An Oral & Practical exam will be held based on the above syllabus.

Lab Code	Lab Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITL402	Unix Lab	--	02	--	--	01	--	01

Lab Code	Lab Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITL402	Unix Lab	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
	The Lab experiments aims:
1	To understand architecture and installation of Unix Operating System
2	To learn Unix general purpose commands and programming in Unix editor environment
3	To understand file system management and user management commands in Unix.
4	To understand process management and memory management commands in Unix
5	To learn basic shell scripting.
6	To learn scripting using awk and perl languages.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Understand the architecture and functioning of Unix	L1, L2
2	Identify the Unix general purpose commands	L4
3	Apply Unix commands for system administrative tasks such as file system management and user management.	L3
4	Execute Unix commands for system administrative tasks such as process management and memory management	L4
5	Implement basic shell scripts for different applications.	L3
6	Implement advanced scripts using awk & perl languages and grep, sed, etc. commands for performing various tasks.	L3

Prerequisite: Programming Language C

Hardware & Software Requirements:

Hardware Requirement: PC i3 processor and above	Software requirement: Unix, Editor, Bash shell, Bourne shell and C shell
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DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	Basic Programming Skills, Concepts of Operating System	02	-
I	Introduction to Unix	Case Study: Brief History of UNIX, Unix Architecture; Installation of Unix Operating System	03	LO1
II	Basic Commands	a) Execution of Unix General Purpose Utility Commands like echo, clear, exit, date, time, uptime, cal, cat, tty, man, which, history, id, pwd, whoami, ping, ifconfig, pr, lp, lpr, lpstat, lpq, lprm, cancel, mail, etc. b) Working with Editor Vi/other editor.	03	LO2
III	Commands for File System Management and User Management	a) Study of Unix file system (tree structure), file and directory permissions, single and multiuser environment. b) Execution of File System Management Commands like ls, cd, pwd, cat, mkdir, rmdir, rm, cp, mv, chmod, wc, piping and redirection, grep, tr, echo, sort, head, tail, diff, comm, less, more, file, type, wc, split, cmp, tar, find, vim, gzip, bzip2, unzip, locate, etc. c) Execution of User Management Commands like who, whoami, su, sudo, login, logout, exit, passwd, useradd/adduser, usermod, userdel, groupadd, groupmod, groupdel, gpasswd, chown, chage, chgrp, chfn, etc.	04	LO3
IV	Commands for Process Management and Memory Management	a) Execution of Process Management Commands like ps, pstree, nice, kill, pkill, killall, xkill, fg, bg, pgrep, renice, etc. b) Execution of Memory Management Commands like free, /proc/meminfo, top, htop, df, du, vmstat, demidecode, sar, pagesize, etc.	04	LO4
V	Basic Scripts	a) Study of Shell, Types of Shell, Variables and Operators b) Execute the following Scripts (at least 6): (i) Write a shell script to perform arithmetic operations. (ii) Write a shell script to calculate simple interest. (iii) Write a shell script to determine largest among three integer numbers. (iv) Write a shell script to determine a given year is leap year or not. (v) Write a shell script to print multiplication table of given number using while statement.	04	L02, L03, L05

		<p>(vi) Write a shell script to search whether element is present is in the list or not.</p> <p>(vii) Write a shell script to compare two strings.</p> <p>(viii) Write a shell script to read and check if the directory / file exists or not, if not make the directory / file.</p> <p>(ix) Write a shell script to implement menu-driven calculator using case statement.</p> <p>(x) Write a shell script to print following pattern: * * * * * * * * * *</p> <p>(xi) Write a shell script to perform operations on directory like: display name of current directory; display list of directory contents; create another directory, write contents on that and copy it to a suitable location in your home directory; etc.</p>		
VI	Advanced Scripts	<p>a) Execute the following scripts using grep / sed commands:</p> <p>(i) Write a script using grep command to find the number of words character, words and lines in a file.</p> <p>(ii) Write a script using egrep command to display list of specific type of files in the directory.</p> <p>(iii) Write a script using sed command to replace all occurrences of particular word in given a file.</p> <p>(iv) Write a script using sed command to print duplicated lines in input.</p> <p>b) Execute the following scripts using awk / perl languages:</p> <p>(i) Write an awk script to print all even numbers in a given range.</p> <p>(ii) Write an awk script to develop a Fibonacci series (take user input for number of terms).</p> <p>(iii) Write a perl script to sort elements of an array.</p> <p>(iv) Write a perl script to check a number is prime or not.</p>	06	LO2, L03, L06

Text Books:

1. S. Das, Unix Concepts and Applications, 4th ed., McGraw Hill, 2017.
2. R. Michael, Mastering Unix Shell Scripting, 2nd ed., Wiley, 2008.
3. D. Ambawade, D. Shah, Linux Labs and Open Source Technologies, Dreamtech Press, 2014.

References:

1. Y. Kanetkar, Unix Shell Programming, BPB Publications, 2003.
2. B. Forouzan and R. Gilberg, Unix and Shell Programming, Cengage Learning, 2003.

Term Work: Term Work shall consist of at least 10 to 12 practical's based on the above list. Also Term work Journal must include at least 2 assignments.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical & Oral Exam: An Oral & Practical exam will be held based on the above syllabus.

Lab Code	Lab Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITL403	Microprocessor Lab	--	02	--	--	01	--	01

Lab Code	Lab Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITL403	Microprocessor Lab	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
	The Lab experiments aims:
1	Learn assembling and disassembling of PC
2	Design, simulate and implement different digital circuits
3	Get hands on experience with Assembly Language Programming.
4	Study interfacing of peripheral devices with 8086 microprocessor.
5	Realize techniques for faster execution of instructions and improve speed of operation and performance of microprocessors.
6	Write and debug programs in TASM/MASM/hardware kits

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Demonstrate various components and peripheral of computer system	L2
2	Analyze and design combinational circuits	L4, L6
3	Build a program on a microprocessor using arithmetic & logical instruction set of 8086.	L3
4	Develop the assembly level programming using 8086 loop instruction set	L6
5	Write programs based on string and procedure for 8086 microprocessor.	L1
6	Design interfacing of peripheral devices with 8086 microprocessor.	L6

Prerequisite: Logic Design, Programming Languages(C, C++)

Hardware & Software Requirements:

NOTE: Programs can be executed on assembler or hardware boards.

Hardware Requirement:	Software requirement:
<ul style="list-style-type: none">➤ Motherboard, RAM, Processor, Connectors, Cables, SMPS, HDD, Monitor, Graphics card (optional), and Cabinet.➤ 8086 microprocessor experiment kits with specified interfacing study boards	<ul style="list-style-type: none">➤ Microsoft Macro Assembler (TASM)/Turbo Assembler (TASM)➤ Virtual simulator lab.➤ Proteus design suite

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
I	PC Assembly	Study of PC Motherboard Technology (South Bridge and North Bridge), Internal Components and Connections used in computer system.	02	LO1
II	Implementation of combinational circuits	1. Verify the truth table of various logic gates (basic and universal gates) 2. Realize Half adder and Full adder 3. Implementation of MUX and DeMUX	06	LO2
III	Arithmetic and logical operations in 8086 Assembly language programming	1. Program for 16 bit BCD addition 2. Program to evaluate given logical expression. 3. Convert two digit Packed BCD to Unpacked BCD. (any two)	05	LO3
IV	Loop operations in 8086 Assembly language programming	1. Program to move set of numbers from one memory block to another. 2. Program to count number of 1's and 0's in a given 8 bit number 3. Program to find even and odd numbers from a given list 4. Program to search for a given number (any three)	06	LO4
V	String & Procedure in 8086 Assembly language programming	1. Check whether a given string is a palindrome or not. 2. Compute the factorial of a positive integer 'n' using procedure. OR Generate the first 'n' Fibonacci numbers.	04	LO5
VI	Interfacing with 8086 microprocessor	1. Interfacing Seven Segment Display 2. Interfacing keyboard matrix 3. Interfacing DAC (any one)	03	LO6

Text Books:

1. Scott Mueller, "Upgrading and repairing PCs", Pearson,
2. R. P. Jain, "Modern Digital Electronics", Tata McGraw Hill.
3. John Uffenbeck, "8086/8088 family: Design Programming and Interfacing:"Pearson Education

Reference Books:

1. M. Morris Mano, "Digital Logic and computer Design", PHI
2. K Bhurchandi, "Advanced Microprocessors & Peripherals", Tata McGraw-Hill Education

Term Work: Term Work shall consist of at least 10 to 12 practical's based on the above list. Also Term work Journal must include at least 2 assignments.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical & Oral Exam: An Oral & Practical exam will be held based on the above syllabus.

Lab Code	Lab Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITL404	Python Lab (SBL)	--	04	--	--	02	--	02

Lab Code	Lab Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITL404	Python Lab (SBL)	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	Basics of python including data types, operator, conditional statements, looping statements, input and output functions in Python
2	List, tuple, set, dictionary, string, array and functions
3	Object Oriented Programming concepts in python
4	Concepts of modules, packages, multithreading and exception handling
5	File handling, GUI & database programming
6	Data visualization using Matplotlib, Data analysis using Pandas and Web programming using Flask

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Understand the structure, syntax, and semantics of the Python language.	L1, L2
2	Interpret advanced data types and functions in python	L1, L2
3	illustrate the concepts of object-oriented programming as used in Python	L2
4	Create Python applications using modules, packages, multithreading and exception handling.	L6
5	Gain proficiency in writing File Handling programs ,also create GUI applications and evaluate database operations in python.	L1, L2
6	Design and Develop cost-effective robust applications using the latest Python trends and technologies	L6

Prerequisite: Structured Programming Approach & Java Programming Lab

Hardware & Software Requirements:

Hardware Requirements	Software Requirements	Other Requirements
PC With following Configuration 1. Intel Dual core Processor or higher 2. Minimum 2 GB RAM 3. Minimum 40 GB Hard disk 4. Network interface card	1. Windows or Linux Desktop OS 2. Python 3.6 or higher 3. Notepad ++ 4. Python IDEs like IDLE, Pycharm, Pydev, Netbeans or Eclipse 5. Mysql	1. Internet Connection for installing additional packages if required

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	Python IDE installation and environment setup.	02	
I	Basics of Python	Introduction, Features, Python building blocks – Identifiers, Keywords, Indention, Variables and Comments, Basic data types (Numeric, Boolean, Compound) Operators: Arithmetic, comparison, relational, assignment, logical, bitwise, membership, identity operators, operator precedence Control flow statements: Conditional statements (if, if...else, nested if) Looping in Python (while loop, for loop, nested loops) Loop manipulation using continue, pass, break. Input/output Functions, Decorators, Iterators and Generators.	08	LO 1
II	Advanced data types & Functions	Lists: a) Defining lists, accessing values in list, deleting values in list, updating lists b) Basic list operations c) Built-in list functions Tuples: a) Accessing values in Tuples, deleting values in Tuples, and updating Tuples b) Basic Tuple operations c) Built-in Tuple functions Dictionaries: a) Accessing values in Dictionary, deleting values in Dictionary, and updating Dictionary b) Basic Dictionary operations c) Built-in Dictionary functions Sets: a) Accessing values in Set, deleting values in Set, updating Sets b) Basic Set operations, c) Built-in Set functions Strings: a) String initialization, Indexing, Slicing, Concatenation, Membership & Immutability b) Built-in String functions Arrays: a) Working with Single dimensional Arrays: Creating, importing, Indexing, Slicing, copying and processing array arrays. b) Working with Multi-dimensional Arrays using Numpy: Mathematical operations, Matrix operations, aggregate and other Built-in functions	09	LO 1 LO 2

		Functions: a) Built-in functions in python b) Defining function, calling function, returning values, passing parameters c) Nested and Recursive functions d) Anonymous Functions (Lambda, Map, Reduce, Filter)		
III	Object Oriented Programming	Overview of Object-oriented programming, Creating Classes and Objects, Self-Variable, Constructors, Inner class, Static method, Namespaces. Inheritance: Types of Inheritance (Single, Multiple, Multi-level, Hierarchical), Super() method, Constructors in inheritance, operator overloading, Method overloading, Method overriding, Abstract class, Abstract method, Interfaces in Python.	08	LO 1 LO 3
IV	Exploring concept of modules, packages, multithreading and exception handling	Modules: Writing modules, importing objects from modules, Python built-in modules (e.g. Numeric and Mathematical module, Functional Programming module, Regular Expression module), Namespace and Scoping. Packages: creating user defined packages and importing packages. Multi-threading: process vs thread, use of threads, types of threads, creating threads in python, thread synchronization, deadlock of threads. Exception handling: Compile time errors, Runtime errors, exceptions, types of exception, try statement, except block, raise statement, Assert statement, User-Defined Exceptions.	06	LO 1 LO 4
V	File handling, GUI & database programming	File Handling: Opening file in different modes, closing a file, writing to a file, accessing file contents using standard library functions, reading from a file – read (), readline (), readlines (), Renaming and Deleting a file, File Exceptions, Pickle in Python. Graphical user interface (GUI): different GUI tools in python (Tkinter, PyQt, Kivy etc.), Working with containers, Canvas, Frame, Widgets (Button, Label, Text, Scrollbar, Check button, Radio button, Entry, Spinbox, Message etc.) Connecting GUI with databases to perform CRUD operations. (on supported databases like SQLite, MySQL, Oracle, PostgreSQL etc.).	09	LO 1 LO 5
VI	Data visualization, analysis and web programming using python	Visualization using Matplotlib: Matplotlib with Numpy, working with plots (line plot, bar graph, histogram, scatter plot, area plot, pie chart etc.), working with multiple figures. Data manipulation and analysis using Pandas: Introduction to Pandas, importing data into Python, series, data frames, indexing data frames, basic operations with data frame, filtering, combining and merging data frames, Removing Duplicates. SciPy: Linear algebra functions using Numpy and Scipy. Web programming: Introduction to Flask, Creating a Basic Flask Application, Build a Simple REST API using Flask	10	LO 1 LO 6

List of Experiments/Mini-Project.

1)	<p>Write python programs to understand</p> <ul style="list-style-type: none"> a) Basic data types, Operators, expressions and Input Output Statements b) Control flow statements: Conditional statements (if, if...else, nested if) c) Looping in Python (while loop, for loop, nested loops) d) Decorators, Iterators and Generators.
2)	<p>Write python programs to understand</p> <ul style="list-style-type: none"> a) Different List and Tuple operations using Built-in functions b) Built-in Set and String functions c) Basic Array operations on 1-D and Multidimensional arrays using Numpy d) Implementing User defined and Anonymous Functions
3)	<p>Write python programs to understand</p> <ul style="list-style-type: none"> a) Classes, Objects, Constructors, Inner class and Static method b) Different types of Inheritance c) Polymorphism using Operator overloading, Method overloading, Method overriding, Abstract class, Abstract method and Interfaces in Python.
4)	<p>Write python programs to understand</p> <ul style="list-style-type: none"> a) Creating User-defined modules/packages and import them in a program b) Creating user defined multithreaded application with thread synchronization and deadlocks c) Creating a menu driven application which should cover all the built-in exceptions in python
5)	<p>Write python programs to understand</p> <ul style="list-style-type: none"> a) Different File Handling operations in Python b) Designing Graphical user interface (GUI) using built-in tools in python (Tkinter, PyQt, Kivy etc.). c) GUI database connectivity to perform CRUD operations in python (Use any one database like SQLite, MySQL, Oracle, PostgreSQL etc.)
6)	<p>Write python programs to implement</p> <ul style="list-style-type: none"> a) Different types of plots using Numpy and Matplotlib b) Basic operations using pandas like series, data frames, indexing, filtering, combining and merging data frames. c) Different Linear algebra functions using Scipy. d) A Basic Flask Application to build a Simple REST API.

❖ Mini Project

Mini-project have to be developed in a group of three students which should cover all above topics.

Suggested Mini-Project Topics:

1. Railway reservation system	27 IT Team Workspace	52. Business Directory	78. Practice Test Management.
2. Inventory Management system.	29 Job Requisition and Interview Management	53. Education Directory	79. Asset Management System
3 Classroom Management	28 Knowledge Base	54. Dental Clinic Management	80. Travel Agency System.
4 Clinical Trial Initiation and Management	29 Lending Library	55. Fund Raising Management	81. Placement Management System.

5 Competitive Analysis Web Site	30 Physical Asset Tracking and Management	56. Clinic/ Health Management	82. Polls Management
6 Discussion Forum website	31 Project Tracking Workspace	57. Cable Management System	83. Customer Management
7 Disputed Invoice Management	32. Shopping Cart .	58. Survey Creation and Analytics	84. Project Management System.
8 Employee Training Scheduling and Materials	33 Knowledge Base	59. Museum Management System	85. Network Marketing System
9 Equity Research Management	34 Lending Library	60. Multi-Level Marketing System	86. Yoga Health Care Management
10 Integrated Marketing Campaign Tracking	35 Physical Asset Tracking and Management	61. Learning Management System	87. Personal Finance Management System
11 Manufacturing Process Managements	36 Project Tracking Workspace	62. Knowledge Management System	88. Real Estate Management System
12 Product and Marketing Requirements Planning	37 Room and Equipment Reservations	63. Missing Person Site	89. Stock Mutual Funds Management
13 Request for Proposal Software	38 Sales Lead Pipeline	64. Disaster Management Site	90. Careers and Employment Management System
14 Sports League Management	39. Yellow Pages & Business Directory	65. Job Management Site	91. Music Albums Management System
15 Absence Request and Vacation Schedule Management	40. Time & Billing	66. Financial Portfolio Management	92. Classified Ads Managements
16 Budgeting and Tracking Multiple Projects	41. Class Room Management	67. Market Research Management	93. Property Management System
17 Bug Database Management	42. Expense Report Database	68. Order Management System	94. Sales & Retail Management
18 Call Center Management Software	43. Sales Contact Management Database	69. Point of Sale	95. Dating Site
19 Change Request Management	44. Inventory Management Database	70. Advertisement /Banner Management and Analytics	96. Hotel Management System
20 Compliance Process Support Site	45. Issue Database	71. Export Management System	97. Search Engine
21 Contacts Management Software	46. Event Management Database	72. Invoice Management	98. Online News Paper Site
22 Document Library and Review	47. Service Call Management Database	73. Recruitment Management System	99. Image Gallery
23 Event Planning and Management	48. Accounting Ledger Database	74. Articles / Blog / Wiki Web site	100. Staffing and Human Capital Management
24 Expense Reimbursement and Approval	49. Asset Tracking Database	75. Online Planner	101. Development of a feature-rich, practical Online Survey Tool (OST)
25 Help Desk and Ticket Management	50. Cycle Factory Works Management	76. Mock Tests and Examination Management	102 Development of a Web/Email based Search Engine
26 Inventory Tracking	51. Sales Corporation Management	77. Examination System	103. Development of a web-based Recruitment Process System for the HR group for a company

Text Books:

1. Dr. R. Nageswara Rao, "Core Python Programming", Dreamtech Press, Wiley Publication
2. M. T. Savaliya, R. K. Maurya, "Programming through Python", StarEdu Solutions.
3. E Balagurusamy, "Introduction to computing and problem-solving using python", McGraw Hill Publication.

References:

1. Zed A. Shaw, "Learn Python 3 the Hard Way", Zed Shaw's Hard Way Series.
2. Martin C. Brown, "Python: The Complete Reference", McGraw-Hill Publication.
3. Paul Barry, "Head First Python", 2nd Edition, O'Reilly Media, Inc.

Online resources:

- 1) <https://docs.scipy.org/doc/numpy/user/quickstart.html>
- 2) <https://matplotlib.org/tutorials/>
- 3) https://pandas.pydata.org/docs/getting_started/
- 4) <https://www.geeksforgeeks.org/python-build-a-rest-api-using-flask/>

Term Work:

The Term work shall consist of at least 15 practical based on the above list. The term work Journal must include at least 2 Programming assignments. The Programming assignments should be based on real world applications which cover concepts from more than one modules of syllabus.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments/tutorial/write up) + 5 Marks (Attendance)

Practical & Oral Exam: An Oral & Practical exam will be held based on the above syllabus.

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITM401	Mini Project – 1 B for Python based automation projects	--	04	--	--	02	--	02

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITM401	Mini Project – 1 B for Python based automation projects	--	--	--	--	25	25	50

Course Objectives

1. To acquaint with the process of identifying the needs and converting it into the problem.
2. To familiarize the process of solving the problem in a group.
3. To acquaint with the process of applying basic engineering fundamentalsto attempt solutions to the problems.
4. To inculcate the process of self-learning and research.

Course Outcome: Learner will be able to...

1. Identify problems based on societal /research needs.
2. Apply Knowledge and skill to solve societal problems in a group.
3. Develop interpersonal skills to work as member of a group or leader.
4. Draw the proper inferences from available results through theoretical/ experimental/simulations.
5. Analyse the impact of solutions in societal and environmental context for sustainable development.
6. Use standard norms of engineering practices
7. Excel in written and oral communication.
8. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
9. Demonstrate project management principles during project work.

Guidelines for Mini Project

- Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
- Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
- Students shall submit implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini project.
- A log book to be prepared by each group, wherein group can record weekly work progress, guide/supervisor can verify and record notes/comments.
- Faculty supervisor may give inputs to students during mini project activity;however, focus shall be on self-learning.
- Students in a group shall understand problem effectively, propose multiple solution and select best possible solution in consultation with guide/ supervisor.

- Students shall convert the best solution into working model using various components of their domain areas and demonstrate.
- The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai.
- With the focus on the self-learning, innovation, addressing societal problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality to be carried out in two semesters by all the groups of the students. i.e. Mini Project 1 in semester III and IV. Similarly, Mini Project 2 in semesters V and VI.
- However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on case by case basis.

Guidelines for Assessment of Mini Project:

Term Work

- The review/ progress monitoring committee shall be constituted by head of departments of each institute. The progress of mini project to be evaluated on continuous basis, minimum two reviews in each semester.
- In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.
- Distribution of Term work marks for both semesters shall be as below;
 - Marks awarded by guide/supervisor based on log book : 10
 - Marks awarded by review committee : 10
 - Quality of Project report : 05

Review/progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines.

One-year project:

- In first semester entire theoretical solution shall be ready, including components/system selection and cost analysis. Two reviews will be conducted based on presentation given by students group.
 - First shall be for finalisation of problem
 - Second shall be on finalisation of proposed solution of problem.
- In second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester.
 - First review is based on readiness of building working prototype to be conducted.
 - Second review shall be based on poster presentation cum demonstration of working model in last month of the said semester.

Half-year project:

- In this case in one semester students' group shall complete project in all aspects including,
 - Identification of need/problem
 - Proposed final solution
 - Procurement of components/systems
 - Building prototype and testing
 - Two reviews will be conducted for continuous assessment,
 - First shall be for finalisation of problem and proposed solution
 - Second shall be for implementation and testing of solution.
-

Assessment criteria of Mini Project.

Mini Project shall be assessed based on following criteria;

1. Quality of survey/ need identification
 2. Clarity of Problem definition based on need.
 3. Innovativeness in solutions
 4. Feasibility of proposed problem solutions and selection of best solution
 5. Cost effectiveness
 6. Societal impact
 7. Innovativeness
 8. Cost effectiveness and Societal impact
 9. Full functioning of working model as per stated requirements
 10. Effective use of skill sets
 11. Effective use of standard engineering norms
 12. Contribution of an individual's as member or leader
 13. Clarity in written and oral communication
- In **one year, project**, first semester evaluation may be based on first six criteria's and remaining may be used for second semester evaluation of performance of students in mini project.
 - In case of **half year project** all criteria's in generic may be considered for evaluation of performance of students in mini project.

Guidelines for Assessment of Mini Project Practical/Oral Examination:

- Report should be prepared as per the guidelines issued by the University of Mumbai.
- Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organisations having experience of more than five years approved by head of Institution.
- Students shall be motivated to publish a paper based on the work in Conferences/students competitions.

Mini Project shall be assessed based on following points;

1. Quality of problem and Clarity
 2. Innovativeness in solutions
 3. Cost effectiveness and Societal impact
 4. Full functioning of working model as per stated requirements
 5. Effective use of skill sets
 6. Effective use of standard engineering norms
 7. Contribution of an individual's as member or leader
 8. Clarity in written and oral communication
-



No. AAMS(UG)/84 of 2021-22

CIRCULAR:-

Attention of the Principals of the Affiliated Colleges and Directors of the Recognized Institutions in Faculty of Science & Technology is invited to the syllabus uploaded by Academic Authority Meetings and Services which was accepted by the Academic Council at its meeting held on 11th May, 2017 vide item No. 4.180 relating to the revised syllabus as per the (CBCS) for Information Technology (Sem III to VIII).

They are hereby informed that the recommendations made by the Ad-hoc Board of Studies in Information Technology at its meeting held on 3rd May, 2021 and subsequently passed by the Board of Deans at its meeting held on 11th June, 2021 vide item No. 6.12 (R) have been accepted by the Academic Council at its meeting held on 29th June, 2021 vide item No. 6.12 (R) and that in accordance therewith, the revised syllabus (Rev -2019 'C' Scheme) for the B.E. in Information Technology (T.E.- Sem. V and VI) has been brought into force with effect from the academic year 2021-22 accordingly. (The same is available on the University's website www.mu.ac.in).

MUMBAI - 400 032
30th September, 2021


(Dr. B.N. Gaikwad)
I/c REGISTRAR

To

The Principals of the Affiliated Colleges and Directors of the Recognized Institutions in Faculty of Science & Technology.

A.C/6.12 (R) 29/06/2021


No. AAMS(UG)/84 -A of 2021-22

MUMBAI-400 032

30th September, 2021

Copy forwarded with Compliments for information to:-

- 1) The Dean, Faculty of Science & Technology,
- 2) The Chairman, Ad-hoc Board of Studies in Information Technology,
- 3) The Director, Board of Examinations and Evaluation,
- 4) The Director, Board of Students Development,
- 5) The Co-ordinator, University Computerization Centre,


(Dr. B.N. Gaikwad)
I/c REGISTRAR

Copy to :-

1. **The Deputy Registrar, Academic Authorities Meetings and Services (AAMS),**
2. **The Deputy Registrar, College Affiliations & Development Department (CAD),**
3. **The Deputy Registrar, (Admissions, Enrolment, Eligibility and Migration Department (AEM),**
4. **The Deputy Registrar, Research Administration & Promotion Cell (RAPC),**
5. **The Deputy Registrar, Executive Authorities Section (EA),**
6. **The Deputy Registrar, PRO, Fort, (Publication Section),**
7. **The Deputy Registrar, (Special Cell),**
8. **The Deputy Registrar, Fort/ Vidyanaagari Administration Department (FAD) (VAD), Record Section,**
9. **The Director, Institute of Distance and Open Learning (IDOL Admin), Vidyanaagari,**

They are requested to treat this as action taken report on the concerned resolution adopted by the Academic Council referred to in the above circular and that on separate Action Taken Report will be sent in this connection.

1. **P.A to Hon'ble Vice-Chancellor,**
2. **P.A Pro-Vice-Chancellor,**
3. **P.A to Registrar,**
4. **All Deans of all Faculties,**
5. **P.A to Finance & Account Officers, (F.& A.O),**
6. **P.A to Director, Board of Examinations and Evaluation,**
7. **P.A to Director, Innovation, Incubation and Linkages,**
8. **P.A to Director, Board of Lifelong Learning and Extension (BLLE),**
9. **The Director, Dept. of Information and Communication Technology (DICT) (CCF & UCC), Vidyanaagari,**
10. **The Director of Board of Student Development,**
11. **The Director, Department of Students Welfare (DSD),**
12. **All Deputy Registrar, Examination House,**
13. **The Deputy Registrars, Finance & Accounts Section,**
14. **The Assistant Registrar, Administrative sub-Campus Thane,**
15. **The Assistant Registrar, School of Engg. & Applied Sciences, Kalyan,**
16. **The Assistant Registrar, Ratnagiri sub-centre, Ratnagiri,**
17. **The Assistant Registrar, Constituent Colleges Unit,**
18. **BUCTU,**
19. **The Receptionist,**
20. **The Telephone Operator,**
21. **The Secretary MUASA**

for information.

AC: 29/6/2021

Item No. : 6.12

UNIVERSITY OF MUMBAI



Bachelor of Engineering

in

Information Technology

Third Year with Effect from AY 2021-22

(REV- 2019 'C' Scheme) from Academic Year 2019 – 20

Under

FACULTY OF SCIENCE & TECHNOLOGY

(As per AICTE guidelines with effect from the academic year
2019–2020)

AC: 29/6/2021

Item No. 6.12

UNIVERSITY OF MUMBAI



Syllabus for Approval

Sr. No.	Heading	Particulars
1	Title of the Course	Third Year Bachelor of Information Technology
2	Eligibility for Admission	After Passing Second Year Engineering as per the Ordinance 0.6243
3	Passing Marks	40%
4	Ordinances / Regulations (if any)	Ordinance 0.6243
5	No. of Years / Semesters	8 semesters
6	Level	Under Graduation
7	Pattern	Semester
8	Status	Revised
9	To be implemented from Academic Year	With effect from Academic Year: 2021-2022

Date : 29/6/2021

Dr. S. K. Ukarande
Associate Dean
Faculty of Science and Technology
University of Mumbai

Dr Anuradha Muzumdar
Dean
Faculty of Science and Technology
University of Mumbai

Preamble

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Science and Technology (in particular Engineering) of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty resolved that course objectives and course outcomes are to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. Choice based Credit and grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 13 weeks and remaining 2 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

There was a concern that the earlier revised curriculum more focused on providing information and knowledge across various domains of the said program, which led to heavily loading of students in terms of direct contact hours. In this regard, faculty of science and technology resolved that to minimize the burden of contact hours, total credits of entire program will be of 170, wherein focus is not only on providing knowledge but also on building skills, attitude and self learning. Therefore in the present curriculum skill based laboratories and mini projects are made mandatory across all disciplines of engineering in second and third year of programs, which will definitely facilitate self learning of students. The overall credits and approach of curriculum proposed in the present revision is in line with AICTE model curriculum.

The present curriculum will be implemented for Second Year of Engineering from the academic year 2020-21. Subsequently this will be carried forward for Third Year and Final Year Engineering in the academic years 2021-22, 2022-23, respectively.

Dr. S. K. Ukarande
Associate Dean
Faculty of Science and Technology
University of Mumbai

Dr. Anuradha Muzumdar
Dean
Faculty of Science and Technology
University of Mumbai

Incorporation and Implementation of Online Contents from NPTEL/ Swayam Platform

The curriculum revision is mainly focused on knowledge component, skill based activities and project based activities. Self learning opportunities are provided to learners. In the revision process this time in particular Revised syllabus of 'C' scheme wherever possible additional resource links of platforms such as NPTEL, Swayam are appropriately provided. In an earlier revision of curriculum in the year 2012 and 2016 in Revised scheme 'A' and 'B' respectively, efforts were made to use online contents more appropriately as additional learning materials to enhance learning of students.

In the current revision based on the recommendation of AICTE model curriculum overall credits are reduced to 171, to provide opportunity of self learning to learner. Learners are now getting sufficient time for self learning either through online courses or additional projects for enhancing their knowledge and skill sets.

The Principals/ HoD's/ Faculties of all the institute are required to motivate and encourage learners to use additional online resources available on platforms such as NPTEL/ Swayam. Learners can be advised to take up online courses, on successful completion they are required to submit certification for the same. This will definitely help learners to facilitate their enhanced learning based on their interest.

Dr. S. K. Ukarande
Associate Dean
Faculty of Science and Technology
University of Mumbai

Dr Anuradha Muzumdar
Dean
Faculty of Science and Technology
University of Mumbai

Preface By Board of Studies Team

It is our honor and a privilege to present the Rev-2019 'C' scheme syllabus of Bachelor of Engineering in Information Technology (effective from year 2019-20) with inclusion of cutting edge technology. Information Technology is comparatively a young branch among other engineering disciplines in the University of Mumbai. It is evident from the placement statistics of various colleges affiliated to the University of Mumbai that IT branch has taken the lead in the placement.

The branch also provides multi-faceted scope like better placement and promotion of entrepreneurship culture among students, and increased Industry Institute Interactions. Industries views are considered as stakeholders will design of the syllabus of Information Technology. As per Industries views only 16 % graduates are directly employable. One of the reasons is a syllabus which is not in line with the latest technologies. Our team of faculties has tried to include all the latest technologies in the syllabus. Also first time we are giving skill-based labs and Mini-project to students from third semester onwards which will help students to work on latest IT technologies. Also the first time we are giving the choice of elective from fifth semester such that students will be master in one of the IT domain. The syllabus is peer reviewed by experts from reputed industries and as per their suggestions it covers future trends in IT technology and research opportunities available due to these trends.

We would like to thank senior faculties of IT department of all colleges affiliated to University of Mumbai for significant contribution in framing the syllabus. Also on behalf of all faculties we thank all the industry experts for their valuable feedback and suggestions. We sincerely hope that the revised syllabus will help all graduate engineers to face the future challenges in the field of information and technology

Program Specific Outcome for graduate Program in Information Technology

1. Apply Core Information Technology knowledge to develop stable and secure IT system.
2. Design, IT infrastructures for an enterprise using concepts of best practices in information Technology and security domain.
3. Ability to work in multidisciplinary projects and make it IT enabled.
4. Ability to adapt latest trends and technologies like Analytics, Blockchain, Cloud, Data science.

Board of Studies in Information Technology - Team

Dr. Deven Shah (Chairman)
Dr. Lata Raghya (Member)
Dr. Vaishali D. Khairnar (Member)
Dr. Sharvari Govilkar (Member)
Dr. Sunil B. Wankhade (Member)
Dr. Anil Kale (Member)
Dr. Vaibhav Narwade (Member)
Dr. GV Choudhary (Member)

Ad-hoc Board Information Technology
University of Mumbai

Program Structure for Third Year Information Technology
Semester V & VI
UNIVERSITY OF MUMBAI
(With Effect from 2021-2022)

Semester V

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned						
		Theory	Pract.		Theory	Pract.	Total				
ITC501	Internet Programming	3	--		3	--	3				
ITC502	Computer Network Security	3	--		3	--	3				
ITC503	Entrepreneurship and E-business	3	--		3	--	3				
ITC504	Software Engineering	3	--		3	--	3				
ITDO501X	Department Optional Course – 1	3	--		3	--	3				
ITL501	IP Lab	-	2		--	1	1				
ITL502	Security Lab	-	2		--	1	1				
ITL503	DevOPs Lab	-	2		--	1	1				
ITL504	Advance DevOPs Lab	-	2		--	1	1				
ITL505	Professional Communication & Ethics-II (PCE-II)	-	2*+2		--	2	2				
ITM501	Mini Project – 2 A Web Based Business Model	-	4 ^s		--	2	2				
Total		15	16		15	08	23				
Course Code	Course Name	Examination Scheme									
		Theory					End Sem Exam	Exam. Duration (in Hrs)	Term Work	Prac /oral	Total
		Internal Assessment			Test1	Test2					
ITC501	Internet Programming	20	20	20	80	3	--	--	100		
ITC502	Computer Network Security	20	20	20	80	3	--	--	100		
ITC503	Entrepreneurship and E-business	20	20	20	80	3	--	--	100		
ITC504	Software Engineering	20	20	20	80	3	--	--	100		
ITDO501X	Department Optional Course – 1	20	20	20	80	3	--	--	100		
ITL501	IP Lab	--	--	--	--	--	25	25	50		
ITL502	Security Lab	--	--	--	--	--	25	25	50		
ITL503	DevOPs Lab	--	--	--	--	--	25	25	50		

ITL504	Advance DevOPs Lab	--	--	--	--	--	25	25	50
ITL505	Professional Communication & Ethics-II (PCE-II)	--	--	--	--	--	25	25	50
ITM501	Mini Project – 2 A Web Based Business Model	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	150	150	800

* Theory class to be conducted for full class

\$ indicates work load of Learner (Not Faculty), for Mini-Project. Students can form groups with minimum 2(Two) and not more than 4(Four). Faculty Load: 1hour per week per four groups.

ITDO501X	Department Optional Course – 1
ITDO5011	Microcontroller Embedded Programming
ITDO5012	Advance Data Management Technologies
ITDO5013	Computer Graphics & Multimedia System
ITDO5014	Advanced Data structure and Analysis

Program Structure for Third Year Information Technology

Semester V & VI

UNIVERSITY OF MUMBAI

(With Effect from 2021-2022)

Semester VI

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned					
		Theory	Pract. Tut.	Theory	Pract.	Total			
ITC601	Data Mining & Business Intelligence	3	--	3	--	3			
ITC602	Web X.0	3	--	3	--	3			
ITC603	Wireless Technology	3	--	3	--	3			
ITC604	AI and DS – 1	3	--	3	--	3			
ITDO601 X	Department Optional Course – 2	3	--	3	--	3			
ITL601	BI Lab	--	2	--	1	1			
ITL602	Web Lab	--	2	--	1	1			
ITL603	Sensor Lab	--	2	--	1	1			
ITL604	MAD & PWA Lab	--	2	--	1	1			
ITL605	DS using Python Skill based Lab	--	2	--	1	1			
ITM601	Mini Project – 2 B Based on ML	--	4 ^{\$}	--	2	2			
Total		15	14	15	07	22			
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Prac /oral	Total
		Internal Assessment			End Sem Exam	Exam. Duration (in Hrs)			
		Test1	Test2	Avg					
ITC601	Data Mining & Business Intelligence	20	20	20	80	3	--	--	100
ITC602	Web X.0	20	20	20	80	3	--	--	100
ITC603	Wireless Technology	20	20	20	80	3	--	--	100
ITC604	AI and DS – 1	20	20	20	80	3	--	--	100
ITDO601 X	Department Optional Course – 2	20	20	20	80	3	--	--	100
ITL601	BI Lab	--	--	--	--	--	25	25	50
ITL602	Web Lab	--	--	--	--	--	25	25	50
ITL603	Sensor Lab	--	--	--	--	--	25	25	50
ITL604	MAD & PWA Lab	--	--	--	--	--	25	25	50
ITL605	DS using Python Lab (SBL)	--	--	--	--	--	25	25	50

ITM601	Mini Project – 2 B Based on ML	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	150	150	800

\$ indicates work load of Learner (Not Faculty), for Mini-Project. Students can form groups with minimum 2(Two) and not more than 4(Four). Faculty Load: 1hour per week per four groups.

ITDO601X	Department Optional Course – 2
ITDO6011	Software Architecture
ITDO6012	Image Processing
ITDO6013	Green IT
ITDO6014	Ethical Hacking and Forensic

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITC501	Internet Programming	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test2	Avg.					
ITC501	Internet Programming	20	20	20	80	03	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	To orient students to Web Programming fundamental.
2	To expose students to JavaScript to develop interactive web page development
3	To orient students to Basics of REACT along with installation
4	To expose students to Advanced concepts in REACT
5	To orient students to Fundamentals of node.js
6	To expose students to node.js applications using express framework.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Select protocols or technologies required for various web applications.	L1,L2,L3,L4
2	Apply JavaScript to add functionality to web pages.	L1, L2, L3
3	Design front end application using basic React.	L1,L2,L3,L4,L5,L6
4	Design front end applications using functional components of React.	L1,L2,L3,L4,L5,L6
5	Design back-end applications using Node.js.	L1,L2,L3,L4,L5,L6
6	Construct web based Node.js applications using Express.	L1,L2,L3,L4,L5,L6

Prerequisite: Knowledge of basic programming, network fundamentals and operating systems.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Introduction and basics of HTML, CSS	02	-
I	Web programming fundamentals	Working of web browser, HTTP protocol, HTTPS, DNS, TLS, XML introduction, Json introduction, DOM, URL, URI, REST API. Self-learning Topics: : Nginx server	03	CO1
II	Java script:	Introduction to ES6, Difference between ES5 and ES6. Variables, Condition, Loops, Functions, Events, Arrow functions, Setting CSS Styles using JavaScript, DOM manipulation, Classes and Inheritance. Iterators and Generators, Promise, Client-server communication, Fetch Self-learning Topics: Asynchronous JavaScript, JSON	06	CO2
III	React fundamentals	Installation, Installing libraries, Folder and file structure, Components, Component lifecycle, State and Props, React Router and Single page applications, UI design, Forms, Events, Animations, Best practices. Self-learning Topics: React vs Angular vs Vue	07	CO3
IV	Advanced React:	Functional components- Refs, Use effects, Hooks, Flow architecture, Model-View-Controller framework, Flux, Bundling the application. Web pack. Self-learning Topics: React Native	07	CO4
V	Node.js:	Environment setup, First app, Asynchronous programming, Callback concept, Event loops, REPL, Event emitter, Networking module, Buffers, Streams, File system, Web module. Self-learning Topics: Node.js with MongoDB.	07	CO5
VI	Express:	Introduction, Express router, REST API, Generator, Authentication, sessions, Integrating with React. Self-learning Topics: Commercial deployment.	07	CO6

Text Books:

1. Rediscovering JavaScript, Master ES6, ES7, and ES8, By Venkat Subramaniam · 2018
2. Learning React Functional Web Development with React and Redux, Alex Banks and Eve Porcello, O'Reilly
3. Learning Redux, Daniel Bugl, Packt Publication
4. Learning Node.js Development, Andrew Mead, Packt Publishing
5. RESTful Web API Design with Node.js 10, Valentin Bojinov, Packt Publication

References:

1. Web Development with Node and Express, Ethan Brown, O'Reilly

Online Resources:

2. <https://reactjs.org/tutorial/tutorial.html>
3. <https://react-redux.js.org/introduction/quick-start>
4. <https://webpack.js.org/>
5. <https://www.youtube.com/watch?v=-27HAh8c0YU>

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks**. **Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITC502	Computer Network Security	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test2	Avg.					
ITC502	Computer Network Security	20	20	20	80	03	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	The basic concepts of computer and Network Security
2	Various cryptographic algorithms including secret key management and different authentication techniques.
3	Different types of malicious Software and its effect on the security.
4	Various secure communication standards including IPsec, SSL/TLS and email.
5	The Network management Security and Network Access Control techniques in Computer Security.
6	Different attacks on networks and infer the use of firewalls and security protocols.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Explain the fundamentals concepts of computer security and network security.	L1, L2
2	Identify the basic cryptographic techniques using classical and block encryption methods.	L1
3	Study and describe the system security malicious software.	L1, L2
4	Describe the Network layer security, Transport layer security and application layer security.	L1, L2
5	Explain the need of network management security and illustrate the need for NAC.	L1, L2
6	Identify the function of an IDS and firewall for the system security.	L1,L2, L3

Prerequisite: Basic concepts of Computer Networks & Network Design, Operating System

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Basic concepts of Computer Networks & Network Design, Operating System	02	--
I	Introduction to Network Security & cryptography	Computer security and Network Security(Definition), CIA, Services, Mechanisms and attacks, The OSI security architecture, Network security model. Classical Encryption techniques (mono-alphabetic and poly-alphabetic substitution techniques: Vigenere cipher, playfair cipher, transposition techniques: keyed and keyless transposition ciphers). Introduction to steganography. Self-learning Topics: Study some more classical encryption techniques and solve more problems on all techniques. Homomorphic encryption in cloud computing	07	CO1
II	Cryptography: Key management, distribution and user authentication	Block cipher modes of operation,Data Encryption Standard, Advanced Encryption Standard (AES). RC5 algorithm. Public key cryptography: RSA algorithm. Hashing Techniques: SHA256, SHA-512, HMAC and CMAC, Digital Signature Schemes – RSA, DSS. Remote user Authentication Protocols, Kerberos, Digital Certificate: X.509, PKI Self-learning Topics: Study working of elliptical curve digital signature and its benefits over RSA digital signature.	09	CO2
III	Malicious Software	SPAM, Trojan horse, Viruses, Worms, System Corruption, Attack Agents, Information Theft, Trapdoor, Keyloggers, Phishing, Backdoors, Rootkits, Denial of Service Attacks, Zombie Self-learning Topics: Study the recent malicious software's and their effects.	04	CO3
IV	IP Security, Transport level security and Email Security	IP level Security: Introduction to IPSec, IPSec Architecture, Protection Mechanism (AH and ESP), Transport level security: VPN. Need Web Security considerations, Secure Sockets Layer (SSL)Architecture, Transport Layer Security (TLS), HTTPS, Secure Shell (SSH) Protocol Stack. Email Security: Secure Email S/MIME Screen reader support enabled. Self-learning Topics: Study Gmail security and privacy from Gmail help	07	CO4
V	Network Management Security and Network Access Control	Network Management Security:SNMPv3, NAC:Principle elements of NAC,Principle NAC enforcement methods, How to implement NAC Solutions, Use cases for network access control Self-learning Topics: Explore any open source network management security tool	06	CO5

VI	System Security	IDS, Firewall Design Principles, Characteristics of Firewalls, Types of Firewalls Self-learning Topics: Study firewall rules table	04	CO6
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Textbooks:

- 1 William Stallings, Cryptography and Network Security, Principles and Practice, 6th Edition, Pearson Education, March 2013.
- 2 Behrouz A. Ferouzan, “Cryptography & Network Security”, Tata Mc Graw Hill.
- 3 Mark Stamp’s Information Security Principles and Practice, Wiley
- 4 Bernard Menezes, “Cryptography & Network Security”, Cengage Learning.

References:

- 1 Applied Cryptography, Protocols, Algorithms and Source Code in C, Bruce Schneier, Wiley.
- 2 Cryptography and Network Security, Atul Kahate, Tata Mc Graw Hill.
- 3 www.rsa.com

Online References:

Sr. No.	Website Name
1.	https://swayam.gov.in/
2.	https://nptel.ac.in/
3.	https://www.coursera.org/

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks** Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITC503	Entrepreneurship and E-business	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test2	Avg.					
ITC503	Entrepreneurship and E-business	20	20	20	80	03	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	Distinguish Entrepreneur and Entrepreneurship starting and feasibility study.
2	Realize the skills required to be an entrepreneur
3	Acquaint the students with challenges of starting new ventures
4	Identify the right sources of fund for starting a new business
5	Be familiarized with concept of E-business Models.
6	Understand various E-business Strategies.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Understand the concept of entrepreneurship and its close relationship with enterprise and owner-management.	L1,L2
2	Understand the nature of business development in the context of existing organizations and of new business start-ups.	L1,L2
3	Comprehended important factors for starting a new venture and business development.	L1,L2,L3
4	Know issues and decisions involved in financing and resourcing a business start-up	L1,L2,L3,L4
5	Describe various E-business Models	L1,L2,L3,L4
6	Discuss various E-business Strategies.	L1,L2,L3,L4

Prerequisite: None

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	None	--	--
I	Introduction	<p>Concept, meaning and definition of Entrepreneur and Entrepreneurship. Evolution of Entrepreneurship, Role of Entrepreneurship in economic Development; Managerial vs entrepreneurial approach; Classification and types of Entrepreneurs. Characteristics and qualities of successful Entrepreneurs; Women Entrepreneurs; Corporate & Social entrepreneurship.</p> <p>Self-learning Topics: Factors impacting emergence of entrepreneurship.</p>	04	CO1
II	Entrepreneurship Development and Leadership	<p>Entrepreneurial Motivation: motivating factors, Types of startups; Characteristics of entrepreneurial leadership, Components of Entrepreneurial Leadership; Factors influencing entrepreneurial development and motivation, Entrepreneurial Opportunities and challenges, Entrepreneurship process. Types of Enterprises and Ownership Structure: small scale, medium scale and large-scale enterprises: Meaning and definition (evolution), role of small enterprises in economic development; proprietorship, Policies governing SMEs, partnership, Ltd. companies and co-operatives: their formation, capital structure and source of finance.</p> <p>Self-learning Topics: study the white paper https://www.ncert.nic.in/ncerts/l/lebs213.pdf</p>	06	CO2
III	New Venture Planning	<p>Methods to Initiate Ventures; Acquisition-Advantages of acquiring an ongoing venture and examination of key issues; Developing a Marketing plan-customer analysis, sales analysis and competition analysis, Business Plan-benefits of drivers, perspectives in business plan preparation, elements of a business plan; Business plan failures.</p> <p>Self-learning Topics: Refer following URL to study various case studies https://www.entrepreneurindia.co/case-studies</p>	07	CO3
IV	Financing & Managing Venture	<p>Financing Stages; Sources of Finance; Venture Capital; Criteria for evaluating new-venture proposals & Capital-process. Management of venture: objectives and functions of management, scientific management, general and strategic management; introduction to human resource management: planning, job analysis, training, recruitment and selection</p> <p>Self-learning Topics: visit website</p>	06	CO4

		https://www.startupindia.gov.in		
V	Overview of E – business	<p>Concept of E-business, Business Success through adoption of technology, information management for business Initiatives, Performance improvement through e-business. Introduction to various collaborative partnerships, E-commerce: Sectors of e-commerce, B to C, B to B and C to C ecommerce, E-commerce success factors, clicks and Bricks in ecommerce, collaborative commerce. E-Marketplace, M-commerce, E-Government; Various E-business Models, Challenges of the E-Business Models, Globalization of E-business.</p> <p>Self-learning Topics: Social media applications for E-Business, Social media analytics.</p>	08	CO5
VI	Strategic Initiatives for Technology	<p>Customer Relationship Management: The evolution of CRM, functional areas of CRM, contemporary trends - SRM, PRM AND ERM, Future Trends of CRM</p> <p>Enterprise Resource Planning: Core and Extended ERP; components of ERP system; Benefits and Risks of ERP implementation</p> <p>Supply Chain Management: Meaning, definition, importance, and characteristics of SCM, Elements of SCM, Push & Pull supply chain model, Use of e-business to restructure supply chain, Supply chain management implementation</p> <p>Procurement: Meaning and advantages of e –procurement, Types& Drivers of e- procurement, Components of e-procurement systems, Implementation of e-procurement</p> <p>Self-learning Topics: SEM and SEO E-CRM</p>	08	CO6

Textbooks:

- 1 Entrepreneurship; Robert Hisrich, Michael Peters; Tata McGraw Hill Publication
- 2 Entrepreneurship: New venture creation by David Holt, Prentice Hall of India Pvt. Ltd.
- 3 E- Business & E– Commerce Management: Strategy, Implementation, Practice – Dave Chaffey, Pearson Education
- 4 E-commerce – A Managerial Perspective- P. T. Joseph, Prentice Hall India Publications. Content

References:

- 1 Entrepreneurship and Innovations in E-business An Integrative Perspective by Fang Zhao, Idea Group Publications.
- 2 Business Driven Technology –Haag/Baltzan/Philips –Tata McGraw Hill Publication
- 3 Digital Business and E-commerce Management by Dave Chaffey, David Edmundson-Bird, Tanya Hemphill, Pearson Education
- 4 E-Business 2.0 Roadmap for Success by Dr. Ravi Kalakota, Marcia Robinson, Pearson Education
- 5 Case Studies in International Entrepreneurship: Managing and Financing Ventures in the Global Economy. By Walter Kuemmerle, Walter Kuemmerle. McGraw-Hill/Irwin, 2004.

Note: - It is advisable that faculty should discuss case studies in the classroom

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ **Question paper format**

- Question Paper will comprise of a total of **six questions each carrying 20 marks** Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITC504	Software Engineering	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract/ Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITC504	Software Engineering	20	20	20	80	03	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	To provide the knowledge of software engineering discipline.
2	To understand Requirements and analyze it
3	To do planning and apply scheduling
4	To apply analysis, and develop software solutions
5	To demonstrate and evaluate real time projects with respect to software engineering principles
6	Apply testing and assure quality in software solution.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Understand and use basic knowledge in software engineering.	L1, L2
2	Identify requirements, analyze and prepare models.	L1, L2, L3
3	Plan, schedule and track the progress of the projects.	L1, L2, L3
4	Design & develop the software solutions for the growth of society	L1, L2, L3
5	To demonstrate and evaluate real time projects with respect to software engineering principles	L1, L2, L3, L4
6	Apply testing and assure quality in software solution	L1, L2, L3, L4

Prerequisite: Basic programming of knowledge.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	None	--	--
I	Introduction to Software Engineering	<p>Nature of Software, Software Engineering, Software Process, Capability Maturity Model (CMM)</p> <p>Generic Process Model, Prescriptive Process Models: The Waterfall Model, V-model, Incremental Process Models, Evolutionary Process Models, Concurrent Models, Agile process, Agility Principles, Extreme Programming (XP), Scrum, Kanban model</p> <p>Self-learning Topics: Personal and Team Process Models</p>	06	CO1,CO2
II	Requirement Analysis	<p>Software Requirements: Functional & non-functional – user-system requirement engineering process – feasibility studies – elicitation – validation & management – software prototyping – S/W documentation – Analysis and modelling</p> <p>Requirement Elicitation, Software requirement specification (SRS),</p> <p>Self-learning Topics: prioritizing requirements (Kano diagram) - real life application case study.</p>	07	CO1,CO2
III	Software Estimation and Scheduling	<p>Management Spectrum, 3Ps (people, product and process)</p> <p>Process and Project metrics</p> <p>Software Project Estimation: LOC, FP, Empirical Estimation Models - COCOMO II Model, Specialized Estimation Techniques, Object based estimation, use-case based estimation</p> <p>Project scheduling: Defining a Task Set for the Software Project, Timeline charts, Tracking the Schedule, Earned Value Analysis</p> <p>Self-learning Topics: Cost Estimation Tools and Techniques, Typical Problems with IT Cost Estimates.</p>	06	CO3
IV	Design Engineering	<p>Design Process & quality, Design Concepts, The design Model, Pattern-based Software Design. 4.2 Architectural Design :Design Decisions, Views, Patterns, Application Architectures, Modeling</p> <p>Component level Design: component, Designing class based components, conducting component-level design,</p> <p>User Interface Design: The golden rules, Interface Design</p>	07	CO3, CO4

		steps & Analysis, Design Evaluation Self-learning Topics: Refinement, Aspects, Refactoring		
V	Software Risk, Configuration Management	Risk Identification, Risk Assessment, Risk Projection, RMMM Software Configuration management, SCM repositories, SCM process Software Quality Assurance Task and Plan, Metrics, Software Reliability, Formal Technical Review (FTR), Walkthrough Self-learning Topics: Configuration management for WebApps	07	CO5
VI	Software Testing and Maintenance	Testing: Software Quality, Testing: Strategic Approach, Strategic Issues- Testing: Strategies for Conventional Software, Object oriented software, Web Apps- Validating Testing- System Testing- Art of Debugging. Maintenance : Software Maintenance-Software Supportability- Reengineering- Business Process Reengineering- Software Reengineering- Reverse Engineering- Restructuring- Forward Engineering Self-learning Topics: Test Strategies for WebApps	06	CO6

Text Books:

- 1 Roger S. Pressman, Software Engineering: A practitioner's approach, McGraw Hill
- 2 Rajib Mall, Fundamentals of Software Engineering, Prentice Hall India
- 3 PankajJalote, An integrated approach to Software Engineering, Springer/Narosa.
- 4 Ian Sommerville, Software Engineering, Addison-Wesley.

References:

- 1 <https://nptel.ac.in/courses/106/101/106101061/>
- 2 <https://www.youtube.com/watch?v=wEr6mwquPLY>
- 3 <http://www.nptelvideos.com/video.php?id=911&c=9>
- 4 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=66
- 5 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=67
- 6 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=65
- 7 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=64
- 8 https://onlinecourses.nptel.ac.in/noc19_cs70/unit?unit=25&lesson=63

Preferable: Case studies can be discussed on every unit as per requirement for better understanding, examples are given below.

Unit 1	An information system (mental health-care system), wilderness weather system.
Unit 2	Mental health care patient management system (MHC-PMS).
Unit 3	Software Tools for Estimation.

Unit 4	Risk management in Food delivery software.
Unit 5	Study design of Biometric Authentication software.
Unit 6	Selenium Testing with any online application.

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test.

➤ **Question paper format**

- Question Paper will comprise of a total of **six questions each carrying 20 marks**. Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered.
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITL501	IP Lab	--	02	--	01	01

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITL501	IP Lab	--	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
	The Lab aims:
1	To orient students to HTML for making webpages
2	To expose students to CSS for formatting web pages
3	To expose students to developing responsive layout
4	To expose students to JavaScript to make web pages interactive
5	To orient students to React for developing front end applications
6	To orient students to Node.js for developing backend applications

Lab Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Identify and apply the appropriate HTML tags to develop a webpage.	L1, L2,L3,L4
2	Identify and apply the appropriate CSS tags to format data on webpage	L1, L2,L3,L4
3	Construct responsive websites using Bootstrap	L1, L2,L3,L4,L5,L6
4	Use JavaScript to develop interactive web pages.	L1, L2,L3,L4,L5,L6
5	Construct front end applications using React	L1, L2,L3,L4,L5,L6
6	Construct back end applications using Node.js/Express	L1, L2,L3,L4,L5,L6

Prerequisite: Knowledge of Java programming and object-oriented programming.

Hardware & Software Requirements:

Hardware Requirement: PC i3 processor and above	Software requirement: Google Chrome Browser (latest), Java 8 or above, NodeJS, React. Internet Connection
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DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
I	HTML5	Elements, Attributes, Head, Body, Hyperlink, Formatting, Images, Tables, List, Frames, Forms, Multimedia	02	LO1
II	CSS3	Syntax, Inclusion, Color, Background, Fonts, Tables, lists, CSS3 selectors, Pseudo classes, Pseudo elements	02	LO2
III	Bootstrap	Grid system, Forms, Button, Navbar, Breadcrumb, Jumbotron	02	LO3
IV	JavaScript	Variables, Operators, Conditions, Loops, Functions, Events, Classes and Objects, Error handling, Validations, Arrays, String, Date	05	LO4
V	React	Installation and Configuration. JSX, Components, Props, State, Forms, Events, Routers, Refs, Keys.	08	LO5
VI	Node.js	Installation and Configuration, Callbacks, Event loops, Creating express app.	07	LO6

Textbooks:

1. HTML 5 Black Book (Covers CSS3, JavaScript, XML, XHTML, AJAX, PHP, jQuery) 2Ed., DT Editorial Services
2. Learning React Functional Web Development with React and Redux, Alex Banks and Eve Porcello, O'Reilly
3. Learning Node.js Development, Andrew Mead, Packt Publishing

References:

1. <https://www.tutorialspoint.com/>
2. <https://reactjs.org/tutorial/tutorial.html>
3. <https://nodejs.dev/learn>
4. <https://www.youtube.com/watch?v=-27HAh8c0YU>

Term Work: Term Work shall consist of at least 12 to 15 practicals based on the above list. Also Term work Journal must include at least 2 assignments.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical & Oral Exam: An Practical & Oral exam will be held based on the above syllabus.

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITL502	Security Lab	--	02	--	01	01

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITL502	Security Lab	--	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	To apply the knowledge of symmetric cryptography to implement classical ciphers.
2	To analyze and implement public key encryption algorithms, hashing and digital signature algorithms.
3	To explore the different network reconnaissance tools to gather information about networks.
4	To explore the tools like sniffers, port scanners and other related tools for analyzing.
5	To Scan the network for vulnerabilities and simulate attacks.
6	To set up intrusion detection systems using open-source technologies and to explore email security.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Illustrate symmetric cryptography by implementing classical ciphers.	L1,L2
2	Demonstrate Key management, distribution and user authentication.	L1,L2
3	Explore the different network reconnaissance tools to gather information about networks	L1,L2, L3
4	Use tools like sniffers, port scanners and other related tools for analyzing packets in a network.	L1,L2,L3
5	Use open-source tools to scan the network for vulnerabilities and simulate attacks.	L1,L2,L3
6	Demonstrate the network security system using open source tools.	L1,L2

Prerequisite: Basic concepts of Computer Networks & Network Design, Operating System

Hardware & Software Requirements:

<p>Hardware Requirement:</p> <p>PC With following Configuration</p> <ol style="list-style-type: none"> 1. Intel Core i3/i5/i7 Processor 2. 4 GB RAM 3. 500 GB Harddisk 	<p>Software requirement:</p> <ol style="list-style-type: none"> 1. Windows or Linux Desktop OS 2. wireshark 3. ARPWATCH 4. Kismet, NetStumbler 5. NESSU
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DETAILED SYLLABUS:

Sr. No.	Detailed Content	Hours	LO Mapping
I	Classical Encryption techniques (mono-alphabetic and poly-alphabetic substitution techniques: Vigenere cipher, playfair cipher)	04	LO1
II	<ol style="list-style-type: none"> 1)Block cipher modes of operation using a)Data Encryption Standard b)Advanced Encryption Standard (AES). 2)Public key cryptography: RSA algorithm. 3)Hashing Techniques: HMAC using SHA 4)Digital Signature Schemes – RSA, DSS. 	06	LO2
III	<ol style="list-style-type: none"> 1) Study the use of network reconnaissance tools like WHOIS, dig, traceroute, nslookup to gather information about networks and domain registrars. 2) Study of packet sniffer tools Wireshark, :- a. Observer performance in promiscuous as well as non-promiscuous mode. b. Show the packets can be traced based on different filters. 	04	LO3
IV	<ol style="list-style-type: none"> 1) Download and install nmap. 2) Use it with different options to scan open ports, perform OS fingerprinting, ping scan, tcp port scan, udp port scan, etc. 	04	LO4
V	<ol style="list-style-type: none"> a) Keylogger attack using a keylogger tool. b) Simulate DOS attack using Hping or other tools c) Use the NESSUS/ISO Kali Linux tool to scan the network for vulnerabilities. 	04	LO5
VI	<ol style="list-style-type: none"> 1) Set up IPsec under Linux. 2) Set up Snort and study the logs. 3) Explore the GPG tool to implement email security 	04	LO6

Text Books

- 1 Build your own Security Lab, Michael Gregg, Wiley India.
- 2 CCNA Security, Study Guide, Tim Boyles, Sybex.
- 3 Hands-On Information Security Lab Manual, 4th edition, Andrew Green, Michael Whitman,

Herbert Mattord.

- 4 The Network Security Test Lab: A Step-by-Step Guide Kindle Edition, Michael Gregg.

References:

- 1 Network Security Bible, Eric Cole, Wiley India.
- 2 Network Defense and Countermeasures, William (Chuck) Easttom.
- 3 Principles of Information Security + Hands-on Information Security Lab Manual, 4th Ed. , Michael E. Whitman , Herbert J. Mattord.
- 4 IITB virtual Lab: <http://cse29-iiith.vlabs.ac.in/>
- 5 <https://www.dcode.fr/en>

Sr.No	Experiment Title
1.	Breaking the Mono-alphabetic Substitution Cipher using Frequency analysis method.
2.	Design and Implement a product cipher using Substitution ciphers.
3.	Cryptanalysis or decoding Playfair, vigenere cipher.
4.	Encrypt long messages using various modes of operation using AES or DES.
5.	Cryptographic Hash Functions and Applications (HMAC): to understand the need, design and applications of collision resistant hash functions.
6.	Implementation and analysis of RSA cryptosystem and Digital signature scheme using RSA.
7.	Study the use of network reconnaissance tools like WHOIS, dig, traceroute, nslookup to gather information about networks and domain registrars.
8.	Study of packet sniffer tools wireshark: - a. Observer performance in promiscuous as well as non-promiscuous mode. b. Show the packets can be traced based on different filters.
9.	Download, install nmap and use it with different options to scan open ports, perform OS fingerprinting, ping scan, tcp port scan, udp port scan, etc.
10.	Study of malicious software using different tools: a) Keylogger attack using a keylogger tool. b) Simulate DOS attack using Hping or other tools c) Use the NESSUS/ISO Kali Linux tool to scan the network for vulnerabilities.
11.	Study of Network security by a) Set up IPSec under Linux. b) Set up Snort and study the logs. c) Explore the GPG tool to implement email security

Term Work: Term Work shall consist of at least 12 to 15 practicals based on the above list. Also Term work Journal must include at least 2 assignments.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical & Oral Exam: An Practical & Oral exam will be held based on the above syllabus.

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITL503	DevOPs Lab	--	02	--	01	01

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
Test1	Test 2	Avg.							
ITL503	DevOPs Lab	--	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
	The Lab experiments aims:
1	To understand DevOps practices which aims to simplify Software Development Life Cycle
2	To be aware of different Version Control tools like GIT, CVS or Mercurial
3	To Integrate and deploy tools like Jenkins and Maven, which is used to build, test and deploy applications in DevOps environment
4	To be familiarized with selenium tool, which is used for continuous testing of applications deployed.
5	To use Docker to Build, ship and manage applications using containerization
6	To understand the concept of Infrastructure as a code and install and configure Ansible tool.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	To understand the fundamentals of DevOps engineering and be fully proficient with DevOps terminologies, concepts, benefits, and deployment options to meet your business requirements	L1,L2
2	To obtain complete knowledge of the "version control system" to effectively track changes augmented with Git and GitHub	L1,L2
3	To understand the importance of Jenkins to Build and deploy Software Applications on server environment	L1,L2
4	Understand the importance of Selenium and Jenkins to test Software Applications	L1,L2

5	To understand concept of containerization and Analyze the Containerization of OS images and deployment of applications over Docker	L1,L2,L3
6	To Synthesize software configuration and provisioning using Ansible.	L1,L2,L3

Prerequisite: Operating System, Linux Administration, Java /Web Application Programming, and Software Engineering.

Hardware & Software Requirements:

Hardware Requirements	Software Requirements	Other Requirements
PC With following Configuration 1. Intel i3 core or above 2. 4 GB RAM or above 3. 500 GB HDD 4. Network interface card	1. Linux / Windows Operating system 2. VIRTUAL BOX/ VMWARE	1. Internet Connection for installing additional packages 2. GitHub account 3. Docker hub account

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	Knowledge of Linux Operating system, installation and configuration of services and command line basics, Basics of Computer Networks and Software Development Life cycle.	00	LO1
I	Introduction to Devops	Understanding of the process to be followed during the development of an application, from the inception of an idea to its final deployment. Learn about the concept of DevOps and the practices and principles followed to implement it in any company's software development life cycle. Learn about the phases of Software Lifecycle. Get familiar with the concept of Minimum Viable Product (MVP) & Cross-functional Teams. Understand why DevOps evolved as a prominent culture in most of the modern-day startups to achieve agility in the software development process Self-Learning Topics: Scrum, Kanban, Agile	04	LO1
II	Version Control	In this module you will learn: <ul style="list-style-type: none"> GIT Installation, Version Control, Working with remote repository GIT Cheat sheet Create and fork repositories in GitHub Apply branching, merging and rebasing concepts. Implement different Git workflow strategies in real-time scenarios Understand Git operations in IDE Self-Learning Topics: AWS Codecommit, Mercurial, Subversion, Bitbucket, CVS	04	LO1 & LO2
III	Continuous Integration using Jenkins	In this module, you will know how to perform Continuous Integration using Jenkins by building and automating test cases using Maven / Gradle / Ant. <ul style="list-style-type: none"> Introduction to Jenkins (With Architecture) Introduction to Maven / Gradle / Ant. 	04	LO1 & LO3

		<ul style="list-style-type: none"> • Jenkins Management Adding a slave node to Jenkins • Build the pipeline of jobs using Maven / Gradle / Ant in Jenkins, create a pipeline script to deploy an application over the tomcat server <p>Self-Learning Topics: Travis CI, Bamboo, GitLab, AWS CodePipeline</p>		
IV	Continuous Testing with Selenium	<p>In this module, you will learn about selenium and how to automate your test cases for testing web elements. You will also get introduced to X-Path, TestNG and integrate Selenium with Jenkins and Maven.</p> <ul style="list-style-type: none"> • Introduction to Selenium • Installing Selenium • Creating Test Cases in Selenium WebDriver • Run Selenium Tests in Jenkins Using Maven <p>Self-Learning Topics: Junit, Cucumber</p>	04	LO1 , LO3 & LO4
V	Continuous Deployment: Containerization with Docker	<p>In this module, you will be introduced to the core concepts and technology behind Docker. Learn in detail about container and various operations performed on it.</p> <ul style="list-style-type: none"> • Introduction to Docker Architecture and Container Life Cycle • Understanding images and containers • Create and Implement docker images using Dockerfile. • Container Lifecycle and working with containers. • To Build, deploy and manage web or software application on Docker Engine. • Publishing image on Docker Hub. <p>Self-Learning Topics: Docker Compose, Docker Swarm.</p>	05	LO1 & LO5
VI	Continuous Deployment: Configuration Management with Puppet	<p>In this module, you will learn to Build and operate a scalable automation system.</p> <ul style="list-style-type: none"> • Puppet Architecture • Puppet Master Slave Communication • Puppet Blocks • Installation and Configuring Puppet Master and Agent on Linux machines • Use exported resources and forge modules to set up Puppet modules • Create efficient manifests to streamline your deployments <p>Self-Learning Topics: Ansible, Saltstack</p>	05	LO1 & LO6

Text books

1. DevOps Bootcamp, Sybgen Learning
2. Karl Matthias & Sean P. Kane, Docker: Up and Running, O'Reilly Publication.
3. Len Bass, Ingo Weber, Liming Zhu, "DevOps, A Software Architects Perspective", AddisonWesley-Pearson Publication.
4. John Ferguson Smart, " Jenkins, The Definitive Guide", O'Reilly Publication.
5. Mastering Puppet 5: Optimize enterprise-grade environment performance with Puppet, by Ryan Russell-

References:

1. Sanjeev Sharma and Bernie Coyne,” DevOps for Dummies”, Wiley Publication
2. Httermann, Michael, “DevOps for Developers”, Apress Publication.
3. Joakim Verona, “Practical DevOps”, Pack publication
4. Puppet 5 Essentials - Third Edition: A fast-paced guide to automating your infrastructure by Martin Alfke Packt Publishing; 3rd Revised edition (September 13, 2017)

List of Experiments:

Sr.No	Experiment Title
1.	To understand DevOps: Principles, Practices, and DevOps Engineer Role and Responsibilities.
2.	To understand Version Control System / Source Code Management, install git and create a GitHub account.
3.	To Perform various GIT operations on local and Remote repositories using GIT Cheat-Sheet
4.	To understand Continuous Integration, install and configure Jenkins with Maven/Ant/Gradle to setup a build Job.
5.	To Build the pipeline of jobs using Maven / Gradle / Ant in Jenkins, create a pipeline script to Test and deploy an application over the tomcat server.
6.	To understand Jenkins Master-Slave Architecture and scale your Jenkins standalone implementation by implementing slave nodes.
7.	To Setup and Run Selenium Tests in Jenkins Using Maven.
8.	To understand Docker Architecture and Container Life Cycle, install Docker and execute docker commands to manage images and interact with containers.
9.	To learn Dockerfile instructions, build an image for a sample web application using Dockerfile.
10.	To install and Configure Pull based Software Configuration Management and provisioning tools using Puppet.
11.	To learn Software Configuration Management and provisioning using Puppet Blocks(Manifest, Modules, Classes, Function)
12	To provision a LAMP/MEAN Stack using Puppet Manifest.

Term Work: Term Work shall consist of at least 12 to 15 practicals based on the above list. Also Term work Journal must include at least 2 assignments, one of which must include a Case study on DevOps Implementation in real world and the other one can be based on the self-learning topics mentioned in syllabus.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical & Oral Exam: An Practical & Oral exam will be held based on the above syllabus.

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITL504	Advance DevOps Lab	--	02	--	01	01

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITL504	Advance DevOps Lab	--	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	To understand DevOps practices and cloud native environments to achieve continuous software delivery pipelines and automated operations that address the gap between IT resources and growing cloud complexity.
2	To Use Kubernetes services to structure N-tier applications.
3	To be familiarized with Infrastructure as code for provisioning, compliance, and management of any cloud infrastructure, and service.
4	To understand that security and speed in software development are not inversely-related objectives Internalizing the contribution of tools and automation in DevSecOps
5	To understand various troubleshooting techniques by monitoring your entire infrastructure and business processes
6	To understand how software and software-defined hardware are provisioned dynamically.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	To understand the fundamentals of Cloud Computing and be fully proficient with Cloud based DevOps solution deployment options to meet your business requirements	L1,L2
2	To deploy single and multiple container applications and manage application deployments with rollouts in Kubernetes	L1,L2,L3
3	To apply best practices for managing infrastructure as code environments and use terraform to define and deploy cloud	L1,L2,L3

	infrastructure.	
4	To identify and remediate application vulnerabilities earlier and help integrate security in the development process using SAST Techniques.	L1,L2,L3
5	To use Continuous Monitoring Tools to resolve any system errors (low memory, unreachable server etc.) before they have any negative impact on the business productivity	L1,L2,L3
6	To engineer a composition of nano services using AWS Lambda and Step Functions with the Serverless Framework	L1,L2,L3

Prerequisite: Operating System, Linux Administration, Java /Web Application Programming, Software Engineering, Cloud Computing and DevOps Ecosystem.

Hardware & Software Requirements:

Hardware Requirements	Software Requirements	Other Requirements
PC With following Configuration 1. Intel i3 core or above 2. 4 GB RAM or above 3. 500 GB HDD 4. Network interface card	1. Linux / Windows Operating system 2. VIRTUAL BOX/ VMWARE	1. Internet Connection for installing additional packages 2. GitHub account 3. AWS free tier account

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	Knowledge of Linux Operating system, installation and configuration of services and command line basics, Basics of Computer Networks, Software Development Life cycle, Cloud Computing and DevOps Ecosystem.	02	--
I	Introduction to Devops on Cloud	Learn about various cloud services and service providers, also get the brief idea of how to implement DevOps over Cloud Platforms. <ul style="list-style-type: none"> Introduction to high availability architecture and auto-scaling Set up the DevOps infrastructure on the cloud Work and set up IDE on Cloud9 Deploy projects on AWS using Code Build, CodeDeploy, and CodePipeline Self-Learning Topics: AWS Codestar	04	LO1
II	Container Orchestration using Kubernetes	In this module, you will learn how Kubernetes automates many of the manual processes involved in deploying, managing, and scaling containerized applications. Install and configure Kubernetes Spin Up a Kubernetes Cluster Check the Nodes of Your Kubernetes Cluster	04	LO1, LO2

		<p>Installing kubectl to manage cluster and deploy Your First Kubernetes Application</p> <p>Self-Learning Topics:</p> <ul style="list-style-type: none"> • Using Services and Ingresses to Expose Deployments • Perform logging, monitoring, services, and volumes in Kubernetes. 		
III	Infrastructure Automation with Terraform	<p>In this module you will learn, Infrastructure as code for provisioning, compliance, and management of any cloud infrastructure, and service.</p> <ul style="list-style-type: none"> • Introduction to Infrastructure as Code with Terraform • Install, Build, change and Destroy Infrastructure using Terraform. <p>Self-Learning Topics:</p> <p>Terraform</p> <ul style="list-style-type: none"> • Create Resource Dependencies • Provision Infrastructure • Define Input Variables, Query Data with output and store remote state 	04	LO1, LO3
IV	DevSecOps: Static Application Security Testing (SAST)	<p>In this module, you will learn to identify and remediate application vulnerabilities earlier and help integrate security in the development process using tools like SonarQube / Gitlab /</p> <ul style="list-style-type: none"> • Perform static analysis on application source code and binaries. • Spot potential vulnerabilities before deployment • Analysis of java / web-based project • Jenkins SonarQube / Gitlab Integration <p>Self-Learning Topics: Snyk, OWASP ZAP, Analysis Core Plugin</p>	04	LO1, LO4
V	DevSecOps: Continuous Monitoring	<p>In this module, you will learn to detect, report, respond to the attacks and issues which occur within the infrastructure.</p> <ul style="list-style-type: none"> • Introduction to Continuous Monitoring • Introduction to Nagios • Installing Nagios • Nagios Plugins (NRPE) and Objects Nagios Commands and Notification • Monitoring of different servers using Nagios 	04	LO1, LO5

		Self-Learning Topics: Splunk, Snort, Tenable		
VI	NoOps: Serverless Computing	<p>In this module, you will learn serverless computing platform like AWS Lambda, which allows you to build your code and deploy it without ever needing to configure or manage underlying servers.</p> <ul style="list-style-type: none"> • AWS Lambda - Overview and Environment Setup • Building and Configuring the Lambda function (NODEJS/PYTHON/JAVA) • Creating & Deploying using AWS Console/CLI • Creating & Deploying using Serverless Framework <p>Self-Learning Topics: AWS Lambda</p> <ul style="list-style-type: none"> • Create a REST API with the Serverless Framework 	04	LO1, LO6

Textbooks:

1. AWS Certified SysOps Administrator Official Study Guide: Associate Exam by Stephen Cole (Author), Gareth Digby (Author), Chris Fitch (Author), Steve Friedberg (Author), Shaun Qual
2. AWS Certified Solutions Architect Official Study Guide: Associate Exam by Joe Baron
3. Terraform: Up & Running - Writing Infrastructure as Code, Second Edition by Yevgeniy Brikman , O'Reilly
4. Kubernetes: Up and Running - Dive into the Future of Infrastructure, Second Edition by Brendan Burns, O'Reilly
5. Going Serverless with AWS Lambda: Leveraging the latest services from the AWS cloud by Ajay Pherwani , Shroff/X-Team;
6. Learning Nagios, Packt Publishing.

References:

1. Learning Aws - Second Edition: Design, build, and deploy responsive applications using AWS by Amit Shah Aurobindo Sarkar
2. Mastering Aws Lambda by Yohan Wadia Udit Gupta

List of Experiments:

Sr. No	Experiment Title
1	To understand the benefits of Cloud Infrastructure and Setup AWS Cloud9 IDE, Launch AWS Cloud9 IDE and Perform Collaboration Demonstration.
2	To Build Your Application using AWS CodeBuild and Deploy on S3 / SEBS using AWS CodePipeline, deploy Sample Application on EC2 instance using AWS CodeDeploy.
3	To understand the Kubernetes Cluster Architecture, install and Spin Up a Kubernetes Cluster on Linux Machines/Cloud Platforms.
4	To install Kubectl and execute Kubectl commands to manage the Kubernetes cluster and deploy Your First Kubernetes Application.

5	To understand terraform lifecycle, core concepts/terminologies and install it on a Linux Machine.
6	To Build, change, and destroy AWS / GCP /Microsoft Azure/ DigitalOcean infrastructure Using Terraform.
7	To understand Static Analysis SAST process and learn to integrate Jenkins SAST to SonarQube/GitLab.
8	Create a Jenkins CICD Pipeline with SonarQube / GitLab Integration to perform a static analysis of the code to detect bugs, code smells, and security vulnerabilities on a sample Web / Java / Python application.
9	To Understand Continuous monitoring and Installation and configuration of Nagios Core, Nagios Plugins and NRPE (Nagios Remote Plugin Executor) on Linux Machine.
10	To perform Port, Service monitoring, Windows/Linux server monitoring using Nagios.
11	To understand AWS Lambda, its workflow, various functions and create your first Lambda functions using Python / Java / Nodejs.
12	To create a Lambda function which will log “An Image has been added” once you add an object to a specific bucket in S3.

Term Work: Term Work shall consist of at least 12 to 15 practicals based on the above list. Also Term work Journal must include at least 2 assignments based on the self-learning topics mentioned in syllabus.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical & Oral Exam: An Practical & Oral exam will be held based on the above syllabus.

Course Code	Course Name	Teaching scheme			Credit assigned			
		Theory	Pract.	Tut.	Theory	Pract.	Tut.	Total
ITL505	Professional Communication & Ethics-II (PCE-II)	--	2*+ 2 Hours (Batch-wise)	--	--	02	--	02

***Theory class to be conducted for full class.**

Course Code	Course Name	Examination Scheme									
		Theory					Term work	Pract	Oral	Internal Oral	Total
		Internal Assessment			End sem	Duration (hrs)					
Test 1	Test 2	Avg .									
ITL505	Professional Communication & Ethics-II (PCE-II)	--	--	--	--	--	25	--	--	25	50

Course Code	Course Name	Credits
ITL505	Professional Communication & Ethics-II (PCE-II)	02
Course Rationale	This curriculum is designed to build up a professional and ethical approach, effective oral and written communication with enhanced soft skills. Through practical sessions, it augments student's interactive competence and confidence to respond appropriately and creatively to the implied challenges of the global Industrial and Corporate requirements. It further inculcates the social responsibility of engineers as technical citizens.	
Course Objectives	<ul style="list-style-type: none"> To discern and develop an effective style of writing important technical/business documents. To investigate possible resources and plan a successful job campaign. To understand the dynamics of professional communication in the form of group discussions, meetings, etc. required for career enhancement. To develop creative and impactful presentation skills. To analyze personal traits, interests, values, aptitudes and skills. To understand the importance of integrity and develop a personal code of ethics. 	
Course Outcomes	Learner will be able to... <ul style="list-style-type: none"> plan and prepare effective business/ technical documents which will in turn provide solid foundation for their future managerial roles. strategize their personal and professional skills to build a professional image and meet the demands of the industry. emerge successful in group discussions, meetings and result-oriented agreeable solutions in group communication situations. deliver persuasive and professional presentations. develop creative thinking and interpersonal skills required for effective professional communication. apply codes of ethical conduct, personal integrity and norms of organizational behaviour. 	

Module	Contents	Hours
1	<p>ADVANCED TECHNICAL WRITING :PROJECT/PROBLEM BASED LEARNING (PBL)</p> <p>1.1 Purpose and Classification of Reports: Classification on the basis of:</p> <ul style="list-style-type: none"> • Subject Matter (Technology, Accounting, Finance, Marketing, etc.) • Time Interval (Periodic, One-time, Special) • Function (Informational, Analytical, etc.) • Physical Factors (Memorandum, Letter, Short & Long) <p>1.2. Parts of a Long Formal Report:</p> <ul style="list-style-type: none"> • Prefatory Parts (Front Matter) • Report Proper (Main Body) • Appended Parts (Back Matter) <p>1.3. Language and Style of Reports</p> <ul style="list-style-type: none"> • Tense, Person & Voice of Reports • Numbering Style of Chapters, Sections, Figures, Tables and Equations • Referencing Styles in APA & MLA Format • Proofreading through Plagiarism Checkers <p>1.4. Definition, Purpose & Types of Proposals</p> <ul style="list-style-type: none"> • Solicited (in conformance with RFP) & Unsolicited Proposals • Types (Short and Long proposals) <p>1.5. Parts of a Proposal</p> <ul style="list-style-type: none"> • Elements • Scope and Limitations • Conclusion <p>1.6. Technical Paper Writing</p> <ul style="list-style-type: none"> • Parts of a Technical Paper (Abstract, Introduction, Research Methods, Findings and Analysis, Discussion, Limitations, Future Scope and References) • Language and Formatting • Referencing in IEEE Format 	06
2	<p>EMPLOYMENT SKILLS</p> <p>2.1. Cover Letter & Resume</p> <ul style="list-style-type: none"> • Parts and Content of a Cover Letter • Difference between Bio-data, Resume & CV • Essential Parts of a Resume • Types of Resume (Chronological, Functional & Combination) <p>2.2 Statement of Purpose</p> <ul style="list-style-type: none"> • Importance of SOP • Tips for Writing an Effective SOP <p>2.3 Verbal Aptitude Test</p> <ul style="list-style-type: none"> • Modelled on CAT, GRE, GMAT exams <p>2.4. Group Discussions</p> <ul style="list-style-type: none"> • Purpose of a GD • Parameters of Evaluating a GD • Types of GDs (Normal, Case-based & Role Plays) 	06

	<ul style="list-style-type: none"> • GD Etiquettes 2.5. Personal Interviews <ul style="list-style-type: none"> • Planning and Preparation • Types of Questions • Types of Interviews (Structured, Stress, Behavioural, Problem Solving & Case-based) • Modes of Interviews: Face-to-face (One-to one and Panel) Telephonic, Virtual 	
3	BUSINESS MEETINGS 1.1. Conducting Business Meetings <ul style="list-style-type: none"> • Types of Meetings • Roles and Responsibilities of Chairperson, Secretary and Members • Meeting Etiquette 3.2. Documentation <ul style="list-style-type: none"> • Notice • Agenda • Minutes 	02
4	TECHNICAL/ BUSINESS PRESENTATIONS 1.1 Effective Presentation Strategies <ul style="list-style-type: none"> • Defining Purpose • Analyzing Audience, Location and Event • Gathering, Selecting & Arranging Material • Structuring a Presentation • Making Effective Slides • Types of Presentations Aids • Closing a Presentation • Platform skills 1.2 Group Presentations <ul style="list-style-type: none"> • Sharing Responsibility in a Team • Building the contents and visuals together • Transition Phases 	02
5	INTERPERSONAL SKILLS 1.1. Interpersonal Skills <ul style="list-style-type: none"> • Emotional Intelligence • Leadership & Motivation • Conflict Management & Negotiation • Time Management • Assertiveness • Decision Making 5.2 Start-up Skills <ul style="list-style-type: none"> • Financial Literacy • Risk Assessment • Data Analysis (e.g. Consumer Behaviour, Market Trends, etc.) 	08
6	CORPORATE ETHICS 6.1 Intellectual Property Rights <ul style="list-style-type: none"> • Copyrights • Trademarks • Patents • Industrial Designs 	02

	<ul style="list-style-type: none"> • Geographical Indications • Integrated Circuits • Trade Secrets (Undisclosed Information) <p>6.2 Case Studies</p> <ul style="list-style-type: none"> • Cases related to Business/ Corporate Ethics 	
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List of assignments:

(In the form of Short Notes, Questionnaire/ MCQ Test, Role Play, Case Study, Quiz, etc.)

1. Cover Letter and Resume
2. Short Proposal
3. Meeting Documentation
4. Writing a Technical Paper/ Analyzing a Published Technical Paper
5. Writing a SOP
6. IPR
7. Interpersonal Skills
8. Aptitude test (Verbal Ability)

Note:

1. The Main Body of the project/book report should contain minimum 25 pages (excluding Front and Back matter).
2. The group size for the final report presentation should not be less than 5 students or exceed 7 students.
3. There will be an end–semester presentation based on the book report.

Assessment:

Term Work:

Term work shall consist of minimum 8 experiments.

The distribution of marks for term work shall be as follows:

Assignment	: 10 Marks	
Attendance		: 5 Marks
Presentation slides	: 5 Marks	
Book Report (hard copy)	: 5 Marks	

The final certification and acceptance of term work ensures the satisfactory performance of laboratory work and minimum passing in the term work.

Internal oral:

Oral Examination will be based on a GD & the Project/Book Report presentation.

Group Discussion	: 10 marks
Project Presentation	: 10 Marks
Group Dynamics	: 5 Marks

Books Recommended:

Textbooks and Reference books:

1. Arms, V. M. (2005). *Humanities for the engineering curriculum: With selected chapters from Olsen/Huckin: Technical writing and professional communication, second edition*. Boston, MA: McGraw-Hill.
2. Bovée, C. L., & Thill, J. V. (2021). *Business communication today*. Upper Saddle River, NJ: Pearson.
3. Butterfield, J. (2017). *Verbal communication: Soft skills for a digital workplace*. Boston, MA: Cengage Learning.
4. Masters, L. A., Wallace, H. R., & Harwood, L. (2011). *Personal development for life and work*. Mason: South-Western Cengage Learning.
5. Robbins, S. P., Judge, T. A., & Campbell, T. T. (2017). *Organizational behaviour*. Harlow, England:

Pearson.

6. Meenakshi Raman, Sangeeta Sharma (2004) Technical Communication, Principles and Practice. Oxford University Press
 7. Archana Ram (2018) Place Mentor, Tests of Aptitude For Placement Readiness. Oxford University Press
- Sanjay Kumar & PushpLata (2018). Communication Skills a workbook, New Delhi: Oxford University Press.
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Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITM501	Mini Project – 2 A Web Based Business Model	--	04	--	--	02	--	02

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.				
ITM501	Mini Project – 2 A Web Based Business Model	--	--	--	--	25	25	50

Course Objectives

1. To acquaint with the process of identifying the needs and converting it into the problem.
2. To familiarize the process of solving the problem in a group.
3. To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
4. To inculcate the process of self-learning and research.

Course Outcome: Learner will be able to...

1. Identify problems based on societal /research needs.
2. Apply Knowledge and skill to solve societal problems in a group.
3. Develop interpersonal skills to work as member of a group or leader.
4. Draw the proper inferences from available results through theoretical/ experimental/simulations.
5. Analyse the impact of solutions in societal and environmental context for sustainable development.
6. Use standard norms of engineering practices
7. Excel in written and oral communication.
8. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
9. Demonstrate project management principles during project work.

Guidelines for Mini Project

- Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
- Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
- Students shall submit implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini project.
- A log book to be prepared by each group, wherein group can record weekly work progress, guide/supervisor can verify and record notes/comments.
- Faculty supervisor may give inputs to students during mini project activity; however, focus shall be on self-learning.

- Students in a group shall understand problem effectively, propose multiple solution and select best possible solution in consultation with guide/ supervisor.
- Students shall convert the best solution into working model using various components of their domain areas and demonstrate.
- The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai.
- With the focus on the self-learning, innovation, addressing societal problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality to be carried out in two semesters by all the groups of the students. i.e. Mini Project 1 in semester III and IV. Similarly, Mini Project 2 in semesters V and VI.
- However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on case by case basis.

Guidelines for Assessment of Mini Project:

Term Work

- The review/ progress monitoring committee shall be constituted by head of departments of each institute. The progress of mini project to be evaluated on continuous basis, minimum two reviews in each semester.
- In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.
- Distribution of Term work marks for both semesters shall be as below;
 - Marks awarded by guide/supervisor based on log book : 10
 - Marks awarded by review committee : 10
 - Quality of Project report : 05

Review/progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines.

One-year project:

- In first semester entire theoretical solution shall be ready, including components/system selection and cost analysis. Two reviews will be conducted based on presentation given by students group.
 - First shall be for finalisation of problem
 - Second shall be on finalisation of proposed solution of problem.
- In second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester.
 - First review is based on readiness of building working prototype to be conducted.
 - Second review shall be based on poster presentation cum demonstration of working model in last month of the said semester.

Half-year project:

- In this case in one semester students' group shall complete project in all aspects including,
 - Identification of need/problem
 - Proposed final solution
 - Procurement of components/systems
 - Building prototype and testing
- Two reviews will be conducted for continuous assessment,
 - First shall be for finalisation of problem and proposed solution
 - Second shall be for implementation and testing of solution.

Assessment criteria of Mini Project.

Mini Project shall be assessed based on following criteria;

1. Quality of survey/ need identification
2. Clarity of Problem definition based on need.
3. Innovativeness in solutions
4. Feasibility of proposed problem solutions and selection of best solution
5. Cost effectiveness
6. Societal impact
7. Innovativeness
8. Cost effectiveness and Societal impact
9. Full functioning of working model as per stated requirements
10. Effective use of skill sets
11. Effective use of standard engineering norms
12. Contribution of an individual's as member or leader
13. Clarity in written and oral communication

- In **one year, project**, first semester evaluation may be based on first six criteria's and remaining may be used for second semester evaluation of performance of students in mini project.
- In case of **half year project** all criteria's in generic may be considered for evaluation of performance of students in mini project.

Guidelines for Assessment of Mini Project Practical/Oral Examination:

- Report should be prepared as per the guidelines issued by the University of Mumbai.
- Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organisations having experience of more than five years approved by head of Institution.
- Students shall be motivated to publish a paper based on the work in Conferences/students competitions.

Mini Project shall be assessed based on following points;

1. Quality of problem and Clarity
 2. Innovativeness in solutions
 3. Cost effectiveness and Societal impact
 4. Full functioning of working model as per stated requirements
 5. Effective use of skill sets
 6. Effective use of standard engineering norms
 7. Contribution of an individual's as member or leader
 8. Clarity in written and oral communication
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITDO5011	Microcontroller Embedded Programming	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract/ Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITDO5011	Microcontroller Embedded Programming	20	20	20	80	3	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	Conceptualize the architecture of embedded systems.
2	Study the basics of microcontroller 8051.
3	Elaborate on the concepts of microcontroller interfacing.
4	Understand the concepts of ARM architecture
5	Study the concepts of real-time operating system
6	Learn about various embedded platforms and their programming

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Introduce and discuss the embedded system concepts, architecture of embedded systems and understand the embedded development environments	L1, L2
2	Describe the architecture of 8051 microcontroller and write embedded programs for 8051Microcontroller	L2, L3
3	Illustrate the interfacing of peripherals with 8051 microcontroller and write programs	L2, L3
4	Understand and apply the concepts of ARM architecture	L2, L3
5	Explain and Demonstrate the open source RTOS	L3
6	Select the embedded platform and program it for real time application	L3, L4

Prerequisite: Computer Organization and Architecture, Operating System.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Revision of microcomputer system terminologies, High level, difference between microprocessor and microcontroller, basics of operating System.	02	--
I	Introduction to Embedded systems	<p>Overview of Embedded System Architecture, Application areas, Categories of embedded systems, specialties of embedded systems. Recent trends in embedded systems.</p> <p>Brief introduction to embedded microcontroller cores CISC, RISC, ARM, DSP and SoC.</p> <p>Introduction to Embedded System Integrated Development Environments (IDEs) with examples.</p> <p>Self-learning Topics: Comparison of CISC & RISC, Case studies of Real Time Embedded Systems.</p>	04	CO1
II	The Microcontroller Architecture and Programming of 8051	<p>Introduction to 8051 Microcontroller, Architecture, Pin configuration, Memory Organization, Input /Output Ports, Counter and Timers, Serial communication, Interrupts. Addressing modes, Instruction set 8051 developing tools, Programming based on Arithmetic & Logical Operations, I/O parallel and serial ports, Timers & Counters, and ISR.</p> <p>Self-learning Topics: Writing 8051 programming in Embedded C</p>	10	CO2
III	Interfacing with 8051 Microcontroller	<p>Interfacing 8051 with peripherals: ADC, DAC, stepper motor.</p> <p>Interfacing 8051 with LED, LCD, keyboard, Temp sensor, etc. using assembly language.</p> <p>Self-learning Topics: Study of 8051 based GSM, Bluetooth and RS232 communication</p>	04	CO3
IV	ARM 7 Architecture	<p>Architectural inheritance, Detailed study of Programmer's model, ARM Development tools, Addressing modes, Instruction set: Data processing, Data Transfer, Control flow. Pipelining,</p> <p>Writing simple assembly language programs.</p>	07	CO4

		Brief introduction to exceptions and interrupts handling. Self-learning Topics: Writing ARM programs in Embedded C and Python for sensor application		
V	Open source RTOS Real Time system concept with embedded OS	Basics of RTOS: Real-time concepts, Hard Real time and Soft Real-time, differences between general purpose OS & RTOS, Basic architecture of an RTOS, scheduling systems, Inter-process-communication using pipes and mailboxes, performance matrix in scheduling models, interrupt management in RTOS environment, RTOS comparative study. ucos2 for real time embedded system demonstrate one case study: Case study of automobile RTOS issues in multitasking –selecting a Real Time Operating System Self-learning Topics: Inter-process-communication using semaphore, and Mutex, RTOS simple programming using ucos2	07	CO5
VI	Introduction to Embedded Platforms	Overview of various Embedded hardware Platforms: Architecture of Arduino, Basic Arduino programming using Arduino IDE and Arduino libraries for interfacing of LCD and sensors such as Temperature (DHT11), Pressure, Humidity. RaspberryPi (RPi-Functional Block diagram and its operation, GPIO pins, Features of RaspbianOS) Programming Arduino using python (pyserial or pyfirmata): blink.py Programming RaspberryPi GPIO using python: blink.py Self-learning Topics: Study of Arduino/ RaspberryPi using Thingspeak cloud platform and Blink app using Mobile.	05	CO6

Textbooks:

- 1 M. A. Mazidi, J. G. Mazidi, R. D., McKinlay,” The 8051 microcontroller & Embedded systems Using Assembly and C”, Pearson, 3rd edition
- 2 Embedded / real – time systems: concepts, design & programming, Black Book, Dr. K. V. K. K. Prasad, Dreamtech press, Reprint edition 2013
- 3 Shibu K. V., “Introduction to embedded systems”, McGraw Hill

References:

- 1 Steve Furber, "ARM System on chip Architecture", Pearson, edition second
- 2 Laya B. Das, "Embedded systems an integrated approach", Pearson, Third impression, 2013
- 3 Embedded Systems, Architecture, program and Design by Rajkamal
- 4 Simon Monk," Raspberry Pi Cookbook", O'reilly
- 5 Massimo Banzi, "Getting Started with Arduino: The Open Source Electronics Prototyping Platform (Make)", O'Reilly Media.
- 6 <https://nptel.ac.in/courses/117/104/117104072/>
- 7 <https://www.coursera.org/learn/raspberry-pi-platform>

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks**. **Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered.
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITDO5012	Advance Data Management Technologies	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITDO5012	Advance Data Management Technologies	20	20	20	80	3	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	To impart knowledge related to query processing and query optimization phases of a database management system.
2	To learn advanced techniques for data management and to overview emerging data models like Temporal, Mobile, and Spatial database.
3	To introduce advanced database models like distributed databases.
4	To create awareness of how enterprise can organize and analyze large amounts of data by creating a Data Warehouse.
5	To understand the process of data extraction, transformation and loading.
6	To understand the concept of Big data and NoSQL databases..

Course Outcomes:

Sr. No.	Course Outcomes:	Cognitive levels of attainment as per bloom's Taxonomy
1	Measure query costs and design alternate efficient paths for query execution.	L1,L2
2	Apply sophisticated access protocols to control access to the database.	L1,L2,L3
3	Implement Distributed databases.	L1,L2,L3

4	Organize strategic data in an enterprise and build a data Warehouse.	L1,L2,L3
5	Analyse data using OLAP operations so as to take strategic decisions.	L1,L2,L3,L4
6	Design modern applications using NoSQL databases. databases.	L1,L2,L3,L4

Prerequisite: Course on Database Management System

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Reviewing basic concepts of a Relational database, SQL concepts	02	----
I	Query Processing and Optimization	<p>Overview: Introduction, Query processing in DBMS, Steps of Query Processing, Measures of Query Cost Selection Operation, Sorting, Join Operation, Evaluation of Expressions.</p> <p>Query Optimization Overview, Goals of Query Optimization, Approaches of Query Optimization, Transformations of Relational Expression, Estimating Statistics of Expression Results Choice of Evaluation Plans.</p> <p>Self-learning Topics: Solve problems on query optimization.</p>	06	CO1
II	Advanced Data Management Techniques	<p>Advanced Database Access protocols: Discretionary Access Control Based on Granting and Revoking Privileges. Mandatory Access Control and Role-Based Access Control, Remote Database access protocol. Overview of Advanced Database Models like Mobile databases, Temporal databases, Spatial databases.</p> <p>Self-learning Topics: Learn Data Security concepts like Authentication, Authorization and encryption.</p>	06	CO2
III	Distributed Databases	<p>Introduction: Distributed Data Processing, Distributed Database System: Architecture, Types, Design Issues. Data Fragmentation, Allocation in distributed databases.</p> <p>Self-learning Topics: Query Optimization in Distributed Databases</p>	04	CO3
IV	Data Warehousing, Dimensional Modelling and OLAP	<p>The Need for Data Warehousing; Data Warehouse Defined; Is data warehouse still relevant in the age of big data, Features of a Data Warehouse; Data Warehouse Architecture-Enterprise or centralized, federated and multi tiered architectures; Data Warehouse and Data Marts; Data Warehousing Design Strategies, Data modeling-Dimensional Model; The Star Schema; How Does a Query Execute? The Snowflake Schema; Fact Tables and Dimension Tables; Factless Fact Table;, Updates To Dimension Tables, Primary Keys, Surrogate Keys & Foreign Keys.</p> <p>What is business intelligence, use of BI, Tools used in BI, Need for Online Analytical Processing; OLAP Operations</p>	09	CO4

		in a cube: Roll-up, Drill-down, Slice, Dice, Pivot; OLAP Architectures: MOLAP, ROLAP, DOLAP and HOLAP. Self-learning Topics: Explore life cycle of data warehouse development		
V	ETL Process	Challenges in ETL Functions; Data Extraction; Identification of Data Sources; Immediate Data Extraction, Deferred Data Extraction; Data Transformation: Tasks Involved in Data Transformation, Techniques of Data Loading Self-learning Topics: Find out various ETL tools for enterprise data management.	05	CO5
VI	Big data and NoSQL	Big data and NoSQL : Introduction, types and characteristics of big data, What is NoSQL, CAP theorem, BASE property, NoSQL data architecture patterns: Key-value stores, Graph stores, Column family stores, Document stores. Self-learning Topics: Google's Bigtable, Cassandra, MongoDB, Neo4j	07	CO6

Textbooks:

- 1 Korth, Sberchatz, Sudarshan, : "Database System Concepts", 6th Edition, McGraw – Hill
- 2 Elmasri and Navathe, "Fundamentals of Database Systems", 6th Edition, PEARSON Education.
- 3 Theraja Reema, "Data Warehousing", Oxford University Press.
- 4 Raghu Ramakrishnan and Johannes Gehrke, "Database Management Systems" 3rd Edition - McGraw Hill

References:

- 1 Paulraj Ponniah, "Data Warehousing: Fundamentals for IT Professionals", Wiley India.
- 2 Ralph Kimball, Margy Ross, "The Data Warehouse Toolkit: The Definitive Guide to Dimensional Modeling", 3rd Edition. Wiley India.
- 3 Han, Kamber, "Data Mining Concepts and Techniques", Morgan Kaufmann 3rd Edition.
- 4 Peter Rob and Carlos Coronel, "Database Systems Design, Implementation and Management", Thomson Learning, 9th Edition.

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests.
Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ **Question paper format**

- Question Paper will comprise of a total of **six questions each carrying 20 marks**. Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITDO5013	Computer Graphics & Multimedia System	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
Test1	Test 2	Avg.							
ITDO5013	Computer Graphics & Multimedia System	20	20	20	80	3	--	--	100

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	To equip student with the fundamental knowledge and basic technical competence in the field of Computer Graphics.
2	To emphasize on understanding of Computer Graphics Algorithms.
3	To prepare the student for advanced areas in the field of Computer Graphics.
4	To introduce student for professional avenues in the field of Computer Graphics
5	To introduce students about basic fundamentals and key aspects of Multimedia system.
6	To equip the students for various techniques of Multimedia.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Describe the basic concepts of Computer Graphics.	L1,L2
2	Demonstrate various algorithms for basic graphics primitives.	L1,L2
3	Apply 2-D geometric transformations on graphical objects. Use various Clipping algorithms on graphical objects	L1,L2,L3
4	Explore 3-D geometric transformations and curve representation techniques.	L1,L2,L3
5	Describe the basics of Multimedia System	L1,L2
6	Explore the Digital images audio & video and their related concepts.	L1,L2,L3

Prerequisite: Basic knowledge of mathematics.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Basic knowledge of mathematics	--	---
I	Introduction	<p>Definition and Representative uses of computer graphics, Overview of coordinate system, Definition of scan conversion, Raster scan & random scan displays, Architecture of raster graphics system with display processor, Architecture of random scan systems.</p> <p>Self-learning Topics:- study the working of some Raster scan display devices</p>	02	CO1
II	Output Primitives	<p>Scan conversions of point, line and circle: DDA algorithm and Brenham algorithm for line drawing, Midpoint algorithm for circle, Aliasing, Antialiasing techniques like Pre filtering and post filtering, super sampling, and pixel phasing. Filled Area Primitive: Scan line Polygon Fill algorithm, inside outside tests, Boundary Fill and Flood fill algorithm.</p> <p>Self-learning Topics:-Implementation of DDA and Bresenham's line algorithm for dotted line, dashed line, Dash-dot line etc.</p>	08	CO2
III	Two Dimensional Transformations and Clipping	<p>Basic 2D transformations:- Translation, Scaling, Rotation, Reflection. Matrix representation and Homogeneous Coordinates. Composite transformation. Viewing transformation pipeline and Window to Viewport coordinate transformation. Clipping operations: Point clipping, Line Clipping. Line clipping algorithms: Cohen- Sutherland, Liang-Barsky, Polygon Clipping Algorithms: Sutherland- Hodgeman, Weiler-Atherton.</p> <p>Self-learning Topics:-Implementation of 2D transformations like translation, rotation and scaling. Implementation of clipping algorithm.</p>	09	CO3
IV	3D Transformation, curves and fractals	<p>3D Transformations: Translation, Rotation, Scaling, Reflection, Composite transformations: Rotation about an arbitrary axis. Bezier Curve, B-Spline Curve.</p>	06	CO4

		Fractal-Geometry: Fractal Dimension, Hilbert's curve, Koch Curve. Self-learning Topics:- Implementation of 3D transformations, Bezier curve , Koch curve.		
V	Introduction to Multimedia	Overview, Objects and Elements of Multimedia, Applications of Multimedia, Multimedia Systems Architecture – IMA, Workstation, Network, Types of Medium (Perception, Representation-..), Interaction Techniques Self-learning Topics:- Study the objects and elements of multimedia	04	CO5
VI	Digital Image, audio & video	Digital Image Representation (2D format, resolution) Types of Images (monochrome, gray, color), File formats: JPG. Compression Techniques: fundamentals (coding, inter pixel and psychovisual redundancies). Types – lossless and lossy Compression, Lossless Compression Algorithms– Shannon-Fano, Lossy Compression Algorithm – JPEG Digital Audio Basic Sound Concepts: computer representation of sound File Formats – WAV Digital Video Digitization of Video, types of video signals (component, composite and S- video). File Formats: MPEG Video Self-learning Topics:- Implementation of compression algorithms, Analysis of Digital audio and digital video file formats.	10	CO6

Text Books:

- 1 Hearn & Baker, “Computer Graphics C version”, 2nd Edition, Pearson Publication
- 2 James D. Foley, Andries van Dam, Steven K Feiner, John F. Hughes, “Computer Graphics Principles and Practice in C”, 2nd Edition, Pearson Publication
- 3 Rajesh K. Maurya, “Computer Graphics”, Wiley India Publication.
- 4 Multimedia System Design, Prabhat K. Andleigh & Kiran Thakrar, PHI
- 5 Fundamentals of Multimedia, Ze-Nian Li & Mark S. Drew, PHI.

References:

- 1 D. Rogers, "Procedural Elements for Computer Graphics", Tata McGraw-Hill Publications.
- 2 Samit Bhattacharya, "Computer Graphics", Oxford Publication
- 3 Multimedia Communication Systems: Techniques, Standards & Networks, K. R. Rao, Zoran S. Bojkovic & Dragorad A. Milovanovic, TMH.
- 4 Multimedia Systems, K. Buford, PHI.

Sr.No	Online Resources
1	https://nptel.ac.in/courses/106/106/106106090/
2	https://nptel.ac.in/courses/106/103/106103224/
3	https://nptel.ac.in/courses/106/102/106102065/
4	https://onlinecourses.swayam2.ac.in/nou21_cs04/preview
5	https://nptel.ac.in/courses/117/105/117105083/

Assessment:

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- Question Paper will comprise of a total of **six questions each carrying 20 marks**. **Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
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 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITDO5014	Advanced Data structure and Analysis	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory				Term Work	Pract / Oral	Total	
		Internal Assessment			End Sem Exam				Exam Duration (in Hrs)
Test1	Test 2	Avg.							
ITDO5014	Advanced Data structure and Analysis	20	20	20	80	3	--	--	100

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	To learn mathematical background for analysis of algorithm
2	To learn various advanced data structures.
3	To understand the different design approaches of algorithm.
4	To learn dynamic programming methods.
5	To understand the concept of pattern matching
6	To learn advanced algorithms.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Understand the different methods for analysis of algorithms.	L1,L2
2	Choose an appropriate advanced data structure to solve a specific problem.	L1,L2
3	Apply an appropriate algorithmic design approach for a given problem.	L1,L2,L3
4	Apply the dynamic programming technique to solve a given problem.	L1,L2,L3
5	Select an appropriate pattern matching algorithm for a given application.	L1,L2,L3
6	Understand the concepts of Optimization, Approximation and Parallel computing algorithms.	L1,L2

Prerequisite: Data structures and Analysis, Knowledge of Any Programming Language

DETAILED SYLLABUS:

Sr. No	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Basic of Data structures and analysis and programming language.	02	-
I	Introduction	Fundamentals of the analysis of algorithms: Time and Space complexity, Asymptotic analysis and notation, average and worst-case analysis, Recurrences: The substitution method, Recursive tree method, Masters method. Self-learning Topics: Analysis of Time and space complexity of iterative and recursive algorithms	04	CO1
II	Advanced Data Structures	B/B+ tree, Red-Black Trees, Heap operations, Implementation of priority queue using heap, Topological Sort. Self-learning Topics: Implementation of Red-Black Tree and Heaps.	05	CO2
III	Divide and Conquer AND Greedy algorithms	Introduction to Divide and conquer, Analysis of Binary Search, Merge sort and Quick sort, Finding minimum and maximum algorithm. Introduction to Greedy Algorithms: Knapsack Problem, Job sequencing using deadlines, Optimal storage on tape, Optimal Merge Pattern, Analysis of all these algorithms and problem solving. Self-learning Topics: Implementation of minimum and maximum algorithm, Knapsack problem, Job sequencing using deadlines.	08	CO3
IV	Dynamic algorithms	Introduction to Dynamic Algorithms, all pair shortest path, 0/1 knapsack, travelling salesman problem, Matrix Chain Multiplication, Optimal binary search tree, Analysis of All algorithms and problem solving. Self-learning Topics: Implementation of All pair shortest path, 0/1 Knapsack and OBST.	06	CO4
V	String Matching	Introduction, the naïve string matching algorithm, Rabin Karp algorithm, Boyer Moore algorithm, Knuth-Morris-Pratt algorithm, Longest Common Subsequence (LCS), Analysis of All algorithms and problem solving. Self-learning Topics: Implementation of Robin Karp algorithm, KMP algorithm and LCS.	07	CO5

VI	Advanced Algorithms and NP problems	<p>Optimization Algorithms: Genetic algorithm(GA),</p> <p>Approximation Algorithms: Vertex-cover problem,</p> <p>Parallel Computing Algorithms: Fast Fourier Transform,</p> <p>Introduction to NP-Hard and NP-Complete Problems</p> <p>Self-learning Topics: Implementation of Genetic algorithm and Vertex-cover problem</p>	07	CO6
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Textbooks:

- 1 Introduction to Algorithms, Cormen, Leiserson, Rivest, Stein, PHI.
- 2 Algorithms: Design and Analysis, Harsh Bhasin, OXFORD.
- 3 Fundamentals of Computer Algorithms, Horowitz, Sahani, Rajsekar, Universities Press.
- 4 C and Data structures, Deshpande, Kakde, Dreamtech Press.

References:

- 1 Data Structures and Algorithms in C++, Goodrich, Tamassia, Mount, WILEY.
- 2 Data Structures using C, Reema Thareja , OXFORD.
- 3 Data Structures and Algorithm Analysis in C, Mark A. Weiss, Pearson.
- 4 Optimization Algorithms and Applications, By Rajesh Kumar Arora by Chapman and Hall

Online Resources

Sr.No	Website Links
<u>1</u>	https://nptel.ac.in/courses/106/106/106106131/
2	https://swayam.gov.in/nd1_noc19_cs47/preview
<u>3</u>	https://www.coursera.org/specializations/algorithms
<u>4</u>	https://www.mooc-list.com/tags/algorithms

Assessment:

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➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
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- A total of **four questions** need to be answered.

Program Structure for Third Year Information Technology
Semester V & VI
UNIVERSITY OF MUMBAI
(With Effect from 2021-2022)

Semester VI

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned					
		Theory	Pract. Tut.	Theory	Pract.	Total			
ITC601	Data Mining & Business Intelligence	3	--	3	--	3			
ITC602	Web X.0	3	--	3	--	3			
ITC603	Wireless Technology	3	--	3	--	3			
ITC604	AI and DS – 1	3	--	3	--	3			
ITDO601 X	Department Optional Course – 2	3	--	3	--	3			
ITL601	BI Lab	--	2	--	1	1			
ITL602	Web Lab	--	2	--	1	1			
ITL603	Sensor Lab	--	2	--	1	1			
ITL604	MAD & PWA Lab	--	2	--	1	1			
ITL605	DS using Python Skill based Lab	--	2	--	1	1			
ITM601	Mini Project – 2 B Based on ML	--	4 ^s	--	2	2			
Total		15	14	15	07	22			
Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Prac /oral	Total
		Internal Assessment			End Sem Exam	Exam. Duration (in Hrs)			
		Test1	Test2	Avg					
ITC601	Data Mining & Business Intelligence	20	20	20	80	3	--	--	100
ITC602	Web X.0	20	20	20	80	3	--	--	100
ITC603	Wireless Technology	20	20	20	80	3	--	--	100
ITC604	AI and DS – 1	20	20	20	80	3	--	--	100
ITDO601 X	Department Optional Course – 2	20	20	20	80	3	--	--	100
ITL601	BI Lab	--	--	--	--	--	25	25	50
ITL602	Web Lab	--	--	--	--	--	25	25	50
ITL603	Sensor Lab	--	--	--	--	--	25	25	50
ITL604	MAD & PWA Lab	--	--	--	--	--	25	25	50

ITL605	DS using Python Lab (SBL)	--	--	--	--	--	25	25	50
ITM601	Mini Project – 2 B Based on ML	--	--	--	--	--	25	25	50
Total		--	--	100	400	--	150	150	800

\$ indicates work load of Learner (Not Faculty), for Mini-Project. Students can form groups with minimum 2(Two) and not more than 4(Four). Faculty Load: 1hour per week per four groups.

ITDO601X	Department Optional Course – 2
ITDO6011	Software Architecture
ITDO6012	Image Processing
ITDO6013	Green IT
ITDO6014	Ethical Hacking and Forensic

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical/ Oral	Tutorial	Total
ITC601	Data Mining & Business Intelligence	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITC601	Data Mining & Business Intelligence	20	20	20	80	3	--	--	100

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	To introduce the concept of data warehouse data Mining as an important tool for enterprise data management and as a cutting-edge technology for building competitive advantage.
2	To enable students to effectively identify sources of data and process it for data mining.
3	To make students well versed in all data mining algorithms, methods of evaluation.
4	To impart knowledge of tools used for data mining
5	To provide knowledge on how to gather and analyze large sets of data to gain useful business understanding.
6	To impart skills that can enable students to approach business problems analytically identifying opportunities to derive business value from data.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
	On successful completion, of course, learner/student will be able to:	
1	Demonstrate an understanding of the importance of data warehousing and data mining and the principles of business intelligence.	L1
2	Organize and prepare the data needed for data mining using pre preprocessing techniques.	L1,L2,L3
3	Perform exploratory analysis of the data to be used for mining.	L1,L2,L3,L4
4	Implement the appropriate data mining methods like classification, clustering or Frequent Pattern mining on large data sets.	L1,L2,L3,L4,L5
5	Define and apply metrics to measure the performance of various data mining	L1,L2,L3

	algorithms.	
6	Apply BI to solve practical problems: Analyze the problem domain, use the data collected in enterprise apply the appropriate data mining technique, interpret and visualize the results and provide decision support.	L1,L2,L3

Prerequisite: Database Management System

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Basic Knowledge of databases	01	-
I	Data Warehouse (DWH) Fundamentals with Introduction to Data Mining	DWH characteristics, Dimensional modeling: Star, Snowflakes, OLAP operation, OLTP vs OLAP Data Mining as a step in KDD, Kind of patterns to be mined, Technologies used, Data Mining applications. Self-learning Topics: Data Marts, Major issues in Data Mining.	04	CO1
II	Data Exploration and Data Preprocessing	Types of Attributes, Statistical Description of Data, Measuring Data Similarity and Dissimilarity. Why Preprocessing? Data Cleaning, Data Integration, Data Reduction: Attribute Subset Selection, Histograms, Clustering, Sampling, Data Cube aggregation, Data transformation and Data Discretization: Normalization, Binning, Histogram Analysis Self-learning Topics Data Visualization, Concept hierarchy generation	06	CO2, CO3
III	Classification	Basic Concepts; Classification methods: 1. Decision Tree Induction: Attribute Selection Measures, Tree pruning. 2. Bayesian Classification: Naïve Bayes Classifier. Prediction: Structure of regression models; Simple linear regression, Accuracy and Error measures, Precision, Recall, Holdout, Random Sampling, Cross Validation, Bootstrap, Introduction of Ensemble methods, Bagging, Boosting, AdaBoost and Random forest. Self-learning Topics: Multiple linear regression, logistic regression, Random forest, nearest neighbour classifier, SVM	08	CO4, CO5
IV	Clustering and Outlier Detection	Cluster Analysis: Basic Concepts; Partitioning Methods: K-Means, K Medoids; Hierarchical Methods: Agglomerative, Divisive, BIRCH; Density-Based Methods: DBSCAN. What are outliers? Types, Challenges; Outlier Detection Methods: Supervised, Semi Supervised,	08	CO4

		Unsupervised, Proximity based, Clustering Based. Self-learning Topics Hierarchical methods : Chameleon, Density based methods: OPTICS, Grid based methods: STING, CLIQUE		
V	Frequent Pattern Mining	Basic Concepts: Market Basket Analysis, Frequent Itemset, Closed Itemset, and Association Rules; Frequent Itemset. Mining Methods: The Apriori Algorithm: Finding Frequent Itemset Using Candidate Generation, Generating Association Rules from Frequent Itemset, Improving the Efficiency of Apriori, A pattern growth approach for mining Frequent Itemset, Mining Frequent Itemset using vertical data formats; Introduction to Advance Pattern Mining: Mining Multilevel Association Rules and Multidimensional Association Rules. Self-learning Topics: Association Mining to Correlation Analysis, lift, Introduction to Constraint-Based Association Mining	08	CO4, CO5
VI	Business Intelligence	What is BI? Business intelligence architectures; Definition of decision support system; Development of a business intelligence system using Data Mining for business Applications like Fraud Detection, Recommendation System Self-learning Topics: Clickstream Mining, Market Segmentation, Retail industry, Telecommunications industry, Banking & finance CRM, Epidemic prediction, Fake News Detection, Cyberbullying, Sentiment Analysis etc.	04	CO6

Text Books:

1. Han, Kamber, "Data Mining Concepts and Techniques", Morgan Kaufmann 3rd Edition.
2. P. N. Tan, M. Steinbach, Vipin Kumar, "Introduction to Data Mining", Pearson Education.
3. Paulraj Ponniah "Data Warehousing Fundamentals: A Comprehensive Guide for IT Professionals" Wiley Publications
4. Business Intelligence: Data Mining and Optimization for Decision Making by Carlo Verzellis, Wiley India Publications.
5. G. Shmueli, N.R. Patel, P.C. Bruce, "Data Mining for Business Intelligence: Concepts, Techniques, and Applications in Microsoft Office Excel with XLMiner", 2nd Edition, Wiley India.

References:

1. Michael Berry and Gordon Linoff "Data Mining Techniques", 2nd Edition Wiley Publications.
2. Michael Berry and Gordon Linoff "Mastering Data Mining- Art & science of CRM", Wiley Student Edition.
3. Vikram Pudi & Radha Krishna, "Data Mining", Oxford Higher Education.
4. Data Mining https://onlinecourses.nptel.ac.in/noc21_cs06/preview

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ **Question paper format**

- Question Paper will comprise of a total of **six questions each carrying 20 marks** Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical/Oral	Tutorial	Total
ITC602	Web X.0	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITC602	Web X.0	20	20	20	80	3	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	To understand the digital evolution of web technology.
2	To learn Type Script and understand how to use it in web application.
3	To empower the use of AngularJS to create web applications that depend on the Model-View-Controller Architecture.
4	To gain expertise in a leading document-oriented NoSQL database, designed for speed, scalability, and developer agility using MongoDB.
5	To build web applications quickly and with less code using Flask framework.
6	To gain knowledge of Rich Internet Application Technologies.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Understand the basic concepts related to web analytics and semantic web.	L1, L2
2	Understand how TypeScript can help you eliminate bugs in your code and enable you to scale your code.	L1, L2
3	Understand AngularJS framework and build dynamic, responsive single-page web applications.	L2, L3
4	Apply MongoDB for frontend and backend connectivity using REST API.	L1, L2, L3
5	Apply Flask web development framework to build web applications with less code.	L1, L2, L3

6	Develop Rich Internet Application using proper choice of Framework.	L1, L2, L3, L4
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Prerequisite: Object Oriented Programming, Python Programming, HTML and CSS.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	HTML/HTML5 (Tags, Attributes and their properties), CSS/CSS3 (Types and Properties), Basics of Java Script, Python Programming	02	--
I	Introduction to WebX.0	Evolution of WebX.0; Web Analytics 2.0: Introduction to Web Analytics, Web Analytics 2.0, Clickstream Analysis, Strategy to choose your web analytics tool, Measuring the success of a website; Web3.0 and Semantic Web: Characteristics of Semantic Web, Components of Semantic Web, Semantic Web Stack, N-Triples and Turtle, Ontology, RDF and SPARQL Self-learning Topics: Semantic Web Vs AI, SPARQL Vs SQL.	04	CO1
II	Type Script	Overview, TypeScript Internal Architecture, TypeScript Environment Setup, TypeScript Types, variables and operators, Decision Making and loops, TypeScript Functions, TypeScript Classes and Objects, TypeScript Modules Self-learning Topics: Javascript Vs TypeScript	06	CO2
III	Introduction to AngularJS	Overview of AngularJS, Need of AngularJS in real web sites, AngularJS modules, AngularJS built-in directives, AngularJS custom directives, AngularJS expressions, Angular JS Data Binding, AngularJS filters, AngularJS controllers, AngularJS scope, AngularJS dependency injection, Angular JS Services, Form Validation, Routing using ng-Route, ng-Repeat, ng-style, ng-view, Built-in Helper Functions, Using Angular JS with Typescript Self-learning Topics: MVC model, DOM model, Javascript functions and Error Handling	08	CO3
IV	MongoDB and Building REST API using MongoDB	MongoDB: Understanding MongoDB, MongoDB Data Types, Administering User Accounts, Configuring Access Control, Adding the MongoDB Driver to Node.js, Connecting to MongoDB from Node.js, Accessing and Manipulating Databases, Manipulating MongoDB Documents from Node.js, Accessing MongoDB from Node.js, Using Mongoose for Structured Schema and Validation. REST API: Examining the rules of REST APIs, Evaluating API patterns, Handling typical CRUD functions (create, read, update, delete), Using Express and Mongoose to interact with MongoDB, Testing API endpoints Self-learning Topics: MongoDB vs SQL DB	08	CO4
V	Flask	Introduction, Flask Environment Setup, App Routing, URL Building, Flask HTTP Methods, Flask Request Object, Flask cookies, File Uploading in Flask	06	CO5

		Self-learning Topics: Flask Vs Django		
VI	Rich Internet Application	AJAX: Introduction and Working Developing RIA using AJAX Techniques: CSS, HTML, DOM, XML HTTP Request, JavaScript, PHP, AJAX as REST Client Introduction to Open Source Frameworks and CMS for RIA: Django, Drupal, Joomla Self-learning Topics: Applications of AJAX in Blogs, Wikis and RSS Feeds	05	CO6

Text Books:

1. Boris Cherny, "Programming TypeScript- Making Your Javascript Application Scale", O'Reilly Media Inc.
2. Adam Bretz and Colin J. Ihrig, "Full Stack JavaScript Development with MEAN", SitePoint Pty. Ltd.
3. Simon Holmes Clive Harber, "Getting MEAN with Mongo, Express, Angular, and Node", Manning Publications.
4. Miguel Grinberg, "Flask Web Development: Developing Web Applications with Python", O'Reilly.
5. Dr. Deven Shah, "Advanced Internet Programming", StarEdu Solutions.

References:

1. Yakov Fain and Anton Moiseev, "TypeScript Quickly", Manning Publications.
2. Steve Fenton, "Pro TypeScript: Application - Scale Javascript Development", Apress
3. Brad Dayley, Brendan Dayley, Caleb Dayley, "Node.js, MongoDB and Angular Web Development: The definitive guide to using the MEAN stack to build web applications", 2nd Edition, Addison-Wesley Professional

Online References:

Sr. No.	Website Links
1.	https://www.nptel.ac.in
2.	https://swayam.gov.in
3.	https://www.coursera.org
4.	https://udemy.com

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks**. Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
- **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
- A total of **four questions** need to be answered

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical/ Oral	Tutorial	Total
ITC603	Wireless Technology	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITC603	Wireless Technology	20	20	20	80	3	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	Discuss the Fundamentals of Wireless Communication.
2	Comprehend the Fundamental Principles of Wide Area Wireless Networking Technologies and their Applications.
3	Explain Wireless Metropolitan and Local Area Networks.
4	Describe Wireless Personal Area Networks and Ad hoc Networks
5	Learn and Analyze Wireless Network Security Standards.
6	Study the Design Considerations for Wireless Networks.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Describe the basic concepts of Wireless Network and Wireless Generations.	L1,L2
2	Demonstrate and Evaluate the various Wide Area Wireless Technologies.	L1,L2,L3, L4, L5
3	Analyze the prevalent IEEE standards used for implementation of WLAN and WMAN Technologies	L1,L2,L3,L4
4	Appraise the importance of WPAN, WSN and Ad-hoc Networks.	L1,L2,L3,L4,L5
5	Analyze various Wireless Network Security Standards.	L1,L2,L3,L4
6	Review the design considerations for deploying the Wireless Network Infrastructure.	L1,L2

Prerequisite: Principle of Communication, Computer Network and Network Design, Computer Network Security.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Digital Modulation Techniques – ASK, FSK, BPSK, QPSK; Electromagnetic Spectrum; Multiplexing Techniques – FDM, TDM, OFDM; OSI and TCP/IP Model; Need for Security, Types of Security Threats and Attacks.	02	--
I	Fundamentals of Wireless Communication	Introduction to Wireless Communication - Advantages, Disadvantages and Applications; Multiple Access Techniques - FDMA, TDMA, CDMA, OFDMA; Spread Spectrum Techniques – DSSS, FHSS; Evolution of wireless generations – 1G to 5G (Based on technological differences and advancements); 5G – Key requirements and drivers of 5G systems, Use cases, Massive MIMO. Self-learning Topics: Modulation Techniques - QAM, MSK, GMSK	07	CO1
II	Wide Area Wireless Networks	Principle of Cellular Communication – Frequency Reuse concept, cluster size and system capacity, co-channel interference and signal quality; GSM – System Architecture, GSM Radio Subsystem, Frame Structure; GPRS and EDGE – System Architecture; UMTS – Network Architecture; CDMA 2000 – Network Architecture; LTE – Network Architecture; Overview of LoRa & LoRaWAN. Self-learning Topics:- IS-95	09	CO2
III	Wireless Metropolitan and Local Area Networks	IEEE 802.16 (WiMax) – Mesh mode, Physical and MAC layer; IEEE 802.11(Wi-Fi) – Architecture, Protocol Stack, Enhancements and Applications. Self-learning Topics:- WLL(Wireless Local Loop).	06	CO3
IV	Wireless Personal Area Networks and Ad hoc Networks	IEEE 802.15.1 (Bluetooth) – Piconet, Scatter net, Protocol Stack; IEEE 802.15.4 (ZigBee) – LR-WPAN Device Architecture, Protocol Stack; Wireless Sensor Network – Design Considerations, Issues and Challenges, WSN Architecture, Applications; Introduction of Ad hoc Networks – MANET and VANET – Characteristics, Applications, Advantages and Limitations; Over view of E-VANET(Electrical Vehicular AdHoc Networks). Self-learning Topics:- HR-WPAN (UWB)	08	CO4
V	Wireless Network Security	Security in GSM; UMTS Security; Bluetooth Security; WEP; WPA2. Self-learning Topics :- Study of Wireless Security Tools.	04	CO5

VI	Wireless Network Design Considerations	Cisco Unified Wireless Network; Designing Wireless Networks with Lightweight Access Points and Wireless LAN Controllers. Self-learning Topics:- Cisco Unified Wireless Network Mobility Services.	03	CO6
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Text Books:

1. Wireless Communications, T.L. Singal, McGraw Hill Education.
2. Wireless Communications and Networking, Vijay Garg, Morgan Kaufmann Publishers.
3. Wireless Mobile Internet Security, 2nd Edition, Man Young Rhee, A John Wiley & Sons, Ltd., Publication.
4. 5G Outlook–Innovations and Applications, Ramjee Prasad, River Publishers Series in Communications.
5. Designing for Cisco Internetwork Solutions, 2nd Edition, CCDA, Diane Teare, Cisco Press.

Reference Books:

1. Cellular Communications: A Comprehensive and Practical Guide, Nishith Tripathi, Jeffery H Reed, Wiley.
2. Wireless Communications- Principles & Practice, Theodore S. Rappaport, Prentice Hall Series.
3. Wireless Communications and Networks", William Stallings, Pearson / Prentice Hall.
4. Adhoc & Sensor Networks Theory and Applications, Carlos de Morais Cordeiro, Dharma Prakash Agrawal, World Scientific, 2nd Edition.
5. Wireless Networks, Nicopolitidia, M S Obaidat, GI Papadimitriou, Wiley India (Student Edition, 2010).

Online References:

Sr. No.	Website/Reference link
1.	www.swayam.gov.in
2.	www.coursera.org
3.	https://doi.org/10.1007/978-3-642-17878-8_63
4.	https://doi.org/10.1007/978-3-642-54525-2_44
5.	https://lora-alliance.org/resource_hub/what-is-lorawan/
6.	https://doi.org/10.1007/s42835-021-00687-8

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks**. **Q.1** will be **compulsory** and should **cover maximum contents of the syllabus**
- **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
- A total of **four questions** need to be answered

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical/ Oral	Tutorial	Total
ITC604	AI and DS - 1	03	--	--	03	--	--	03

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITC604	AI and DS - 1	20	20	20	80	3	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	To introduce the students' with different issues involved in trying to define and simulate intelligence.
2	To familiarize the students' with specific, well known Artificial Intelligence methods, algorithms and knowledge representation schemes.
3	To introduce students' different techniques which will help them build simple intelligent systems based on AI/IA concepts.
4	To introduce students to data science and problem solving with data science and statistics.
5	To enable students to choose appropriately from a wider range of exploratory and inferential methods for analyzing data, and interpret the results contextually.
6	To enable students to apply types of machine learning methods for real world problems.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Develop a basic understanding of the building blocks of AI as presented in terms of intelligent agents.	L1
2	Apply an appropriate problem-solving method and knowledge-representation scheme.	L1,L2,L3
3	Develop an ability to analyze and formalize the problem (as a state space, graph, etc.). They will be able to evaluate and select the appropriate search method.	L1,L2,L3,L4
4	Apply problem solving concepts with data science and will be able to tackle them from a statistical perspective.	L1,L2,L3

5	Choose and apply appropriately from a wider range of exploratory and inferential methods for analyzing data and will be able to evaluate and interpret the results contextually.	L1,L2,L3
6	Understand and apply types of machine learning methods for real world problems.	L1,L2, L3

Prerequisite:

1. Engineering Mathematics III (ITC301)
2. Data Structures and Analysis (ITC302)
3. Engineering Mathematics IV (ITC401)

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Nil	--	--
I	Introduction to AI	Introduction: Introduction to AI, AI techniques, Problem Formulation. Intelligent Agents: Structure of Intelligent agents, Types of Agents, Agent Environments PEAS representation for an Agent. Self-Learning Topics : Identify application areas of AI	04	CO1
II	Search Techniques	Uninformed Search Techniques: Uniform cost search, Depth Limited Search, Iterative Deepening, Bidirectional search. Informed Search Methods: Heuristic functions, Best First Search, A*, Hill Climbing, Simulated Annealing. Constraint Satisfaction Problem Solving: Crypto-Arithmetic Problem, Water Jug, Graph Coloring. Adversarial Search: Game Playing, Min-Max Search, Alpha Beta Pruning. Comparing Different Techniques. Self-Learning Topics : IDA*, SMA*	09	CO2
III	Knowledge Representation using First Order Logic	Knowledge and Reasoning: A Knowledge Based Agent, WUMPUS WORLD Environment, Propositional Logic, First Order Predicate Logic, Forward and Backward Chaining, Resolution. Planning as an application of a knowledge based agent. Concepts of Partial Order planning, Hierarchical Planning and Conditional Planning. Self-Learning Topics: Representing real world problems as planning problems.	06	CO3
IV	Introduction to DS	Introduction and Evolution of Data Science, Data Science Vs. Business Analytics Vs. Big Data, Data Analytics, Lifecycle, Roles in Data Science Projects. Self-Learning Topics : Applications and Case Studies of Data Science in various Industries	04	CO4
V	Exploratory Data Analysis	Introduction to exploratory data analysis, Typical data formats. Types of EDA, Graphical/Non graphical Methods, Univariate/multivariate methods Correlation and covariance, Degree of freedom	08	CO5

		Statistical Methods for Evaluation including ANOVA. Self-Learning Topics: Implementation of graphical EDA methods.		
VI	Introduction to ML	Introduction to Machine Learning, Types of Machine Learning: Supervised (Logistic Regression, Decision Tree, Support Vector Machine) and Unsupervised (K Means Clustering, Hierarchical Clustering, Association Rules) Issues in Machine learning, Application of Machine Learning Steps in developing a Machine Learning Application. Self-Learning Topics : Real world case studies on machine learning	08	CO6

Text Books:

1. Stuart Russell and Peter Norvig, Artificial Intelligence: A Modern Approach, 2nd Edition, Pearson Education.
2. Elaine Rich, Kevin Knight, Shivshankar B Nair, Artificial Intelligence, McGraw Hill, 3rd Edition.
3. Howard J. Seltman, Experimental Design and Analysis, Carnegie Mellon University, 2012/1.
4. Ethem Alpaydın, “Introduction to Machine Learning”, MIT Press

References:

1. Deepak Khemani, A First Course in Artificial Intelligence, McGraw Hill Publication
2. George Luger, AI-Structures and Strategies for Complex Problem Solving., 4/e, 2002, Pearson Education.
3. Data Science & Big Data Analytics, 1st Edition, 2015, EMC Education Services, Wiley. ISBN: 978-1118876138
4. Tom M. Mitchell “Machine Learning” McGraw Hill
5. Richard I. Levin, David S. Rubin “Statistics for Management” Pearson
6. Vivek Belhekar, “Statistics for Psychology using R” SAGE

Online References:

Sr. No.	Website/Reference link
1.	https://nptel.ac.in/noc/courses/noc19/SEM2/noc19-cs83/
2.	https://nptel.ac.in/courses/106/105/106105077/
3.	https://www.coursera.org/specializations/jhu-data-science
4.	https://www.coursera.org/learn/machine-learning
5.	https://www.udemy.com/course/statistics-for-data-science-and-business-analysis/

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks**. Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**

- **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
- A total of **four questions** need to be answered

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITL601	Business Intelligence Lab	--	02	--	01	01

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITL601	Business Intelligence Lab	--	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	To introduce the concept of data Mining as an important tool for enterprise data management and as a cutting-edge technology for building competitive advantage
2	To enable students to effectively identify sources of data and process it for data mining
3	To make students well versed in all data mining algorithms, methods, and tools.
4	To learn how to gather and analyze large sets of data to gain useful business understanding.
5	To impart skills that can enable students to approach business problems analytically by identifying opportunities to derive business value from data.
6	To identify and compare the performance of business.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Identify sources of Data for mining and perform data exploration	L2
2	Organize and prepare the data needed for data mining algorithms in terms of attributes and class inputs, training, validating, and testing files	L2
3	Implement the appropriate data mining methods like classification, clustering or association mining on large data sets using open-source tools like WEKA	L3

4	Implement various data mining algorithms from scratch using languages like Python/ Java etc.	L3
5	Evaluate and compare performance of some available BI packages	L3, L4
6	Apply BI to solve practical problems: Analyze the problem domain, use the data collected in enterprise apply the appropriate data mining technique, interpret and visualize the results and provide decision support	L3, L4

Prerequisite: Object oriented Concept, Java programming language, Python.

Hardware & Software Requirements:

Hardware Requirements	Software Requirements
PC i3 processor and above	Open source data mining and BI tools like WEKA, Rapid Miner, Pentaho

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	--	----	--
I	I	Tutorial on a) Design Star and Snowflake Schema	02	LO 1
II	II	Implement using tools or languages like JAVA/ python/R a) Data Exploration b) Data preprocessing	04	LO 2
III	III	Implement and evaluate using languages like JAVA/ python/R a) Classification Algorithms b) Clustering Algorithms c) Frequent Pattern Mining Algorithms	06	LO4
IV	IV	Perform and evaluate using any open-source tools a) Classification Algorithms b) Clustering Algorithms c) Frequent Pattern Mining Algorithms	04	LO3
V	V	Detailed case study of any one BI tool such as Pentaho, Tableau and QlikView	04	LO5
VI	VI	Business Intelligence Mini Project: Each group assigned one new case study for this A BI report must be prepared outlining the following steps: a) Problem definition, identifying which data mining task is needed b) Identify and use a standard data mining dataset available for the problem. Some links for data mining datasets are: WEKA, Kaggle, KDD cup, Data Mining Cup, UCI Machine Learning Repository etc. c) Implement appropriate data mining algorithm d) Interpret and visualize the results	06	LO6

		e) Provide clearly the BI decision that is to be taken as a result of mining		
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Text Books:

1. Han, Kamber, "Data Mining Concepts and Techniques", Morgan Kaufmann 3rd Edition.
2. G. Shmueli, N.R. Patel, P.C. Bruce, "Data Mining for Business Intelligence: Concepts, Techniques, and Applications in Microsoft Office Excel with XLMiner", 1st Edition, Wiley India.
3. Paulraj Ponniah "Data Warehousing Fundamentals: A Comprehensive Guide for IT Professionals" Wiley Publications

References:

1. P. N. Tan, M. Steinbach, Vipin Kumar, "Introduction to Data Mining", Pearson Education
2. WEKA, RapidMiner Pentaho resources from the Web.
3. <https://www.kaggle.com/learn/overview>
4. Python for Data Science https://onlinecourses.nptel.ac.in/noc21_cs33/preview

Term Work: Term Work shall consist of at least 10 racticals based on the above list. Also Term work Journal must include at least 2 assignments.

Term Work Marks: 25 Marks (Total marks) = 10 Marks (Experiment) + 10 Marks (Mini Project) + 5 Marks (Attendance)

Oral Exam: An Oral exam will be held based on the above syllabus.

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITL602	Web Lab	--	02	--	01	01

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITL602	Web Lab	--	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	Open Source Tools for Web Analytics and Semantic Web.
2	Programming in TypeScript for designing Web Applications.
3	AngularJS Framework for Single Page Web Applications.
4	AJAX for Rich Internet Applications.
5	REST API and MongoDB for Frontend and Backend Connectivity.
6	Flask Framework for building web applications.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive Levels of Attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Understand open source tools for web analytics and semantic web apps development and deployment.	L1, L2
2	Understand the basic concepts of TypeScript for designing web applications.	L1, L2, L3
3	Implement Single Page Applications using AngularJS Framework.	L1, L2, L3

4	Develop Rich Internet Applications using AJAX.	L1, L2, L3
5	Create REST Web services using MongoDB.	L1, L2, L3, L4
6	Design web applications using Flask.	L1, L2, L3, L4

Prerequisite: HTML/HTML5, CSS/CSS3, JavaScript, Python

Hardware & Software requirements:

Hardware Specifications	Software Specifications
PC with following Configuration 1. Intel Core i3/i5/i7 2. 4 GB RAM 3. 500 GB Hard disk	Angular IDE, Visual Studio Code, Notepad++, Python Editors, MySQL, XAMPP, MongoDB, JDK

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
I	Web Analytics & Semantic Web	Study Any 1 tool in each 1. Study web analytics using open source tools like Matomo, Open Web Analytics, AWStats, Countly, Plausible. 2. Study Semantic Web Open Source Tools like Apache TinkerPop, RDFLib, Apache Jena, Protégé, Sesame.	02	LO1
II	TypeScript	Perform Any 3 from the following 1. Small code snippets for programs like Hello World, Calculator using TypeScript. 2. Inheritance example using TypeScript 3. Access Modifiers example using TypeScript 4. Building a Simple Website with TypeScript	04	LO2
III	AngularJS	Perform Any 2 from the following 1. Create a simple HTML “Hello World” Project using AngularJS Framework and apply ng-controller, ng-model and expressions. 2. Events and Validations in AngularJS. (Create functions and add events, adding HTML validators, using \$valid property of Angular, etc.) 3. Create an application for like Students Record using AngularJS	06	LO3
IV	Rich Internet Application using AJAX	Perform Any 3 from the following 1. Write a JavaScript program for a AJAX. 2. Write a program to use AJAX for user validation using and to show the result on the same page below the submit button.	06	LO4

		3. Design and develop small web application using AJAX, HTML and JSP.		
V	MongoDB and Building REST API using MongoDB	Perform Any 1 from the following 1. Build a RESTful API using MongoDB. 2. Build a TypeScript REST API using MongoDB.	04	LO5
VI	Flask	Perform Any 3 from the following 1. Design Feedback Form using Flask. 2. Design Weather App using Flask. 3. Design Portfolio Website using Flask. 4. Create a complete Machine learning web application using React and Flask.	04	LO6

Text Books:

1. John Hebler, Matthew Fisher, Ryan Blace, Andrew Perez-Lopez, “Semantic Web Programming”, Wiley Publishing, Inc, 1st Edition, 2009.
2. Boris Cherny, “Programming TypeScript- Making Your Javascript Application Scale”, O’Reilly Media Inc., 2019 Edition.
3. Adam Bretz and Colin J. Ihrig, “Full Stack JavaScript Development with MEAN”, SitePoint Pty. Ltd., 2015 Edition.
4. Simon Holmes Clive Harber, “Getting MEAN with Mongo, Express, Angular, and Node”, Manning Publications, 2019 Edition.
5. Dr. Deven Shah, “Advanced Internet Programming”, StarEdu Solutions, 2019 Edition.
6. Miguel Grinberg, “Flask Web Development: Developing Web Applications with Python”, O’Reilly, 2018 Edition.

References:

1. John Davies, Rudi Studer and Paul Warren, “Semantic Web Technologies Trends and Research in Ontology-based Systems”, Wiley, 2006 Edition.
2. Yakov Fain and Anton Moiseev, “TypeScript Quickly”, Manning Publications, 2020 Edition.
3. Steve Fenton, “Pro TypeScript: Application - Scale Javascript Development”, Apress, 2014 Edition.
4. Brad Dayley, Brendan Dayley, Caleb Dayley, “Node.js, MongoDB and Angular Web Development: The definitive guide to using the MEAN stack to build web applications”, 2nd Edition, Addison-Wesley Professional, 2018 Edition.

Term Work:

Term Work shall consist of at least 10 to 12 practical’s based on the above list. Also Term Work Journal must include at least 2 assignments.

Term Work Marks:

25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Oral Exam: An Oral exam will be held based on the above syllabus.

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITL603	Sensor Lab	--	02	--	01	01

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITL603	Sensor Lab	--	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	Learn various communication technologies, Microcontroller boards and sensors.
2	Design the problem solution as per the requirement analysis done using sensors and technologies.
3	Study the basic concepts of programming/sensors/ emulators.
4	Design and implement the mini project intended solution for project based earning.
5	Build, test and report the mini project successfully.
6	Improve the team building, communication and management skills of the students.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive Levels of Attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Differentiate between various wireless communication technologies based on the range of communication, cost, propagation delay, power and throughput.	L1,L2

2	Conduct a literature survey of sensors used in real world wireless applications.	L1,L2
3	Demonstrate the simulation of WSN using the Network Simulators (Contiki/ Tinker CAD/ Cup carbon etc).	L1,L2,L3
4	Demonstrate and build the project successfully by hardware/sensor requirements, coding, emulating and testing	L1,L2,L3
5	Report and present the findings of the study conducted in the preferred domain.	L1,L2,L3
6	Demonstrate the ability to work in teams and manage the conduct of the research study.	L1,L2,L3

Prerequisite: Computer Networks, Microprocessor Lab.

Hardware & Software requirements:

Hardware Specifications:	Software Specifications:
1.Laptop/ PC with minimum 2GB RAM and 500 GB Hard disk drive. 2. Sensors –DHT11/22, PIR, MQ2/MQ3, HC-SR04, Moisture sensor , Arduino Uno/Mega board, RPi Board 3. Wireless Radio Modules- Zigbee RF module, Bluetooth Module (HC-05), Mobile Phone with Bluetooth antenna 4. Others-Breadboard, wires, power supplies, USB cables, buzzers, LEDs, LCDs.	1. Windows or Linux Desktop OS Arduino IDE 2.XCTU configuration and test utility software 3. CupCarbon IOT simulator 4. Tinkercad Simulation Software 5. Contiki/Cooja 6. Internet connection

Guidelines

A. **Students should perform the following experiments:**

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
0	Prerequisite	Introduction to 8086, 8051 and Python programming	02	--
I	Review of Wireless Communication Technologies	Study of various wireless communication technologies like IEEE 802.15.1, IEEE 802.15.4 and IEEE 802.11. Mini Project: Allocation of the groups	02	LO1
II	Sensors and their Interfacing	Study of various types of sensors and display devices (eg. DHT-11/22, HC-SR04, MFRC 522, PIR Sensor) and demonstration of their interfacing using Arduino/ Raspberry pi. Mini Project: Topic selection	02	LO2
III	Wireless Communication tools	Installation and testing the simulation tools (eg. TinkerCad/Cupcarbon/ContikiCooja). Mini Project: Topic validation and finalizing software and Hardware requirement.	02	LO3
IV	Implementation of Wireless Technologies	Study of interfacing of Arduino/ Raspberry pi with Wireless Technologies (eg. HC-05, XBee S2C by	02	LO4

		Digi, ESP controller).		
		Mini Project: Hardware procurement		
V	Remote Access	Study of interface using Mobile/Web to publish or remotely access the data on the Internet. Mini Project: Study of remote access technologies with respect to the selected project.	02	LO4
VI	Mini Project	Implementation of the Mini Project: 1. Design, configure, testing the Mini Project. 2. Report submission as per the guidelines.	14	LO4,LO5 ,LO6

B. Mini project

1. Students should carry out hardware based mini-project in a group of three/four students with a subject In charge/ mini project mentor associated with each group.
2. The group should meet with the concerned faculty during laboratory hours and the progress of work discussed must be documented.
3. Each group should perform a detailed literature survey and formulate a problem statement.
4. Each group will identify the hardware and software requirement for their defined mini project problem statement.
5. Design, configure and test their own circuit board.
5. Interface using Mobile/Web to publish or remotely access the data on the Internet.
6. A detailed report is to be prepared as per guidelines.
7. Each group may present their work in various project competitions and paper presentations

C. Documentation of the Mini Project

The Mini Project Report can be made on following lines:

1. Abstract
2. Contents
3. List of figures and tables
4. Chapter-1 (Introduction, Literature survey, Problem definition, Objectives, Proposed Solution, Wireless Technology used)
5. Chapter-2 (System design/Block diagram, Flow chart, Circuit/Interfacing diagram, Hardware and Software requirements, cost estimation)
6. Chapter-3 (Implementation snapshots/figures with explanation, code, future directions)
7. Chapter-4 (Conclusion)
8. References

Text Books:

1. Fundamentals of Sensor Network Programming: Applications and Technology, S. Sitharama Iyengar, Nandan Parameshwaran, Vir V. Phoha, N. Balakrishnan, Chuka D. Okoye, Wiley Publications.
 2. ContikiCooja User Guide.
 3. Building Wireless Sensor Networks, Robert Faludi, O'Reilly Publications.
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Reference Books:

1. Internet of Things (A Hands-on-Approach) , Vijay Madiseti , ArshdeepBahga.
2. A comparative review of wireless sensor network mote technologies, IEEE paper 2009.
3. Wireless Sensor Networks-Technology, Protocols and Applications, KazemSohraby, Daniel Minoli and TaiebZnati, Wiley Publications.
4. Adhoc& Sensor Networks Theory and Applications, Carlos de MoraisCordeiro,Dharma Prakash Agrawal, World Scientific,2nd Edition.

Online References:

Sr. No.	Website/Reference link
1.	https://www.digi.com/resources/documentation/digidocs/90001526/tasks/t_download_and_install_xctu.htm
2.	https://www.arduino.cc/en/software
3.	http://cupcarbon.com/

Term Work:

Term Work shall consist of Mini Project on above guidelines/syllabus. Also Term work must include at least 2 assignments and mini project report.

Term Work Marks: 25 Marks (Total marks) =15 Marks (Mini Project) + 5 Marks (Assignments) + 5 Marks (Attendance)

Oral Exam: An Oral exam will be held based on the Mini Project and Presentation.

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITL604	MAD & PWA Lab	--	02	--	01	01

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITL604	MAD & PWA Lab	--	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	Learn the basics of the Flutter framework.
2	Develop the App UI by incorporating widgets, layouts, gestures and animation
3	Create a production ready Flutter App by including files and firebase backend service.
4	Learn the Essential technologies, and Concepts of PWAs to get started as quickly and efficiently as possible
5	Develop responsive web applications by combining AJAX development techniques with the jQuery JavaScript library.
6	Understand how service workers operate and also learn to Test and Deploy PWA.

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On Completion of the course the learner/student should be able to:		
1	Understand cross platform mobile application development using Flutter framework	L1, L2
2	Design and Develop interactive Flutter App by using widgets, layouts, gestures and animation	L3
3	Analyze and Build production ready Flutter App by incorporating backend services and deploying on Android / iOS	L3, L4
4	Understand various PWA frameworks and their requirements	L1, L2
5	Design and Develop a responsive User Interface by applying PWA Design techniques	L3
6	Develop and Analyse PWA Features and deploy it over app hosting solutions	L3, L4

Prerequisite: HTML/HTML5, CSS3, Javascript**Hardware & Software Requirements:**

Hardware Requirement: PC i3 processor and above	Software requirement: JDK 8 and above, Android studio, Flutter SDK, AngularJs, React, Vue, PWA Builder, Google Chrome Browser, Github account. Internet Connection
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DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
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I	Basics of Flutter Programming	Introduction of Flutter, Understanding Widget Lifecycle Events,Dart Basics, Widget Tree and Element Tree, Basics of Flutter installation, Flutter Hello World App.	02	LO1
II	Developing Flutter UI:Widgets, Layouts, Gestures, Animation	<p>USING COMMON WIDGETS: SafeArea, AppBar, Column, Row, Container, Buttons, Text , RichText,Form ,Images and Icon.</p> <p>BUILDING LAYOUTS : high level view of layouts, Creating the layout, Types of layout widgets</p> <p>APPLYING GESTURES: Setting Up GestureDetector, Implementing the Draggable and Dragtarget Widgets,Using the GestureDetector for Moving and Scaling</p> <p>ADDING ANIMATION TO AN APP :Using Animated Container,Using Animated CrossFade,Using Animated Opacity,Using Animation Controller, Using Staggered Animation</p> <p>CREATING AN APP'S NAVIGATION: Using the Navigator,Using the Named Navigator Route,Using the Bottom NavigationBar,Using the TabBar and TabBarView</p>	06	LO2
III	Creating Production Ready Apps	<p>Working with files : Including libraries in your Flutter app, Including a file with your app, Reading/Writing to files, Using JSON.</p> <p>Using Firebase with Flutter: Adding the Firebase and Firestore Backend,Configuring the Firebase Project,Adding a Cloud Firestore Database and Implementing Security</p> <p>Testing and Deploying of Flutter Application: Widget testing, Deploying Flutter Apps on Android / iOS</p>	04	LO3
IV	Introduction to Progressive Web App	<p>Introduction to Progressive Web App</p> <ul style="list-style-type: none"> ● Why Progressive Web App ● Characteristics of PWA ● PWAs and Hybrid Apps vs. Mobile Apps ● PWA Requirements: HTTPS, Service Workers, and Web App Manifest ● PWA framework tools ● Use cases 	02	LO4

V	Creating Responsive UI	<p align="center">Creating Responsive UI using JQuery Mobile / Material UI / Angular UI / React UI</p> <ul style="list-style-type: none"> ● Understanding the concept of responsive web design ● Comparing responsive, fluid, and adaptive web ● keys to great Progressive Web App UX ● Responsive Design – The Technicalities ● Flexible grid-based layout ● Flexible images and video ● Smart use of CSS splitting the website behavior (media queries) 	06	LO5
VI	Web App Manifest & Service Workers	<p align="center">Web App Manifest: Understand the basic format and workings of the Web App Manifest file.</p> <ul style="list-style-type: none"> ● Using an App Manifest to Make your App Installable ● Understanding App Manifest Properties ● Simulating the Web App on an Emulator ● Installing the Web App - Prerequisites ● Understanding manifest.json <p align="center">Service Workers: Making PWAs work offline with Service workers</p> <ul style="list-style-type: none"> ● Introduction to Service Workers ● Service Workers Lifecycle (Registration, Installation and Activation) ● Implement Service Workers Features (Events) ● Handling cached content ● Enabling offline functionality ● Serving push notifications ● Loading cached content for new users ● Background synchronization ● Using IndexedDB in the Service Worker ● Geo-fencing <p align="center">Deploy a PWA to GitHub Pages as a free SSL enabled static app hosting solution.</p> <ul style="list-style-type: none"> ● Initialising the PWA as a Git repo ● Testing with Lighthouse ● Deploying via GitHub Pages 	06	LO6

Text Books:

1. Beginning Flutter a Hands-on Guide to App Development, Marco L. Napoli, Wiley, 2020.
 2. Beginning App Development with Flutter: Create Cross-Platform Mobile Apps, By Rap Payne, 2019
 3. Progressive Web Application Development by Example: Develop fast, reliable, and engaging user experiences for the web, Packt Publishing Limited ,2018
 4. Building Progressive Web Apps,O'Reilly 2017
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5. Progressive Web Apps with Angular: Create Responsive, Fast and Reliable PWAs Using Angular, Apress; 1st ed. edition (28 May 2019)

References:

1. Flutter in Action by Eric Windmill, MANING, 2019
2. Google Flutter Mobile Development Quick Start Guide.Packt,2019
3. Learning Progressive Web Apps: Building Modern Web Apps Using Service Workers ,Addison-Wesley Professional, 2020

Online References:

Sr. No.	Website/Reference link
1.	https://flutter.dev/docs/reference/tutorials
2.	https://www.tutorialspoint.com/flutter/index.htm
3.	https://www.javatpoint.com/flutter
4.	https://www.tutorialspoint.com/jquery_mobile/jqm_panel_responsive.htm
5.	https://www.w3schools.com/css/css_rwd_intro.asp
6	https://developers.google.com/web/updates/2015/12/getting-started-pwa
7	https://www.w3schools.com/react/
8	https://angular.io/docs
9	https://flaviocopes.com/service-workers/
10	https://blog.logrocket.com/how-to-build-a-progressive-web-app-pwa-with-node-js/

List of Experiments.

1. To install and configure Flutter Environment.
2. To design Flutter UI by including common widgets.
3. To create an interactive Form using form widget
4. To design a layout of Flutter App using layout widgets
5. To include icons, images, charts in Flutter app
6. To apply navigation, routing and gestures in Flutter App
7. To Connect Flutter UI with fireBase database
8. To test and deploy production ready Flutter App on Android platform
9. To create a responsive User Interface using jQuery Mobile/ Material UI/ Angular UI/ React UI for Ecommerce application.
10. To write meta data of your Ecommerce PWA in a Web app manifest file to enable “add to homescreen feature”.
11. To code and register a service worker, and complete the install and activation process for a new service worker for the E-commerce PWA.
12. To implement Service worker events like fetch, sync and push for E-commerce PWA.
13. To study and implement deployment of Ecommerce PWA to GitHub Pages.
14. To use google Lighthouse PWA Analysis Tool to test the PWA functioning.
15. To deploy an Ecommerce PWA using SSL enabled static hosting solution.

Assignment 1: MAD (Any one)

1. To Study basics of Dart language and design basic Flutter App
2. To include Files and JSON data in App
3. To build interactive App by including Flutter Gestures and Animations

Assignment 2: PWA (Any one)

1. To study the requirement for progressive web application for Ecommerce using the concept of service worker, Webapp Manifest and framework tools
2. To Design a wireframe for simple PWA for E-commerce website
3. Case study for successful real life implementation of PWA.

Term Work:

Term Work shall consist of at least 10 to 12 practical's based on the above list. Also Term Work Journal must include at least 2 assignments as mentioned in above syllabus.

Term Work Marks: 25 Marks (Total marks) = 15 Marks (Experiment) + 5 Marks (Assignments) + 5 Marks (Attendance)

Practical & Oral Exam: An Practical & Oral exam will be held based on the above syllabus.

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITL605	DS using Python Lab	--	02	--	01	01

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract / Oral	Total
		Internal Assessment			End Sem Exam	Exam Duration (in Hrs)			
		Test1	Test 2	Avg.					
ITL605	DS using Python Lab	--	--	--	--	--	25	25	50

Lab Objectives:

Sr. No.	Lab Objectives
The Lab experiments aims:	
1	To know the fundamental concepts of data science and analytics
2	To learn data collection, preprocessing and visualization techniques for data science
3	To Understand and practice analytical methods for solving real life problems based on Statistical analysis
4	To learn various machine learning techniques to solve complex real-world problems
5	To learn streaming and batch data processing using Apache Spark
6	To map the elements of data science to perceive information

Lab Outcomes:

Sr. No.	Lab Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy

On successful completion, of course, learner/student will be able to:		
1	Understand the concept of Data science process and associated terminologies to solve real-world problems	L1
2	Analyze the data using different statistical techniques and visualize the outcome using different types of plots.	L1, L2, L3, L4
3	Analyze and apply the supervised machine learning techniques like Classification, Regression or Support Vector Machine on data for building the models of data and solve the problems.	L1,L2, L3, L4
4	Apply the different unsupervised machine learning algorithms like Clustering, Decision Trees, Random Forests or Association to solve the problems.	L1, L2,L3
5	Design and Build an application that performs exploratory data analysis using Apache Spark	L1,L2,L3,L4,L5,L6
6	Design and develop a data science application that can have data acquisition, processing, visualization and statistical analysis methods with supported machine learning technique to solve the real-world problem	L1,L2,L3,L4,L5,L6

Prerequisite: Basics of Python programming and Database management system.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	LO Mapping
I	Introduction to Data Science and Data Processing using Pandas	i. Introduction, Benefits and uses of data science ii. Data Science tasks iii. Introduction to Pandas iv. Data preparation: Data cleansing, Data transformation, Combine/Merge /Join data, Data loading & preprocessing with pandas v. Data aggregation vi. Querying data in Pandas vii. Statistics with Pandas Data Frames viii. Working with categorical and text data ix. Data Indexing and Selection x. Handling Missing Data	04	LO1
II	Data Visualization and Statistics	i. Visualization with Matplotlib and Seaborn ii. Plotting Line Plots, Bar Plots, Histograms Density Plots, Paths, 3Dplot, Stream plot, Logarithmic plots, Pie chart, Scatter Plots and Image visualization using Matplotlib iii. Plotting scatter plot, box plot, Violin plot, swarm plot, Heatmap, Bar Plot using seaborn iv. Introduction to scikit-learn and SciPy v. Statistics using python: Linear algebra, Eigen value, Eigen Vector, Determinant, Singular Value Decomposition, Integration, Correlation, Central Tendency, Variability, Hypothesis testing, Anova, z-test, t-test and chi-square test.	04	LO2
III	Machine Learning	i. What is Machine Learning? ii. Applications of Machine Learning; iii. Introduction to Supervised Learning iv. Overview of Regression v. Support Vector Machine vi. Classification algorithms	05	LO3

IV	Unsupervised Learning	<ul style="list-style-type: none"> i. Introduction to Unsupervised Learning ii. Overview of Clustering iii. Decision Trees iv. Random Forests v. Association 	05	LO4
V	Data analytics using Apache Spark	<ul style="list-style-type: none"> i. Introduction to Apache Spark ii. Architecture of Apache Spark iii. Modes and components iv. Basics of PySpark 	04	LO5
VI	Case Studies	<ul style="list-style-type: none"> i. Understanding the different data science phases used in selected case study ii. Implementation of Machine learning algorithm for selected case study 	04	LO1, LO6

Text Books:

1. Jake VanderPlas, “Python Data Science Handbook”, O’Reilly publication
2. Frank Kane, “Hands-On Data Science and Python Machine Learning”, packt publication
3. M.T. Savaliya, R.K. Maurya, G.M.Magar, “Programming with Python”, 2nd Edition, Sybgen Learning.

References:

1. Armando Fandango, “Python Data Analysis”, Second Edition, Packt publication.
2. Alberto Boschetti, Luca Massaron, “Python Data Science Essentials Second Edition”, Packt Publishing
3. Davy Cielen, Arno D. B. Meysman, Mohamed Ali, “Introducing Data Science”, Manning Publications.

Online References:

Sr. No.	Website/Reference link
1.	https://www.w3schools.com/python/pandas/default.asp
2.	https://matplotlib.org/stable/gallery/index.html
3.	https://seaborn.pydata.org/examples/index.html
4.	https://docs.scipy.org/doc/scipy/reference/linalg.html#module-scipy.linalg
5.	https://scikit-learn.org/stable/auto_examples/index.html
6	https://www.tutorialspoint.com/scipy/scipy_integrate.htm
7	https://machinelearningmastery.com/statistical-hypothesis-tests-in-python-cheat-sheet/
8	https://data-flair.training/blogs/data-science-project-ideas/

Suggested List of Experiments

For the following Experiments, use any available data set or download it from Kaggle/UCI or other repositories and use Python to solve each problem.

1. Data preparation using NumPy and Pandas
 - a. Derive an index field and add it to the data set.
 - b. Find out the missing values.
 - c. Obtain a listing of all records that are outliers according to the any field. Print out a listing of the 10 largest values for that field.
 - d. Do the following for the any field.
 - i. Standardize the variable.
 - ii. Identify how many outliers there are and identify the most extreme outlier.

2. Data Visualization / Exploratory Data Analysis for the selected data set using Matplotlib and Seaborn
 - a. Create a bar graph, contingency table using any 2 variables.
 - b. Create normalized histogram.
 - c. Describe what this graphs and tables indicates?
3. Data Modeling
 - a. Partition the data set, for example 75% of the records are included in the training data set and 25% are included in the test data set. Use a bar graph to confirm your proportions.
 - b. Identify the total number of records in the training data set.
 - c. Validate your partition by performing a two-sample Z-test.
4. Implementation of Statistical Hypothesis Test using Scipy and Sci-kit learn [Any one]

1. Normality Tests
 1. Shapiro-Wilk Test
 2. D'Agostino's K^2 Test
 3. Anderson-Darling Test
2. Correlation Tests
 1. Pearson's Correlation Coefficient
 2. Spearman's Rank Correlation
 3. Kendall's Rank Correlation
 4. Chi-Squared Test
3. Stationary Tests
 1. Augmented Dickey-Fuller
 2. Kwiatkowski-Phillips-Schmidt-Shin
4. Parametric Statistical Hypothesis Tests
 1. Student's t-test
 2. Paired Student's t-test
 3. Analysis of Variance Test (ANOVA)
 4. Repeated Measures ANOVA Test
5. Nonparametric Statistical Hypothesis Tests
 1. Mann-Whitney U Test
 2. Wilcoxon Signed-Rank Test
 3. Kruskal-Wallis H Test
 4. Friedman Test

5. Regression Analysis
 - a. Perform Logistic Regression to find out relation between variables.
 - b. Apply regression Model techniques to predict the data on above dataset
 6. Classification modelling
 - a. Choose classifier for classification problem.
 - b. Evaluate the performance of classifier.
 7. Clustering
 - a. Clustering algorithms for unsupervised classification.
 - b. Plot the cluster data.
 8. Using any machine learning techniques using available data set to develop a recommendation system.
 9. Exploratory data analysis using Apache Spark and Pandas
 10. Batch and Streamed Data Analysis using Spark
 11. Implementation of Mini project based on following case study using Data science and Machine learning [Any one]
-

List of Case Studies		
Fake News Detection	Road Lane Line Detection	Sentiment Analysis
Detecting Parkinson's Disease	Brain Tumor Detection with Data Science	Leaf Disease Detection
Speech Emotion Recognition	Gender Detection and Age prediction	Diabetic Retinopathy
Uber Data Analysis	Driver Drowsiness detection	Chatbot Project
Credit Card Fraud Detection	Movie/ Web Show Recommendation System	Customer Segmentation
Cancer Classification	Traffic Signs Recognition	Exploratory Data Analysis for Housing price prediction
Coronavirus visualizations	Visualizing climate change	Predictive policing
Uber's pickup analysis	Earth Surface Temperature Visualization	Web traffic forecasting using time series
Pokemon Data Exploration	Impact of Climate Change on Global Food Supply	Used Car Price Estimator
Skin Cancer Image Detection	World University Rankings	and so on

Assignments:

- 1) Recent trends in Data science
- 2) Comparative analysis between Batch and Streamed data processing tools like Map-reduce, Apache spark, Apache Flink, Apache Samza, Apache Kafka and Apache Storm.

Term Work:

- Term work shall consist of at least 10 experiments and a case study.
- Journal must include 2 assignments.
- The final certification and acceptance of term work indicates that performance in laboratory work is satisfactory and minimum passing marks may be given in term work.
- The distribution of marks for term work shall be as follows:
- Laboratory work (Experiments) (15) Marks.
- Mini project (Implementation) (05) Marks.
- Attendance..... (05) Marks
- TOTAL:.....(25) Marks.**

Oral examination will be based on Laboratory work, mini project and above syllabus.

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Practical	Tutorial	Theory	Practical	Tutorial	Total
ITM601	Mini Project – 2 B Web Based on ML	--	04	--	--	02	--	02

Course Code	Course Name	Examination Scheme						
		Theory Marks				Term Work	Pract. /Oral	Total
		Internal assessment			End Sem. Exam			
		Test1	Test 2	Avg.		End Sem. Exam		
ITM601	Mini Project – 2 B Based on ML	--	--	--	--	25	25	50

Course Objectives

5. To acquaint with the process of identifying the needs and converting it into the problem.
6. To familiarize the process of solving the problem in a group.
7. To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
8. To inculcate the process of self-learning and research.

Course Outcome: Learner will be able to...

10. Identify problems based on societal /research needs.
 11. Apply Knowledge and skill to solve societal problems in a group.
 12. Develop interpersonal skills to work as member of a group or leader.
 13. Draw the proper inferences from available results through theoretical/ experimental/simulations.
 14. Analyse the impact of solutions in societal and environmental context for sustainable development.
 15. Use standard norms of engineering practices
 16. Excel in written and oral communication.
 17. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
 18. Demonstrate project management principles during project work.
-

Guidelines for Mini Project

- Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
- Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
- Students shall submit implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini project.
- A log book to be prepared by each group, wherein group can record weekly work progress, guide/supervisor can verify and record notes/comments.
- Faculty supervisor may give inputs to students during mini project activity; however, focus shall be on self-learning.
- Students in a group shall understand problem effectively, propose multiple solution and select best possible solution in consultation with guide/ supervisor.
- Students shall convert the best solution into working model using various components of their domain areas and demonstrate.
- The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai.
- With the focus on the self-learning, innovation, addressing societal problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality to be carried out in two semesters by all the groups of the students. i.e. Mini Project 1 in semester III and IV. Similarly, Mini Project 2 in semesters V and VI.
- However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on case by case basis.

Guidelines for Assessment of Mini Project:

Term Work

- The review/ progress monitoring committee shall be constituted by head of departments of each institute. The progress of mini project to be evaluated on continuous basis, minimum two reviews in each semester.
- In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.
- Distribution of Term work marks for both semesters shall be as below;
 - Marks awarded by guide/supervisor based on log book : 10
 - Marks awarded by review committee : 10
 - Quality of Project report : 05

Review/progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines.

One-year project:

- In first semester entire theoretical solution shall be ready, including components/system selection and cost analysis. Two reviews will be conducted based on presentation given by students group.
 - First shall be for finalisation of problem
 - Second shall be on finalisation of proposed solution of problem.
 - In second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester.
 - First review is based on readiness of building working prototype to be conducted.
 - Second review shall be based on poster presentation cum demonstration of working model in last month of the said semester.
-

Half-year project:

- In this case in one semester students' group shall complete project in all aspects including,
 - Identification of need/problem
 - Proposed final solution
 - Procurement of components/systems
 - Building prototype and testing
- Two reviews will be conducted for continuous assessment,
 - First shall be for finalisation of problem and proposed solution
 - Second shall be for implementation and testing of solution.

Assessment criteria of Mini Project.

Mini Project shall be assessed based on following criteria;

14. Quality of survey/ need identification
15. Clarity of Problem definition based on need.
16. Innovativeness in solutions
17. Feasibility of proposed problem solutions and selection of best solution
18. Cost effectiveness
19. Societal impact
20. Innovativeness
21. Cost effectiveness and Societal impact
22. Full functioning of working model as per stated requirements
23. Effective use of skill sets
24. Effective use of standard engineering norms
25. Contribution of an individual's as member or leader
26. Clarity in written and oral communication

- In **one year, project**, first semester evaluation may be based on first six criteria's and remaining may be used for second semester evaluation of performance of students in mini project.
- In case of **half year project** all criteria's in generic may be considered for evaluation of performance of students in mini project.

Guidelines for Assessment of Mini Project Practical/Oral Examination:

- Report should be prepared as per the guidelines issued by the University of Mumbai.
- Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organisations having experience of more than five years approved by head of Institution.
- Students shall be motivated to publish a paper based on the work in Conferences/students competitions.

Mini Project shall be assessed based on following points;

9. Quality of problem and Clarity
 10. Innovativeness in solutions
 11. Cost effectiveness and Societal impact
 12. Full functioning of working model as per stated requirements
 13. Effective use of skill sets
 14. Effective use of standard engineering norms
 15. Contribution of an individual's as member or leader
 16. Clarity in written and oral communication
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITDO6011	Software Architecture	03	--	03	--	03

Course Code	Course Name	Examination Scheme								
		Theory Marks					Term Work	Practical	Oral	Total
		Internal assessment			End Sem. Exam					
		Test 1	Test 2	Avg. of 2 Tests						
ITDO6011	Software Architecture	20	20	20	80	--	--	--	100	

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	To understand the importance of architecture in building effective, efficient, competitive software products.
2	To understand the need, design approaches for software architecture to bridge the dynamic requirements and implementation
3	To learn the design principles and to apply for large scale systems including distributed, network and heterogeneous systems
4	To understand principal design decisions governing the system.
5	To understand different notations used for capturing design decisions.
6	To understand different functional and non-functional properties of complex software systems.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy

On successful completion, of course, learner/student will be able to:		
1	Understand the need of software architecture for sustainable dynamic systems.	L1
2	Have a sound knowledge on design principles and to apply for large scale systems.	L2
3	Apply functional and non-functional requirements	L1,L2,L3
4	Design architectures for distributed, network and heterogeneous systems	L1,L2,L3
5	Have good knowledge on service oriented and model driven architectures and the aspect-oriented architecture.	L1,L2, L3
6	Have a working knowledge to develop appropriate architectures through various case studies.	L1,L2, L3

Prerequisite: Software Engineering, Any Programming Language

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Software Engineering Concepts, Knowledge of Any programming Language	02	CO1
I	Basic Concepts and Architectures Design	Terminology, Models, Processes, Stakeholders, Design Process, Architectural Conceptions, Styles and architectural Patterns, Architectural conceptions in absences of experience, connectors, 4+1 view model of Architecture Self Learning Topics : Technical Paper “What is included in software architectur”	07	CO1
II	Architectural Modeling and Analysis	Modeling Concepts, Ambiguity, Accuracy and Precisions, Complex Modeling, Evaluating Modeling Techniques, Specific Modeling Techniques, Analysis Goals, Scope of Analysis, Formality of Architectural Models, Types of Analysis, Level of Automation, System Stakeholders, Analysis Techniques Self Learning Topics: Technical Paper “Specification of Requirements and Software Architecture for the Customisation of Enterprise Software”	09	CO1, CO2
III	Implementation, Deployment and Mobility	Implementation Concepts, Existing Frameworks, Overview of Deployment and Mobility Challenges, Software Architecture and Deployment, Software Architecture and Mobility Self Learning Topics: Technical Paper”Application of Distributed System in Neuroscience: A Case Study of BCI Framework”	06	CO1, CO2
IV	Applied Architectures and Styles	Distributed and Network Architectures, Architectures for Network Based Applications, Decentralized Architectures, Service oriented Architectures and Web Services. Self Learning Topics: Technical Paper “Analysing the Behaviour of Distributed Software Architectures: a Case Study”	06	CO1, CO2, CO3

V	Designing for Non-Functional Properties	Efficiency, Complexity, Scalability and Heterogeneity, Adaptability, Dependability Self Learning Topics: Technical Paper “Threat-Modeling-in-Agile-Software-Development”	04	CO1,CO2, CO4, CO6
VI	Domain-Specific Software Engineering	Domain-Specific Software Engineering, Domain- Specific Architecture, Software Architects Roles Self Learning Topics: Research Paper “A Case Study of the Variability Consequences of the CQRS”	05	CO1,CO2, CO3

Text Books:

1. Software Architecture, Foundations, Theory, and Practise, Richard Taylor, Nenad Medvidovic, Eric M Dashofy, Wiley Student Edition.
2. The Art of Software Architecture: Design Methods and Techniques, Stephen T.Albin, Wiley India Private Limited.
3. Software Architecture in Practice by Len Bass, Paul Clements, Rick Kazman, Pearson

References:

1. DevOps A Software Architect’s Perspective, Len Bass, Ingo Weber, Liming Zhu, Addison Wesley
2. Essentials of Software Architecture, Ion Gorton, Second Edition, Springer-verlag, 2011

Online Resources:

1. ArchStudio Software
2. <https://www.coursera.org/learn/software-architecture>
3. <https://www.coursera.org/specializations/software-design-architecture>
4. <https://resources.sei.cmu.edu/library/asset-view.cfm?assetid=509483>
5. <http://infolab.stanford.edu/~backrub/google.html>
6. <https://web.njit.edu/~alexg/courses/cs345/OLD/F15/solutions/f3345f15.pdf>

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks** Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITDO6012	Image Processing	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory Marks				Term Work	Practical	Oral	Total
		Internal assessment			End Sem. Exam				
		Test1	Test 2	Avg.					
ITDO6012	Image Processing	20	20	20	80	--	--	--	100

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	Define image and its formation and debate about the roles of image processing in today's world and also introduce students to the major research domains in the field of image processing.
2	Describe point, mask and histogram processing units of image enhancements that can be applied on a given image for improving the quality of digital image required for an application.
3	Explain the forward and reverse discrete image transforms and discuss the selection of the image transform used for enhancement, compression, or representation and description.
4	Make students understand the impacts and effects of image compression techniques over a given bandwidth to learn how effectively storage and retrieval can be achieved using lossy and lossless compression methods.
5	Describe and demonstrate the proper procedure for segmenting images, and demonstrate how the image object can be described using image representation techniques.
6	Illustrate how to shape and reshape a given object in an image using morphological techniques over binary and gray scale images.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Define image and explain formation of image and recall its types and calculate image parameters by reading images using a programming language.	L1
2	Apply and differentiate point, mask and histogram processing techniques suitable for enhancing images required for an application.	L1,L2,L3
3	List and calculate discrete image transform coefficients and use it for enhancement, compression and representation.	L1,L2, L3
4	Compute compression ratio and fidelity criteria to evaluate and compare method efficiency and classify compression techniques into lossless and lossy methods.	L1,L2,L3, L4
5	Apply the segmentation techniques to highlight and select the region of interest and determine and describe using chain code, shape number and moments for representing objects in an image.	L1,L2,L3
6	Choose structuring elements and apply morphological operations to find a suitable shape for an object in the image.	L1,L2,L3

Prerequisite: Digital Signal Processing.

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Digital Signal Processing, Matrix Multiplication.	01	
I	Introduction to Image Processing	<p>Image Fundamentals: Image Definition, Steps and Components of Image Processing, Image Sensing and Acquisition, Image Sampling and Quantization.</p> <p>Relationship Between Pixels: Adjacency, Connectivity and Distance.</p> <p>Self-Learning Topics: Different Image File Formats and Types of noise in image.</p>	04	CO1
II	Image Enhancement	<p>Point Processing Techniques: Image Negative, Bit Plane Slicing, Gray Level Slicing, Contrast Stretching, Clipping, Thresholding, Dynamic Range Compression.</p> <p>Mask Processing Techniques: Filtering in Spatial Domain, Average Filter, Weighted Average Filter, Order Statistic Filter: Min, Max, Median Filter.</p> <p>Histogram Processing: Histogram Equalization and Specification.</p> <p>Self-Learning Topics: Application of Image Enhancement in Spatial Domain.</p>	08	CO2
III	Image Transforms	<p>Discrete Fourier Transform: Transform Pair, Transform Matrix, Properties, Filtering in Frequency Domain.</p> <p>Other Discrete Transforms: Discrete Cosine Transform, Discrete Hadamard Transform, Discrete Walsh, Transform, Discrete Haar Transform.</p>	07	CO3

		Self-Learning Topics: Application of Transforms in Steganography and CBIR.		
IV	Image Compression	Entropy, Redundancy and Types, Compression Ratio, Compression Methods. Lossless Compression: Run-Length Encoding, Huffman Coding, Arithmetic Coding, LZW Coding, Lossless Predictive coding. Lossy Compression: Fidelity Criterion, Improved Gray scale Quantization, Symbol-Based Coding, Bit-Plane Coding, Vector Quantization. Self-Learning Topics: DPCM, Block Transform Coding, JPEG compression.	07	CO4
V	Image Segmentation and Representation	Image Segmentation: Point, Line and Edge Detections Methods, Hough Transform, Graph Theoretic Method, Region Based Segmentation. Image Representation: Chain Codes, Shape Number, Polygon Approximation, Statistical Moments. Self-Learning Topics: Fourier Descriptors, Otsu Thresholding, Application in Number Plate Recognition.	07	CO5
VI	Morphological Image Processing	Basic Morphological Methods: Erosion, Dilation, Opening, Closing, Hit-or-Miss Transformation. Advanced Morphological Methods: Skeletonization, Thinning, Thickening, Pruning, Boundary Extraction. Self-Learning Topics: Gray Scale Morphology: Erosion and Dilation.	05	CO6

Text Books:

1. Rafael C. Gonzalez and Richard E. Woods, "Digital Image Processing", Addison - Wesley Publishing Company, 3e, 2007.
2. William K. Pratt, "Digital Image Processing", John Wiley, 4e, 2007.
3. S. Jayaraman, S. Esakkirajan and T. Veerakumar, "Digital Image Processing", MGH Publication, 2016.

References:

1. Rafael C. Gonzalez and Richard E. Woods, "Digital Image Processing using MATLAB," Pearson Education.
2. J. G. Proakis and D. G. Manolakis, "Digital Signal processing Principles, Algorithms and Applications," PHI Publications, 3e.
3. Anil K. Jain, "Fundamentals of Digital Image Processing," PHI, 1995.
4. Milan Sonka, "Digital Image Processing and Computer Vision," Thomson publication, Second Edition.2007.
5. Kenneth R. Castleman, "Digital Image Processing," PHI, 1996.
6. S. Sridhar, "Digital Image Processing," Oxford University Press, 2e, 2016.

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ **Question paper format**

- Question Paper will comprise of a total of **six questions each carrying 20 marks** Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
- **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
- A total of **four questions** need to be answered

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITDO6013	Green IT	03	--	03	--	03

Course Code	Course Name	Examination Scheme							
		Theory Marks				Term Work	Practical	Oral	Total
		Internal assessment			End Sem. Exam				
		Test1	Test 2	Avg.					
ITDO6013	Green IT	20	20	20	80	--	--	--	100

Course Objectives:

Sr. No.	Course Objectives
	The course aims:
1	To understand what Green IT is and How it can help improve environmental Sustainability
2	To understand the principles and practices of Green IT.
3	To understand how Green IT is adopted or deployed in enterprises.
4	To understand how data centres, cloud computing, storage systems, software and networks can be made greener.
5	To measure the Maturity of Sustainable ICT world.
6	To implement the concept of Green IT in Information Assurance in Communication and Social Media and all other commercial field.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		

1	Describe awareness among stakeholders and promote green agenda and green initiatives in their working environments leading to green movement	L1
2	Identify IT Infrastructure Management and Green Data Centre Metrics for software development	L1,L2
3	Recognize Objectives of Green Network Protocols for Data communication.	L1,L2
4	Use Green IT Strategies and metrics for ICT development.	L1,L2,L3
5	Illustrate various green IT services and its roles.	L1,L2
6	Use new career opportunities available in IT profession, audits and others with special skills such as energy efficiency, ethical IT assets disposal, carbon footprint estimation, reporting and development of green products, applications and services.	L1,L2,L3

Prerequisite: Environmental Studies

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Environmental Studies	2	
I	Introduction	Environmental Impacts of IT, Holistic Approach to Greening IT, Green IT Standards and Eco-Labeling, Enterprise Green IT Strategy Hardware: Life Cycle of a Device or Hardware, Reuse, Recycle and Dispose Software: Introduction, Energy-Saving Software Techniques Self learning Topics: Evaluating and Measuring Software Impact to Platform Power	7	CO 1
II	Software development and data centers	Sustainable Software, Software Sustainability Attributes, Software Sustainability Metrics Data Centres and Associated Energy Challenges, Data Centre IT Infrastructure, Data Centre Facility Infrastructure: Implications for Energy Efficiency, Green Data Centre Metrics Self-learning Topics: Sustainable Software: A Case Study, Data Centre Management Strategies: A Case Study	7	CO 1 CO 2
III	Data storage and communication	Storage Media Power Characteristics, Energy Management Techniques for Hard Disks Objectives of Green Network Protocols, Green Network Protocols and Standards Self learning Topics: System-Level Energy Management	6	CO 1 CO 3
IV	Information systems, green it strategy and metrics	Approaching Green IT Strategies, Business Drivers of Green IT Strategy Multilevel Sustainable Information,	6	CO 1 CO 4

		Sustainability Hierarchy Models, Product Level Information, Individual Level Information, Functional Level Information, Measuring the Maturity of Sustainable ICT: A Capability Maturity Framework for SICT, Defining the Scope and Goal, Capability Maturity Levels Self learning Topics: Business Dimensions for Green IT Transformation		
V	Green IT services and roles	Factors Driving the Development of Sustainable IT, Sustainable IT Services (SITS), SITS Strategic Framework Organizational and Enterprise Greening, Information Systems in Greening Enterprises, Greening the Enterprise: IT Usage and Hardware Self learning Topics: Inter-organizational Enterprise Activities and Green Issues, Enablers and Making the Case for IT and the Green Enterprise	6	CO 1 CO 4 CO 5
VI	Managing and regulating green IT	Strategizing Green Initiatives, Implementation of Green IT, Communication and Social Media The Regulatory Environment and IT Manufacturers, Nonregulatory Government Initiatives, Industry Associations and Standards Bodies, Green Building Standards, Social Movements and Greenpeace. Self learning Topics: Information Assurance, Green Data Centers, Case Study: Managing Green IT	5	CO 1 CO 5 CO 6

Text Books:

1. San Murugesan, G. R. Gangadharan, Harnessing Green IT, WILEY 1st Edition-2013
2. Mohammad Dastbaz Colin Pattinson Babak Akhgar, Green Information Technology A Sustainable Approach, Elsevier 2015
3. Reinhold, Carol Baroudi, and Jeffrey Hill Green IT for Dummies, Wiley 2009

References:

1. Mark O'Neil, Green IT for Sustainable Business Practice: An ISEB Foundation Guide, BCS
2. Jae H. Kim, Myung J. Lee Green IT: Technologies and Applications, Springer, ISBN: 978-3-642-22178-1
3. Elizabeth Rogers, Thomas M. Kostigen The Green Book: The Everyday Guide to Saving the Planet One Simple Step at a Time, Springer

Assessment:

Internal Assessment (IA) for 20 marks:

- IA will consist of Two Compulsory Internal Assessment Tests. Approximately 40% to 50% of syllabus content must be covered in First IA Test and remaining 40% to 50% of syllabus content must be covered in Second IA Test

➤ Question paper format

- Question Paper will comprise of a total of **six questions each carrying 20 marks** Q.1 will be **compulsory** and should **cover maximum contents of the syllabus**
 - **Remaining questions** will be **mixed in nature** (part (a) and part (b) of each question must be from different modules. For example, if Q.2 has part (a) from Module 3 then part (b) must be from any other Module randomly selected from all the modules)
 - A total of **four questions** need to be answered
-

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Practical	Theory	Practical	Total
ITDO6014	Ethical Hacking and Forensics	03	--	03	--	03

Course Code	Course Name	Examination Scheme								
		Theory Marks					Term Work	Practical	Oral	Total
		Internal assessment			End Sem. Exam					
		Test1	Test 2	Avg.						
ITDO6014	Ethical Hacking and Forensics	20	20	20	80	--	--	--	100	

Course Objectives:

Sr. No.	Course Objectives
The course aims:	
1	To understand the concept of cybercrime and principles behind ethical hacking.
2	To explore the fundamentals of digital forensics, digital evidence and incident response.
3	To learn the tools and techniques required for computer forensics.
4	To understand the network attacks and tools and techniques required to perform network forensics.
5	To learn how to investigate attacks on mobile platforms.
6	To generate a forensics report after investigation.

Course Outcomes:

Sr. No.	Course Outcomes	Cognitive levels of attainment as per Bloom's Taxonomy
On successful completion, of course, learner/student will be able to:		
1	Define the concept of ethical hacking.	L1
2	Recognize the need of digital forensics and define the concept of digital evidence and incident response.	L1,L2
3	Apply the knowledge of computer forensics using different tools and techniques.	L1,L2,L3
4	Detect the network attacks and analyze the evidence.	L1, L2,L3,L4
5	Apply the knowledge of computer forensics using different tools and techniques.	L1,L2,L3
6	List the method to generate legal evidence and supporting investigation reports	L1,L2

Prerequisite: Computer Networks, Computer Network Security

DETAILED SYLLABUS:

Sr. No.	Module	Detailed Content	Hours	CO Mapping
0	Prerequisite	Computer Networks, Computer Network Security	01	--
I	Cybercrime and Ethical Hacking	Introduction to Cybercrime, Types of Cybercrime, Classification of Cybercriminals, Role of computer in Cybercrime, Prevention of Cybercrime. Ethical Hacking, Goals of Ethical Hacking, Phases of Ethical Hacking, Difference between Hackers, Crackers and Phreakers, Rules of Ethical Hacking. Self Learning Topics: exploring various online hacking tools for Reconnaissance and scanning Phase.	06	CO1
II	Digital Forensics Fundamentals	Introduction to Digital Forensics, Need and Objectives of Digital Forensics, Types of Digital Forensics, Process of Digital Forensics, Benefits of Digital Forensics, Chain of Custody, Anti Forensics. Digital Evidence and its Types, Rules of Digital Evidences. Incident Response, Methodology of Incident Response, Roles of CSIRT in handling incident. Self Learning Topics: Pre Incident preparation and Incident Response process	06	CO2
III	Computer Forensics	Introduction to Computer Forensics, Evidence collection (Disk, Memory, Registry, Logs etc), Evidence Acquisition, Analysis and Examination(Window, Linux, Email, Web, Malware) , Challenges in Computer Forensics, Tools used in Computer Forensics.	08	CO3

		Self Learning Topics: Open source tool for Data collection & analysis in windows or Unix		
IV	Network Forensics	Introduction, Evidence Collection and Acquisition (Wired and Wireless), Analysis of network evidences(IDS, Router,), Challenges in network forensics, Tools used in network forensics. Self Learning Topics: IDS types and role of IDS in attack prevention	08	CO4
V	Mobile Forensics	Introduction, Evidence Collection and Acquisition, Analysis of Evidences, Challenges in mobile forensics, Tools used in mobile forensics Self Learning Topics: Tools / Techniques used in mobile forensics	06	CO5
VI	Report Generation	Goals of Report, Layout of an Investigative Report, Guidelines for Writing a Report, sample for writing a forensic report. Self Learning Topics: For an incident write a forensic report.	04	CO6

Text Books:

1. John Sammons, "The Basics of Digital Forensics: The Premier for Getting Started in Digital Forensics", 2nd Edition, Syngress, 2015.
2. Nilakshi Jain, Dhananjay Kalbande, "Digital Forensic: The fascinating world of Digital Evidences" Wiley India Pvt Ltd 2017.
3. Jason Luttgens, Matthew Pepe, Kevin Mandia, "Incident Response and computer forensics", 3rd Edition Tata McGraw Hill, 2014.

References:

1. Sangita Chaudhuri, Madhumita Chatterjee, "Digital Forensics", Staredu, 2019.
2. Bill Nelson, Amelia Phillips, Christopher Steuart, "Guide to Computer Forensics and Investigations" Cengage Learning, 2014.
3. Debra Littlejohn Shinder Michael Cross "Scene of the Cybercrime: Computer Forensics Handbook", 2nd Edition Syngress Publishing, Inc.2008.

Assessment:

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➤ Question paper format

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- A total of **four questions** need to be answered

