

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI
CHOICE BASED CREDIT SYSTEM (CBCS)
SCHEME OF TEACHING AND EXAMINATION 2015-2016
B.E. Information Science & Engineering

V SEMESTER

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination				Credits
			Theory	Practical/ Drawing	Duration	Theory/ Practical Marks	I.A. Marks	Total Marks	
1	15CS51	Management and Entrepreneurship for IT industry	04	--	03	80	20	100	4
2	15CS52	Computer Networks	04	--	03	80	20	100	4
3	15CS53	Database Management System	04	--	03	80	20	100	4
4	15CS54	Automata theory and Computability	04	--	03	80	20	100	4
5	15CS/IS55x	Professional Elective 1	03	--	03	80	20	100	3
6	15CS56x	Open Elective 1	03	--	03	80	20	100	3
7	15CSL57	Computer Network Laboratory	--	1I+2P	03	80	20	100	2
8	15CSL58	DBMS Laboratory with mini project	--	1I+2P	03	80	20	100	2
TOTAL			22	6	24	640	160	800	26

Professional Elective 1	
15CS551	Object Oriented Modeling and Design
15IS552	Social Network Analysis
15CS553	Advanced JAVA and J2EE
15IS554	Programming Languages

- 1. Professional Elective: Electives relevant to chosen specialization / branch**
- 2. Open Elective: Electives from other technical and/or emerging subject areas (Announced separately)**

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B.E. Computer Science & Engineering
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V SEMESTER OPEN ELECTIVES

Open Elective 1	
15CS561	Programming in JAVA
15CS562	Artificial Intelligence
15CS563	Embedded Systems
15CS564	Dot Net framework for application development;
15CS565	Cloud Computing

MANAGEMENT AND ENTREPRENEURSHIP FOR IT INDUSTRY [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS51	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain the principles of management, organization and entrepreneur. • Discuss on planning, staffing, ERP and their importance • Infer the importance of intellectual property rights and relate the institutional support 			
Module – 1			Teaching Hours
Introduction – Meaning, nature and characteristics of management, scope and functional areas of management, goals of management, levels of management, brief overview of evolution of management. Planning- Nature, importance, types of plans, steps in planning, Organizing- nature and purpose, types of organization.			10 Hours
Module – 2			
Staffing - meaning, process of recruitment and selection. Directing and controlling- meaning and nature of directing, leadership styles, motivation theories. Controlling- meaning, steps in controlling, methods of establishing control, Communication- Meaning and importance, Coordination- meaning and importance			10 Hours
Module – 3			
Entrepreneur – meaning of entrepreneur, types of entrepreneurship, stages of entrepreneurial process, role of entrepreneurs in economic development, entrepreneurship in India, barriers to entrepreneurship. Identification of business opportunities- market feasibility study, technical feasibility study, financial feasibility study and social feasibility study.			10 Hours
Module – 4			
Preparation of project and ERP - meaning of project, project identification, project selection, project report, need and significance of report, contents, formulation, guidelines by planning commission for project report Enterprise Resource Planning: Meaning and Importance - ERP and Functional areas of Management – Marketing / Sales- Supply Chain Management – Finance and Accounting – Human Resources – Types of reports and methods of report generation			10 Hours
Module – 5			
Micro and Small Enterprises: Definition of micro and small enterprises, characteristics and advantages of micro and small enterprises, steps in establishing micro and small enterprises, Government of India industrial policy 2007 on micro and small enterprises, case study (Microsoft), Case study(Captain G R Gopinath),case study (N R Narayana Murthy & Infosys), Institutional support: MSME-DI, NSIC, SIDBI, KIADB, KSSIDC, TECSOK, KSFC, DIC and District level single window agency, Introduction to IPR.			10 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Define management, organization, entrepreneur, planning, staffing, ERP and outline 			

<p>their importance in entrepreneurship</p> <ul style="list-style-type: none">• Utilize the resources available effectively through ERP• Make us of IPRs and institutional support in entrepreneurship
<p>Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>
<p>Text Books:</p> <ol style="list-style-type: none">1. Principles of Management -P. C. Tripathi, P. N. Reddy; Tata McGraw Hill, 4th / 6th Edition, 2010.2. Dynamics of Entrepreneurial Development & Management -Vasant Desai Himalaya Publishing House.3. Entrepreneurship Development -Small Business Enterprises -Poornima M Charantimath Pearson Education – 2006.4. Management and Entrepreneurship- Kanishka Bedi- Oxford University Press-2017
<p>Reference Books:</p> <ol style="list-style-type: none">1. Management Fundamentals -Concepts, Application, Skill Development Robert Lusier – Thomson.2. Entrepreneurship Development -S S Khanka -S Chand & Co.3. Management -Stephen Robbins -Pearson Education /PHI -17th Edition, 2003

COMPUTER NETWORKS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS52	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Demonstration of application layer protocols • Discuss transport layer services and understand UDP and TCP protocols • Explain routers, IP and Routing Algorithms in network layer • Disseminate the Wireless and Mobile Networks covering IEEE 802.11 Standard • Illustrate concepts of Multimedia Networking, Security and Network Management 			
Module – 1			Teaching Hours
Application Layer: Principles of Network Applications: Network Application Architectures, Processes Communicating, Transport Services Available to Applications, Transport Services Provided by the Internet, Application-Layer Protocols. The Web and HTTP: Overview of HTTP, Non-persistent and Persistent Connections, HTTP Message Format, User-Server Interaction: Cookies, Web Caching, The Conditional GET, File Transfer: FTP Commands & Replies, Electronic Mail in the Internet: SMTP, Comparison with HTTP, Mail Message Format, Mail Access Protocols, DNS; The Internet's Directory Service: Services Provided by DNS, Overview of How DNS Works, DNS Records and Messages, Peer-to-Peer Applications: P2P File Distribution, Distributed Hash Tables, Socket Programming: creating Network Applications: Socket Programming with UDP, Socket Programming with TCP. T1: Chap 2			10 Hours
Module – 2			
Transport Layer : Introduction and Transport-Layer Services: Relationship Between Transport and Network Layers, Overview of the Transport Layer in the Internet, Multiplexing and Demultiplexing: Connectionless Transport: UDP,UDP Segment Structure, UDP Checksum, Principles of Reliable Data Transfer: Building a Reliable Data Transfer Protocol, Pipelined Reliable Data Transfer Protocols, Go-Back-N, Selective repeat, Connection-Oriented Transport TCP: The TCP Connection, TCP Segment Structure, Round-Trip Time Estimation and Timeout, Reliable Data Transfer, Flow Control, TCP Connection Management, Principles of Congestion Control: The Causes and the Costs of Congestion, Approaches to Congestion Control, Network-assisted congestion-control example, ATM ABR Congestion control, TCP Congestion Control: Fairness. T1: Chap 3			10 Hours
Module – 3			
The Network layer: What's Inside a Router?: Input Processing, Switching, Output Processing, Where Does Queuing Occur? Routing control plane, IPv6,A Brief foray into IP Security, Routing Algorithms: The Link-State (LS) Routing Algorithm, The Distance-Vector (DV) Routing Algorithm, Hierarchical Routing,			10 Hours

<p>Routing in the Internet, Intra-AS Routing in the Internet: RIP, Intra-AS Routing in the Internet: OSPF, Inter/AS Routing: BGP, Broadcast and Multicast Routing: Broadcast Routing Algorithms and Multicast.</p> <p>T1: Chap 4:4.3-4.7</p>	
<p>Module – 4</p>	
<p>Wireless and Mobile Networks: Cellular Internet Access: An Overview of Cellular Network Architecture, 3G Cellular Data Networks: Extending the Internet to Cellular subscribers, On to 4G:LTE, Mobility management: Principles, Addressing, Routing to a mobile node, Mobile IP, Managing mobility in cellular Networks, Routing calls to a Mobile user, Handoffs in GSM, Wireless and Mobility: Impact on Higher-layer protocols.</p> <p>T1: Chap: 6 : 6.4-6.8</p>	<p>10 Hours</p>
<p>Module – 5</p>	
<p>Multimedia Networking: Properties of video, properties of Audio, Types of multimedia Network Applications, Streaming stored video: UDP Streaming, HTTP Streaming, Adaptive streaming and DASH, content distribution Networks, case studies: Netflix, You Tube and Kankan.</p> <p>Network Support for Multimedia: Dimensioning Best-Effort Networks, Providing Multiple Classes of Service, Diffserv, Per-Connection Quality-of-Service (QoS) Guarantees: Resource Reservation and Call Admission</p> <p>T1: Chap: 7: 7.1,7.2,7.5</p>	<p>10 Hours</p>
<p>Course outcomes: The students should be able to:</p> <ul style="list-style-type: none"> • Explain principles of application layer protocols • Recognize transport layer services and infer UDP and TCP protocols • Classify routers, IP and Routing Algorithms in network layer • Understand the Wireless and Mobile Networks covering IEEE 802.11 Standard • Describe Multimedia Networking and Network Management 	
<p>Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
<p>Text Books:</p> <ol style="list-style-type: none"> 1. James F Kurose and Keith W Ross, Computer Networking, A Top-Down Approach, Sixth edition, Pearson,2017 . 	
<p>Reference Books:</p> <ol style="list-style-type: none"> 1. Behrouz A Forouzan, Data and Communications and Networking, Fifth Edition, McGraw Hill, Indian Edition 2. Larry L Peterson and Bruce S Davie, Computer Networks, fifth edition, ELSEVIER 3. Andrew S Tanenbaum, Computer Networks, fifth edition, Pearson 4. Mayank Dave, Computer Networks, Second edition, Cengage Learning 	

DATABASE MANAGEMENT SYSTEM [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS53	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Provide a strong foundation in database concepts, technology, and practice. • Practice SQL programming through a variety of database problems. • Demonstrate the use of concurrency and transactions in database • Design and build database applications for real world problems. 			
Module – 1			Teaching Hours
Introduction to Databases: Introduction, Characteristics of database approach, Advantages of using the DBMS approach, History of database applications. Overview of Database Languages and Architectures: Data Models, Schemas, and Instances. Three schema architecture and data independence, database languages, and interfaces, The Database System environment. Conceptual Data Modelling using Entities and Relationships: Entity types, Entity sets, attributes, roles, and structural constraints, Weak entity types, ER diagrams, examples, Specialization and Generalization. Textbook 1:Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.10			10 Hours
Module – 2			10 Hours
Relational Model: Relational Model Concepts, Relational Model Constraints and relational database schemas, Update operations, transactions, and dealing with constraint violations. Relational Algebra: Unary and Binary relational operations, additional relational operations (aggregate, grouping, etc.) Examples of Queries in relational algebra. Mapping Conceptual Design into a Logical Design: Relational Database Design using ER-to-Relational mapping. SQL: SQL data definition and data types, specifying constraints in SQL, retrieval queries in SQL, INSERT, DELETE, and UPDATE statements in SQL, Additional features of SQL. Textbook 1: Ch4.1 to 4.5, 5.1 to 5.3, 6.1 to 6.5, 8.1; Textbook 2: 3.5			10 Hours
Module – 3			10 Hours
SQL : Advances Queries: More complex SQL retrieval queries, Specifying constraints as assertions and action triggers, Views in SQL, Schema change statements in SQL. Database Application Development: Accessing databases from applications, An introduction to JDBC, JDBC classes and interfaces, SQLJ, Stored procedures, Case study: The internet Bookshop. Internet Applications: The three-Tier application architecture, The presentation layer, The Middle Tier Textbook 1: Ch7.1 to 7.4; Textbook 2: 6.1 to 6.6, 7.5 to 7.7.			10 Hours
Module – 4			10 Hours
Normalization: Database Design Theory – Introduction to Normalization using Functional and Multivalued Dependencies: Informal design guidelines for relation schema, Functional Dependencies, Normal Forms based on Primary Keys, Second and Third Normal Forms, Boyce-Codd Normal Form, Multivalued Dependency and Fourth Normal Form, Join Dependencies and Fifth Normal			10 Hours

<p>Form. Normalization Algorithms: Inference Rules, Equivalence, and Minimal Cover, Properties of Relational Decompositions, Algorithms for Relational Database Schema Design, Nulls, Dangling tuples, and alternate Relational Designs, Further discussion of Multivalued dependencies and 4NF, Other dependencies and Normal Forms</p> <p>Textbook 1: Ch14.1 to 14.7, 15.1 to 15.6</p>	
<p>Module – 5</p>	
<p>Transaction Processing: Introduction to Transaction Processing, Transaction and System concepts, Desirable properties of Transactions, Characterizing schedules based on recoverability, Characterizing schedules based on Serializability, Transaction support in SQL. Concurrency Control in Databases: Two-phase locking techniques for Concurrency control, Concurrency control based on Timestamp ordering, Multiversion Concurrency control techniques, Validation Concurrency control techniques, Granularity of Data items and Multiple Granularity Locking. Introduction to Database Recovery Protocols: Recovery Concepts, NO-UNDO/REDO recovery based on Deferred update, Recovery techniques based on immediate update, Shadow paging, Database backup and recovery from catastrophic failures</p> <p>Textbook 1: 20.1 to 20.6, 21.1 to 21.7, 22.1 to 22.4, 22.7.</p>	<p>10 Hours</p>
<p>Course outcomes: The students should be able to:</p>	
<ul style="list-style-type: none"> • Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS. • Use Structured Query Language (SQL) for database manipulation. • Design and build simple database systems • Develop application to interact with databases. 	
<p>Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
<p>Text Books:</p>	
<ol style="list-style-type: none"> 1. Fundamentals of Database Systems, RamezElmasri and Shamkant B. Navathe, 7th Edition, 2017, Pearson. 2. Database management systems, Ramakrishnan, and Gehrke, 3rd Edition, 2014, McGraw Hill 	
<p>Reference Books:</p>	
<ol style="list-style-type: none"> 1. Silberschatz Korth and Sudharshan, Database System Concepts, 6th Edition, Mc-GrawHill, 2013. 2. Coronel, Morris, and Rob, Database Principles Fundamentals of Design, Implementation and Management, Cengage Learning 2012. 	

AUTOMATA THEORY AND COMPUTABILITY [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS54	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Introduce core concepts in Automata and Theory of Computation • Identify different Formal language Classes and their Relationships • Design Grammars and Recognizers for different formal languages • Prove or disprove theorems in automata theory using their properties • Determine the decidability and intractability of Computational problems 			
Module – 1			Teaching Hours
Why study the Theory of Computation, Languages and Strings: Strings, Languages. A Language Hierarchy, Computation, Finite State Machines (FSM): Deterministic FSM, Regular languages, Designing FSM, Nondeterministic FSMs, From FSMs to Operational Systems, Simulators for FSMs, Minimizing FSMs, Canonical form of Regular languages, Finite State Transducers, Bidirectional Transducers. Textbook 1: Ch 1,2, 3,4, 5.1 to 5.10			10 Hours
Module – 2			
Regular Expressions (RE): what is a RE?, Kleene’s theorem, Applications of REs, Manipulating and Simplifying REs. Regular Grammars: Definition, Regular Grammars and Regular languages. Regular Languages (RL) and Non-regular Languages: How many RLs, To show that a language is regular, Closure properties of RLs, to show some languages are not RLs. Textbook 1: Ch 6, 7, 8: 6.1 to 6.4, 7.1, 7.2, 8.1 to 8.4			10 Hours
Module – 3			
Context-Free Grammars(CFG): Introduction to Rewrite Systems and Grammars, CFGs and languages, designing CFGs, simplifying CFGs, proving that a Grammar is correct, Derivation and Parse trees, Ambiguity, Normal Forms. Pushdown Automata (PDA): Definition of non-deterministic PDA, Deterministic and Non-deterministic PDAs, Non-determinism and Halting, alternative equivalent definitions of a PDA, alternatives that are not equivalent to PDA. Textbook 1: Ch 11, 12: 11.1 to 11.8, 12.1, 12.2, 12.4, 12.5, 12.6			10 Hours
Module – 4			
Context-Free and Non-Context-Free Languages: Where do the Context-Free Languages(CFL) fit, Showing a language is context-free, Pumping theorem for CFL, Important closure properties of CFLs, Deterministic CFLs. Algorithms and Decision Procedures for CFLs: Decidable questions, Un-decidable questions. Turing Machine: Turing machine model, Representation, Language acceptability by TM, design of TM, Techniques for TM construction. Textbook 1: Ch 13: 13.1 to 13.5, Ch 14: 14.1, 14.2, Textbook 2: Ch 9.1 to 9.6			10 Hours
Module – 5			
Variants of Turing Machines (TM), The model of Linear Bounded automata: Decidability: Definition of an algorithm, decidability, decidable languages,			10 Hours

<p>Undecidable languages, halting problem of TM, Post correspondence problem. Complexity: Growth rate of functions, the classes of P and NP, Quantum Computation: quantum computers, Church-Turing thesis. Textbook 2: Ch 9.7 to 9.8, 10.1 to 10.7, 12.1, 12.2, 12.8, 12.8.1, 12.8.2</p>	
<p>Course outcomes: The students should be able to:</p>	
<ul style="list-style-type: none"> • Acquire fundamental understanding of the core concepts in automata theory and Theory of Computation • Learn how to translate between different models of Computation (e.g., Deterministic and Non-deterministic and Software models). • Design Grammars and Automata (recognizers) for different language classes and become knowledgeable about restricted models of Computation (Regular, Context Free) and their relative powers. • Develop skills in formal reasoning and reduction of a problem to a formal model, with an emphasis on semantic precision and conciseness. • Classify a problem with respect to different models of Computation. 	
<p>Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
<p>Text Books:</p>	
<ol style="list-style-type: none"> 1. Elaine Rich, Automata, Computability and Complexity, 1st Edition, Pearson Education, 2012/2013 2. K L P Mishra, N Chandrasekaran , 3rd Edition, Theory of Computer Science, PHI, 2012. 	
<p>Reference Books:</p>	
<ol style="list-style-type: none"> 1. John E Hopcroft, Rajeev Motwani, Jeffery D Ullman, Introduction to Automata Theory, Languages, and Computation, 3rd Edition, Pearson Education, 2013 2. Michael Sipser : Introduction to the Theory of Computation, 3rd edition, Cengage learning, 2013 3. John C Martin, Introduction to Languages and The Theory of Computation, 3rd Edition, Tata McGraw –Hill Publishing Company Limited, 2013 4. Peter Linz, “An Introduction to Formal Languages and Automata”, 3rd Edition, Narosa Publishers, 1998 5. Basavaraj S. Anami, Karibasappa K G, Formal Languages and Automata theory, Wiley India, 2012 6. C K Nagpal, Formal Languages and Automata Theory, Oxford University press, 2012. 	

OBJECT ORIENTED MODELING AND DESIGN [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS551	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Describe the concepts involved in Object-Oriented modelling and their benefits. • Demonstrate concept of use-case model, sequence model and state chart model for a given problem. • Explain the facets of the unified process approach to design and build a Software system. • Translate the requirements into implementation for Object Oriented design. • Choose an appropriate design pattern to facilitate development procedure. 			
Module – 1			Teaching Hours
Introduction, Modelling Concepts and Class Modelling: What is Object orientation? What is OO development? OO Themes; Evidence for usefulness of OO development; OO modelling history. Modelling as Design technique: Modelling; abstraction; The Three models. Class Modelling: Object and Class Concept; Link and associations concepts; Generalization and Inheritance; A sample class model; Navigation of class models; Advanced Class Modelling, Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived Data; Packages. Text Book-1: Ch 1, 2, 3 and 4			8 Hours
Module – 2			Teaching Hours
UseCase Modelling and Detailed Requirements: Overview; Detailed object-oriented Requirements definitions; System Processes-A use case/Scenario view; Identifying Input and outputs-The System sequence diagram; Identifying Object Behaviour-The state chart Diagram; Integrated Object-oriented Models. Text Book-2:Chapter- 6:Page 210 to 250			8 Hours
Module – 3			Teaching Hours
Process Overview, System Conception and Domain Analysis: Process Overview: Development stages; Development life Cycle; System Conception: Devising a system concept; elaborating a concept; preparing a problem statement. Domain Analysis: Overview of analysis; Domain Class model: Domain state model; Domain interaction model; Iterating the analysis. Text Book-1:Chapter- 10,11,and 12			8 Hours
Module – 4			Teaching Hours
Use case Realization :The Design Discipline within up iterations: Object Oriented Design-The Bridge between Requirements and Implementation; Design Classes and Design within Class Diagrams; Interaction Diagrams-Realizing Use Case and defining methods; Designing with Communication Diagrams; Updating the Design Class Diagram; Package Diagrams-Structuring the Major Components; Implementation Issues for Three-Layer Design. Text Book-2: Chapter 8: page 292 to 346			8 Hours

Module – 5	
Design Patterns: Introduction; what is a design pattern?, Describing design patterns, the catalog of design patterns, Organizing the catalog, How design patterns solve design problems, how to select a design patterns, how to use a design pattern; Creational patterns: prototype and singleton(only);structural patterns adaptor and proxy(only). Text Book-3:Chapter-1: 1.1, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8,Chapter-3,Chapter-4.	8 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Describe the concepts of object-oriented and basic class modelling. • Draw class diagrams, sequence diagrams and interaction diagrams to solve problems. • Choose and apply a befitting design pattern for the given problem. 	
Question paper pattern:	
The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
<ol style="list-style-type: none"> 1. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML,2nd Edition, Pearson Education,2005 2. Satzinger, Jackson and Burd: Object-Oriented Analysis & Design with the Unified Process, Cengage Learning,2005. 3. Erich Gamma, Richard Helm, Ralph Johnson and john Vlissides: Design Patterns – Elements of Reusable Object-Oriented Software, Pearson Education,2007. 	
Reference Books:	
<ol style="list-style-type: none"> 1. Grady Booch et.al.: Object-Oriented Analysis and Design with Applications,3rd Edition,Pearson Education,2007. 2. 2.Frank Buschmann, RegineMeunier, Hans Rohnert, Peter Sommerlad, Michel Stal: Pattern –Oriented Software Architecture. A system of Patterns , Volume 1, John Wiley and Sons.2007. 3. 3. Booch, Jacobson, Rambaugh : Object-Oriented Analysis and Design with Applications, 3rd edition, pearson, Reprint 2013 	

SOCIAL NETWORK ANALYSIS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15IS552	IA Marks	20
Number of Lecture Hours/Week	03	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> Discuss essential knowledge of network analysis applicable to real world data, with examples from today's most popular social networks. 			
Module 1			Teaching Hours
Introduction to social network analysis and Descriptive network analysis: Introduction to new science of networks. Networks examples. Graph theory basics. Statistical network properties. Degree distribution, clustering coefficient. Frequent patterns. Network motifs. Cliques and k-cores.			8 Hours
Module 2			
Network structure, Node centralities and ranking on network: Nodes and edges, network diameter and average path length. Node centrality metrics: degree, closeness and betweenness centrality. Eigenvector centrality and PageRank. Algorithm HITS.			8 Hours
Module 3			
Network communities and Affiliation networks: Networks communities. Graph partitioning and cut metrics. Edge betweenness. Modularity clustering. Affiliation network and bipartite graphs. 1-mode projections. Recommendation systems.			8 Hours
Module 4			
Information and influence propagation on networks and Network visualization: Social Diffusion. Basic cascade model. Influence maximization. Most influential nodes in network. Network visualization and graph layouts. Graph sampling. Low -dimensional projections			8 Hours
Module 5			
Social media mining and SNA in real world: FB/VK and Twitter analysis: Natural language processing and sentiment mining. Properties of large social networks: friends, connections, likes, re-tweets.			8 Hours
Course Outcomes: The students should be able to:			
<ul style="list-style-type: none"> Define notation and terminology used in network science. Demonstrate, summarize and compare networks. Explain basic principles behind network analysis algorithms. Analyzing real world network. 			
Question paper pattern:			
The question paper will have TEN questions.			
There will be TWO questions from each module.			
Each question will have questions covering all the topics under a module.			
The students will have to answer FIVE full questions, selecting ONE full question from each module.			
Text Books:			
1. David Easley and John Kleinberg. "Networks, Crowds, and Markets: Reasoning About a Highly Connected World." Cambridge University Press 2010.			

2. Eric Kolaczyk, Gabor Csardi. "Statistical Analysis of Network Data with R (Use R!)". Springer, 2014.
3. Stanley Wasserman and Katherine Faust. "Social Network Analysis. Methods and Applications." Cambridge University Press, 1994.

Reference Books:

1. NIL

University Updates

ADVANCED JAVA AND J2EE [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS553	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
<p>Course objectives: This course will enable students to</p> <ul style="list-style-type: none"> • Identify the need for advanced Java concepts like Enumerations and Collections • Construct client-server applications using Java socket API • Make use of JDBC to access database through Java Programs • Adapt servlets to build server side programs • Demonstrate the use of JavaBeans to develop component-based Java software 			
Module – 1			Teaching Hours
<p>Enumerations, Autoboxing and Annotations(metadata): Enumerations, Enumeration fundamentals, the values() and valueOf() Methods, java enumerations are class types, enumerations Inherits Enum, example, type wrappers, Autoboxing, Autoboxing and Methods, Autoboxing/Unboxing occurs in Expressions, Autoboxing/Unboxing, Boolean and character values, Autoboxing/Unboxing helps prevent errors, A word of Warning. Annotations, Annotation basics, specifying retention policy, Obtaining Annotations at run time by use of reflection, Annotated element Interface, Using Default values, Marker Annotations, Single Member annotations, Built-In annotations.</p>			8 Hours
Module – 2			
<p>The collections and Framework: Collections Overview, Recent Changes to Collections, The Collection Interfaces, The Collection Classes, Accessing a collection Via an Iterator, Storing User Defined Classes in Collections, The Random Access Interface, Working With Maps, Comparators, The Collection Algorithms, Why Generic Collections?, The legacy Classes and Interfaces, Parting Thoughts on Collections.</p>			8 Hours
Module – 3			
<p>String Handling :The String Constructors, String Length, Special String Operations, String Literals, String Concatenation, String Concatenation with Other Data Types, String Conversion and toString() Character Extraction, charAt(), getChars(), getBytes() toCharArray(), String Comparison, equals() and equalsIgnoreCase(), regionMatches() startsWith() and endsWith(), equals() Versus == , compareTo() Searching Strings, Modifying a String, substring(), concat(), replace(), trim(), Data Conversion Using valueOf(), Changing the Case of Characters Within a String, Additional String Methods, StringBuffer , StringBuffer Constructors, length() and capacity(), ensureCapacity(), setLength(), charAt() and setCharAt(), getChars(),append(), insert(), reverse(), delete() and deleteCharAt(), replace(), substring(), Additional StringBuffer Methods, StringBuilder</p> <p>Text Book 1: Ch 15</p>			8 Hours
Module – 4			

Background; The Life Cycle of a Servlet; Using Tomcat for Servlet Development; A simple Servlet; The Servlet API; The Javax.servlet Package; Reading Servlet Parameter; The Javax.servlet.http package; Handling HTTP Requests and Responses; Using Cookies; Session Tracking. Java Server Pages (JSP): JSP, JSP Tags, Tomcat, Request String, User Sessions, Cookies, Session Objects Text Book 1: Ch 31 Text Book 2: Ch 11	8 Hours
Module – 5	
The Concept of JDBC; JDBC Driver Types; JDBC Packages; A Brief Overview of the JDBC process; Database Connection; Associating the JDBC/ODBC Bridge with the Database; Statement Objects; ResultSet; Transaction Processing; Metadata, Data types; Exceptions. Text Book 2: Ch 06	8 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Interpret the need for advanced Java concepts like enumerations and collections in developing modular and efficient programs • Build client-server applications and TCP/IP socket programs • Illustrate database access and details for managing information using the JDBC API • Describe how servlets fit into Java-based web application architecture • Develop reusable software components using Java Beans 	
Question paper pattern:	
<p>The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
Text Books:	
<ol style="list-style-type: none"> 1. Herbert Schildt: JAVA the Complete Reference, 7th/9th Edition, Tata McGraw Hill, 2007. 2. Jim Keogh: J2EE-TheCompleteReference, McGraw Hill, 2007. 	
Reference Books:	
<ol style="list-style-type: none"> 1. Y. Daniel Liang: Introduction to JAVA Programming, 7thEdition, Pearson Education, 2007. 2. Stephanie Bodoff et al: The J2EE Tutorial, 2nd Edition, Pearson Education,2004. 3. Uttam K Roy, Advanced JAVA programming, Oxford University press, 2015. 	

PROGRAMMING LANGUAGES [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15IS554	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Acquaint with discipline of programming • Familiarize with semantics of different constructs of languages • Introduce different programming paradigms • Illustrate use of different languages and their applications 			
Module – 1			Teaching Hours
Overview, Names, Types, Type systems			8 Hours
Module – 2			
Semantics, semantic interpretation			8 Hours
Module – 3			
Functions, function implementation, memory management			8 Hours
Module – 4			
Imperative programming, object oriented programming, functional programming			8 Hours
Module – 5			
Logic programming, event-driven programming, concurrent programming			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Select appropriate languages for given applications • Demonstrate usage and justification of different languages • Compare and contrast the strengths and weaknesses of different languages 			
Question paper pattern:			
The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.			
Text Books:			
1. Programming languages by Allen B. Tucker and Robert E. Noonan			
Reference Books:			
NIL			

COMPUTER NETWORK LABORATORY [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CSL57	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 02			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Demonstrate operation of network and its management commands • Simulate and demonstrate the performance of GSM and CDMA • Implement data link layer and transport layer protocols. 			
Description (If any):			
For the experiments below modify the topology and parameters set for the experiment and take multiple rounds of reading and analyze the results available in log files. Plot necessary graphs and conclude. Use NS2/NS3.			
Lab Experiments:			
PART A			
<ol style="list-style-type: none"> 1. Implement three nodes point – to – point network with duplex links between them. Set the queue size, vary the bandwidth and find the number of packets dropped. 2. Implement transmission of ping messages/trace route over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion. 3. Implement an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination. 4. Implement simple ESS and with transmitting nodes in wire-less LAN by simulation and determine the performance with respect to transmission of packets. 5. Implement and study the performance of GSM on NS2/NS3 (Using MAC layer) or equivalent environment. 6. Implement and study the performance of CDMA on NS2/NS3 (Using stack called Call net) or equivalent environment. 			
PART B			
Implement the following in Java:			
<ol style="list-style-type: none"> 7. Write a program for error detecting code using CRC-CCITT (16- bits). 8. Write a program to find the shortest path between vertices using bellman-ford algorithm. 9. Using TCP/IP sockets, write a client – server program to make the client send the file name and to make the server send back the contents of the requested file if present. 10. Write a program on datagram socket for client/server to display the messages on client side, typed at the server side. 11. Write a program for simple RSA algorithm to encrypt and decrypt the data. 12. Write a program for congestion control using leaky bucket algorithm. 			
Study Experiment / Project:			
NIL			
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Analyze and Compare various networking protocols. • Demonstrate the working of different concepts of networking. 			

- Implement, analyze and evaluate networking protocols in NS2 / NS3

Conduction of Practical Examination:

1. All laboratory experiments are to be included for practical examination.
2. Students are allowed to pick one experiment from part A and part B with lot.
3. Strictly follow the instructions as printed on the cover page of answer script
4. Marks distribution: Procedure + Conduction + Viva: 80
Part A: 10+25+5 =40
Part B: 10+25+5 =40
5. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.

University Updates

DBMS LABORATORY WITH MINI PROJECT [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CSL58	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 02			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Foundation knowledge in database concepts, technology and practice to groom students into well-informed database application developers. • Strong practice in SQL programming through a variety of database problems. • Develop database applications using front-end tools and back-end DBMS. 			
Description (If any):			
PART-A: SQL Programming (Max. Exam Mks. 50) <ul style="list-style-type: none"> • Design, develop, and implement the specified queries for the following problems using Oracle, MySQL, MS SQL Server, or any other DBMS under LINUX/Windows environment. • Create Schema and insert at least 5 records for each table. Add appropriate database constraints. PART-B: Mini Project (Max. Exam Mks. 30) <ul style="list-style-type: none"> • Use Java, C#, PHP, Python, or any other similar front-end tool. All applications must be demonstrated on desktop/laptop as a stand-alone or web based application (Mobile apps on Android/IOS are not permitted.) 			
Lab Experiments:			
Part A: SQL Programming			
1	Consider the following schema for a Library Database: BOOK(<u>Book_id</u> , Title, Publisher_Name, Pub_Year) BOOK_AUTHORS(<u>Book_id</u> , Author_Name) PUBLISHER(<u>Name</u> , Address, Phone) BOOK_COPIES(<u>Book_id</u> , <u>Branch_id</u> , No-of_Copies) BOOK_LENDING(<u>Book_id</u> , <u>Branch_id</u> , <u>Card_No</u> , Date_Out, Due_Date) LIBRARY_BRANCH(<u>Branch_id</u> , Branch_Name, Address) Write SQL queries to <ol style="list-style-type: none"> 1. Retrieve details of all books in the library – id, title, name of publisher, authors, number of copies in each branch, etc. 2. Get the particulars of borrowers who have borrowed more than 3 books, but from Jan 2017 to Jun 2017. 3. Delete a book in BOOK table. Update the contents of other tables to reflect this data manipulation operation. 4. Partition the BOOK table based on year of publication. Demonstrate its working with a simple query. 5. Create a view of all books and its number of copies that are currently available in the Library. 		
2	Consider the following schema for Order Database: SALESMAN(<u>Salesman_id</u> , Name, City, Commission) CUSTOMER(<u>Customer_id</u> , Cust_Name, City, Grade, Salesman_id) ORDERS(<u>Ord_No</u> , Purchase_Amt, Ord_Date, Customer_id, Salesman_id) Write SQL queries to <ol style="list-style-type: none"> 1. Count the customers with grades above Bangalore’s average. 		

	<ol style="list-style-type: none"> Find the name and numbers of all salesman who had more than one customer. List all the salesman and indicate those who have and don't have customers in their cities (Use UNION operation.) Create a view that finds the salesman who has the customer with the highest order of a day. Demonstrate the DELETE operation by removing salesman with id 1000. All his orders must also be deleted.
3	<p>Consider the schema for Movie Database:</p> <p>ACTOR(<u>Act_id</u>, Act_Name, Act_Gender)</p> <p>DIRECTOR(<u>Dir_id</u>, Dir_Name, Dir_Phone)</p> <p>MOVIES(<u>Mov_id</u>, Mov_Title, Mov_Year, Mov_Lang, Dir_id)</p> <p>MOVIE_CAST(<u>Act_id</u>, <u>Mov_id</u>, Role)</p> <p>RATING(<u>Mov_id</u>, Rev_Stars)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> List the titles of all movies directed by 'Hitchcock'. Find the movie names where one or more actors acted in two or more movies. List all actors who acted in a movie before 2000 and also in a movie after 2015 (use JOIN operation). Find the title of movies and number of stars for each movie that has at least one rating and find the highest number of stars that movie received. Sort the result by movie title. Update rating of all movies directed by 'Steven Spielberg' to 5.
4	<p>Consider the schema for College Database:</p> <p>STUDENT(<u>USN</u>, SName, Address, Phone, Gender)</p> <p>SEMSEC(<u>SSID</u>, Sem, Sec)</p> <p>CLASS(<u>USN</u>, <u>SSID</u>)</p> <p>SUBJECT(<u>Subcode</u>, Title, Sem, Credits)</p> <p>IAMARKS(<u>USN</u>, <u>Subcode</u>, <u>SSID</u>, Test1, Test2, Test3, FinalIA)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> List all the student details studying in fourth semester 'C' section. Compute the total number of male and female students in each semester and in each section. Create a view of Test1 marks of student USN '1BI15CS101' in all subjects. Calculate the FinalIA (average of best two test marks) and update the corresponding table for all students. Categorize students based on the following criterion: If FinalIA = 17 to 20 then CAT = 'Outstanding' If FinalIA = 12 to 16 then CAT = 'Average' If FinalIA < 12 then CAT = 'Weak' Give these details only for 8th semester A, B, and C section students.
5	<p>Consider the schema for Company Database:</p> <p>EMPLOYEE(<u>SSN</u>, Name, Address, Sex, Salary, SuperSSN, DNo)</p> <p>DEPARTMENT(<u>DNo</u>, DName, MgrSSN, MgrStartDate)</p> <p>DLOCATION(<u>DNo</u>, <u>DLoc</u>)</p> <p>PROJECT(<u>PNo</u>, PName, PLocation, DNo)</p> <p>WORKS_ON(<u>SSN</u>, <u>PNo</u>, Hours)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> Make a list of all project numbers for projects that involve an employee whose last name is 'Scott', either as a worker or as a manager of the department that controls the project.

	<ol style="list-style-type: none"> 2. Show the resulting salaries if every employee working on the ‘IoT’ project is given a 10 percent raise. 3. Find the sum of the salaries of all employees of the ‘Accounts’ department, as well as the maximum salary, the minimum salary, and the average salary in this department 4. Retrieve the name of each employee who works on all the projects controlled by department number 5 (use NOT EXISTS operator). 5. For each department that has more than five employees, retrieve the department number and the number of its employees who are making more than Rs. 6,00,000.
<p>Part B: Mini project</p>	
<ul style="list-style-type: none"> • For any problem selected, write the ER Diagram, apply ER-mapping rules, normalize the relations, and follow the application development process. • Make sure that the application should have five or more tables, at least one trigger and one stored procedure, using suitable frontend tool. • Indicative areas include; health care, education, industry, transport, supply chain, etc. 	
<p>Course outcomes: The students should be able to:</p>	
<ul style="list-style-type: none"> • Create, Update and query on the database. • Demonstrate the working of different concepts of DBMS • Implement, analyze and evaluate the project developed for an application. 	
<p>Conduction of Practical Examination:</p> <ol style="list-style-type: none"> 1. All laboratory experiments from part A are to be included for practical examination. 2. Mini project has to be evaluated for 30 Marks. 3. Report should be prepared in a standard format prescribed for project work. 4. Students are allowed to pick one experiment from the lot. 5. Strictly follow the instructions as printed on the cover page of answer script. 6. Marks distribution: <ol style="list-style-type: none"> a) Part A: Procedure + Conduction + Viva: 10 + 35 + 5 = 50 Marks b) Part B: Demonstration + Report + Viva voce = 15 + 10 + 05 = 30 Marks 7. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero. 	

PROGRAMMING IN JAVA [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS561	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to <ul style="list-style-type: none"> • Learn fundamental features of object oriented language and JAVA • Set up Java JDK environment to create, debug and run simple Java programs. • Learn object oriented concepts using programming examples. • Study the concepts of importing of packages and exception handling mechanism. • Discuss the String Handling examples with Object Oriented concepts. 			
Module – 1			Teaching Hours
An Overview of Java: Object-Oriented Programming, A First Simple Program, A Second Short Program, Two Control Statements, Using Blocks of Code, Lexical Issues, The Java Class Libraries, Data Types, Variables, and Arrays: Java Is a Strongly Typed Language, The Primitive Types, Integers, Floating-Point Types, Characters, Booleans, A Closer Look at Literals, Variables, Type Conversion and Casting, Automatic Type Promotion in Expressions, Arrays, A Few Words About Strings Text book 1: Ch 2, Ch 3			8 Hours
Module – 2			Teaching Hours
Operators: Arithmetic Operators, The Bitwise Operators, Relational Operators, Boolean Logical Operators, The Assignment Operator, The ? Operator, Operator Precedence, Using Parentheses, Control Statements: Java’s Selection Statements, Iteration Statements, Jump Statements. Text book 1: Ch 4, Ch 5			8 Hours
Module – 3			Teaching Hours
Introducing Classes: Class Fundamentals, Declaring Objects, Assigning Object Reference Variables, Introducing Methods, Constructors, The this Keyword, Garbage Collection, The finalize() Method, A Stack Class, A Closer Look at Methods and Classes: Overloading Methods, Using Objects as Parameters, A Closer Look at Argument Passing, Returning Objects, Recursion, Introducing Access Control, Understanding static, Introducing final, Arrays Revisited, Inheritance: Inheritance, Using super, Creating a Multilevel Hierarchy, When Constructors Are Called, Method Overriding, Dynamic Method Dispatch, Using Abstract Classes, Using final with Inheritance, The Object Class. Text book 1: Ch 6, Ch 7.1-7.9, Ch 8.			8 Hours
Module – 4			Teaching Hours
Packages and Interfaces: Packages, Access Protection, Importing Packages, Interfaces, Exception Handling: Exception-Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally, Java’s Built-in Exceptions, Creating Your Own Exception Subclasses, Chained Exceptions, Using Exceptions. Text book 1: Ch 9, Ch 10			8 Hours

Module – 5	
Enumerations, Type Wrappers, I/O, Applets, and Other Topics: I/O Basics, Reading Console Input, Writing Console Output, The PrintWriter Class, Reading and Writing Files, Applet Fundamentals, The transient and volatile Modifiers, Using instanceof, strictfp, Native Methods, Using assert, Static Import, Invoking Overloaded Constructors Through this(), String Handling: The String Constructors, String Length, Special String Operations, Character Extraction, String Comparison, Searching Strings, Modifying a String, Data Conversion Using valueOf(), Changing the Case of Characters Within a String , Additional String Methods, StringBuffer, StringBuilder.	8 Hours
Text book 1: Ch 12.1,12.2, Ch 13, Ch 15	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Explain the object-oriented concepts and JAVA. • Develop computer programs to solve real world problems in Java. • Develop simple GUI interfaces for a computer program to interact with users 	
Question paper pattern:	
The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
1. Herbert Schildt, Java The Complete Reference, 7th Edition, Tata McGraw Hill, 2007. (Chapters 2, 3, 4, 5, 6,7, 8, 9,10, 12,13,15)	
Reference Books:	
<ol style="list-style-type: none"> 1. Mahesh Bhave and Sunil Patekar, "Programming with Java", First Edition, Pearson Education,2008, ISBN:9788131720806. 2. Rajkumar Buyya,S Thamarasi selvi, xingchen chu, Object oriented Programming with java, Tata McGraw Hill education private limited. 3. E Balagurusamy, Programming with Java A primer, Tata McGraw Hill companies. 4. Anita Seth and B L Juneja, JAVA One step Ahead, Oxford University Press, 2017. 	

ARTIFICIAL INTELLIGENCE [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS562	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Identify the problems where AI is required and the different methods available • Compare and contrast different AI techniques available. • Define and explain learning algorithms 			
Module – 1			Teaching Hours
What is artificial intelligence?, Problems, Problem Spaces and search, Heuristic search technique TextBook1: Ch 1, 2 and 3			8 Hours
Module – 2			
Knowledge Representation Issues, Using Predicate Logic, Representing knowledge using Rules, TextBook1: Ch 4, 5 and 6.			8 Hours
Module – 3			
Symbolic Reasoning under Uncertainty, Statistical reasoning, Weak Slot and Filter Structures. TextBook1: Ch 7, 8 and 9.			8 Hours
Module – 4			
Strong slot-and-filler structures, Game Playing. TextBook1: Ch 10 and 12			8 Hours
Module – 5			
Natural Language Processing, Learning, Expert Systems. TextBook1: Ch 15,17 and 20			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Identify the AI based problems • Apply techniques to solve the AI problems • Define learning and explain various learning techniques • Discuss on expert systems 			
Question paper pattern:			
The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.			
Text Books:			
1. E. Rich , K. Knight & S. B. Nair - Artificial Intelligence, 3/e, McGraw Hill.			
Reference Books:			
1. Artificial Intelligence: A Modern Approach, Stuart Rusell, Peter Norving, Pearson Education 2nd Edition.			

1. Dan W. Patterson, Introduction to Artificial Intelligence and Expert Systems – Prentice Hal of India.
2. G. Luger, “Artificial Intelligence: Structures and Strategies for complex problem Solving”, Fourth Edition, Pearson Education, 2002.
3. Artificial Intelligence and Expert Systems Development by D W Rolston-Mc Graw hill.
4. N.P. Padhy “Artificial Intelligence and Intelligent Systems” , Oxford University Press-2015

University Updates

EMBEDDED SYSTEMS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS563	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to <ul style="list-style-type: none"> • Provide a general overview of Embedded Systems • Show current statistics of Embedded Systems • Design, code, compile, and test real-time software • Integrate a fully functional system including hardware and software. 			
Module – 1			Teaching Hours
Introduction to embedded systems: Embedded systems, Processor embedded into a system, Embedded hardware units and device in a system, Embedded software in a system, Examples of embedded systems, Design process in embedded system, Formalization of system design, Design process and design examples, Classification of embedded systems, skills required for an embedded system designer.			8 Hours
Module – 2			Teaching Hours
Devices and communication buses for devices network: IO types and example, Serial communication devices, Parallel device ports, Sophisticated interfacing features in device ports, Wireless devices, Timer and counting devices, Watchdog timer, Real time clock, Networked embedded systems, Serial bus communication protocols, Parallel bus device protocols-parallel communication internet using ISA, PCI, PCI-X and advanced buses, Internet enabled systems-network protocols, Wireless and mobile system protocols.			8 Hours
Module – 3			Teaching Hours
Device drivers and interrupts and service mechanism: Programming-I/O busy-wait approach without interrupt service mechanism, ISR concept, Interrupt sources, Interrupt servicing (Handling) Mechanism, Multiple interrupts, Context and the periods for context switching, interrupt latency and deadline, Classification of processors interrupt service mechanism from Context-saving angle, Direct memory access, Device driver programming.			8 Hours
Module – 4			Teaching Hours
Inter process communication and synchronization of processes, Threads and tasks: Multiple process in an application, Multiple threads in an application, Tasks, Task states, Task and Data, Clear-cut distinction between functions. ISRS and tasks by their characteristics, concept and semaphores, Shared data, Inter-process communication, Signal function, Semaphore functions, Message Queue functions, Mailbox functions, Pipe functions, Socket functions, RPC functions.			8 Hours
Module – 5			Teaching Hours
Real-time operating systems: OS Services, Process management, Timer functions, Event functions, Memory management, Device, file and IO subsystems management, Interrupt routines in RTOS environment and handling of interrupt source calls, Real-time operating systems, Basic design using an RTOS, RTOS task scheduling models, interrupt latency and response of the tasks			8 Hours

as performance metrics, OS security issues. Introduction to embedded software development process and tools, Host and target machines, Linking and location software.	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none">• Distinguish the characteristics of embedded computer systems.• Examine the various vulnerabilities of embedded computer systems.• Design and develop modules using RTOS.• Implement RPC, threads and tasks	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
1. Raj Kamal, “Embedded Systems: Architecture, Programming, and Design” 2 nd / 3 rd edition , Tata McGraw hill-2013.	
Reference Books:	
1. Marilyn Wolf, “Computer as Components, Principles of Embedded Computing System Design” 3 rd edition, Elsevier-2014.	

DOT NET FRAMEWORK FOR APPLICATION DEVELOPMENT [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS564	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Inspect Visual Studio programming environment and toolset designed to build applications for Microsoft Windows • Understand Object Oriented Programming concepts in C# programming language. • Interpret Interfaces and define custom interfaces for application. • Build custom collections and generics in C# • Construct events and query data using query expressions 			
Module – 1			Teaching Hours
Introducing Microsoft Visual C# and Microsoft Visual Studio 2015: Welcome to C#, Working with variables, operators and expressions, Writing methods and applying scope, Using decision statements, Using compound assignment and iteration statements, Managing errors and exceptions T1: Chapter 1 – Chapter 6			8 Hours
Module – 2			
Understanding the C# object model: Creating and Managing classes and objects, Understanding values and references, Creating value types with enumerations and structures, Using arrays Textbook 1: Ch 7 to 10			8 Hours
Module – 3			
Understanding parameter arrays, Working with inheritance, Creating interfaces and defining abstract classes, Using garbage collection and resource management Textbook 1: Ch 11 to 14			8 Hours
Module – 4			
Defining Extensible Types with C#: Implementing properties to access fields, Using indexers, Introducing generics, Using collections Textbook 1: Ch 15 to 18			8 Hours
Module – 5			
Enumerating Collections, Decoupling application logic and handling events, Querying in-memory data by using query expressions, Operator overloading Textbook 1: Ch 19 to 22			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Build applications on Visual Studio .NET platform by understanding the syntax and semantics of C# • Demonstrate Object Oriented Programming concepts in C# programming language • Design custom interfaces for applications and leverage the available built-in interfaces in building complex applications. • Illustrate the use of generics and collections in C# • Compose queries to query in-memory data and define own operator behaviour 			
Question paper pattern:			

The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. John Sharp, Microsoft Visual C# Step by Step, 8th Edition, PHI Learning Pvt. Ltd. 2016

Reference Books:

1. Christian Nagel, "C# 6 and .NET Core 1.0", 1st Edition, Wiley India Pvt Ltd, 2016.
Andrew Stellman and Jennifer Greene, "Head First C#", 3rd Edition, O'Reilly Publications, 2013.
2. Mark Michaelis, "Essential C# 6.0", 5th Edition, Pearson Education India, 2016.
3. Andrew Troelsen, "Prof C# 5.0 and the .NET 4.5 Framework", 6th Edition, Apress and Dreamtech Press, 2012.

University Updates

CLOUD COMPUTING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15CS565	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain the technology and principles involved in building a cloud environment. • Contrast various programming models used in cloud computing • Choose appropriate cloud model for a given application 			
Module – 1			Teaching Hours
Introduction ,Cloud Computing at a Glance, The Vision of Cloud Computing, Defining a Cloud, A Closer Look, Cloud Computing Reference Model, Characteristics and Benefits, Challenges Ahead, Historical Developments, Distributed Systems, Virtualization, Web 2.0, Service-Oriented Computing, Utility-Oriented Computing, Building Cloud Computing Environments, Application Development, Infrastructure and System Development, Computing Platforms and Technologies, Amazon Web Services (AWS), Google AppEngine, Microsoft Azure, Hadoop, Force.com and Salesforce.com, Manjrasoft Aneka Virtualization, Introduction, Characteristics of Virtualized, Environments Taxonomy of Virtualization Techniques, Execution Virtualization, Other Types of Virtualization, Virtualization and Cloud Computing, Pros and Cons of Virtualization, Technology			8 Hours
Module – 2			8 Hours
Cloud Computing Architecture, Introduction, Cloud Reference Model, Architecture, Infrastructure / Hardware as a Service, Platform as a Service, Software as a Service, Types of Clouds, Public Clouds, Private Clouds, Hybrid Clouds, Community Clouds, Economics of the Cloud, Open Challenges, Cloud Definition, Cloud Interoperability and Standards Scalability and Fault Tolerance Security, Trust, and Privacy Organizational Aspects Aneka: Cloud Application Platform, Framework Overview, Anatomy of the Aneka Container, From the Ground Up: Platform Abstraction Layer, Fabric Services, foundation Services, Application Services, Building Aneka Clouds, Infrastructure Organization, Logical Organization, Private Cloud Deployment Mode, Public Cloud Deployment Mode, Hybrid Cloud Deployment Mode, Cloud Programming and Management, Aneka SDK, Management Tools			
Module – 3			8 Hours
Concurrent Computing: Thread Programming, Introducing Parallelism for Single Machine Computation, Programming Applications with Threads, What is a Thread?, Thread APIs, Techniques for Parallel Computation with Threads, Multithreading with Aneka, Introducing the Thread Programming Model, Aneka Thread vs. Common Threads, Programming Applications with Aneka Threads, Aneka Threads Application Model, Domain Decomposition: Matrix Multiplication, Functional Decomposition: Sine, Cosine, and Tangent. High-Throughput Computing: Task Programming, Task Computing,			

Characterizing a Task, Computing Categories, Frameworks for Task Computing, Task-based Application Models, Embarrassingly Parallel Applications, Parameter Sweep Applications, MPI Applications, Workflow Applications with Task Dependencies, Aneka Task-Based Programming, Task Programming Model, Developing Applications with the Task Model, Developing Parameter Sweep Application, Managing Workflows.	
Module – 4	
Data Intensive Computing: Map-Reduce Programming, What is Data-Intensive Computing?, Characterizing Data-Intensive Computations, Challenges Ahead, Historical Perspective, Technologies for Data-Intensive Computing, Storage Systems, Programming Platforms, Aneka MapReduce Programming, Introducing the MapReduce Programming Model, Example Application	8 Hours
Module – 5	
Cloud Platforms in Industry, Amazon Web Services, Compute Services, Storage Services, Communication Services, Additional Services, Google AppEngine, Architecture and Core Concepts, Application Life-Cycle, Cost Model, Observations, Microsoft Azure, Azure Core Concepts, SQL Azure, Windows Azure Platform Appliance. Cloud Applications Scientific Applications, Healthcare: ECG Analysis in the Cloud, , Social Networking, Media Applications, Multiplayer Online Gaming.	8 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Explain the concepts and terminologies of cloud computing • Demonstrate cloud frameworks and technologies • Define data intensive computing • Demonstrate cloud applications 	
<p>Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.</p>	
<p>Text Books: 1. Rajkumar Buyya, Christian Vecchiola, and Thamarai Selvi Mastering Cloud. Computing McGraw Hill Education</p>	
Reference Books:	
NIL	

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI
CHOICE BASED CREDIT SYSTEM (CBCS)
SCHEME OF TEACHING AND EXAMINATION 2015-2016
B.E. Information Science & Engineering

VI SEMESTER

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination			Credits	
			Theory	Practical/ Drawing	Duration	Theory/ Practical Marks	I.A. Marks		Total Marks
1	15CS61	Cryptography, Network Security and Cyber Law	04	--	03	80	20	100	4
2	15IS62	File Structures	04	--	03	80	20	100	4
3	15IS63	Software Testing	04	--	03	80	20	100	4
4	15CS64	Operating Systems	04	--	03	80	20	100	4
5	15CS/IS65x	Professional Elective 2	03	--	03	80	20	100	3
6	15CS/IS66x	Open Elective 2	03	--	03	80	20	100	3
7	15ISL67	Software Testing Laboratory	--	1I+2P	03	80	20	100	2
8	15ISL68	File Structures Laboratory with mini project	--	1I+2P	03	80	20	100	2
TOTAL			22	06	24	640	160	800	26

Professional Elective 2	
15CS651	Data Mining and Data Warehousing
15IS652	System Software
15CS653	Operation research
15CS654	Distributed Computing system

- 1. Professional Elective: Electives relevant to chosen specialization / branch**
- 2. Open Elective: Electives from other technical and/or emerging subject areas (Announced separately)**

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI
CHOICE BASED CREDIT SYSTEM (CBCS)
SCHEME OF TEACHING AND EXAMINATION 2015-2016

B.E. Computer Science & Engineering
B.E. Information Science and Engineering

VI SEMESTER OPEN ELECTIVES

Open Elective 2	
15CS661	Mobile Application Development
15CS662	Big Data Analytics
15CS663	Wireless Networks and Mobile computing
15CS664	Python Application Programming
15CS665	Service Oriented Architecture
15CS666	Multicore Architecture and Programming

CRYPTOGRAPHY, NETWORK SECURITY AND CYBER LAW [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS61	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain the concepts of Cyber security • Illustrate key management issues and solutions. • Familiarize with Cryptography and very essential algorithms • Introduce cyber Law and ethics to be followed. 			
Module – 1			Teaching Hours
Introduction - Cyber Attacks, Defence Strategies and Techniques, Guiding Principles, Mathematical Background for Cryptography - Modulo Arithmetic's, The Greatest Comma Divisor, Useful Algebraic Structures, Chinese Remainder Theorem, Basics of Cryptography - Preliminaries, Elementary Substitution Ciphers, Elementary Transport Ciphers, Other Cipher Properties, Secret Key Cryptography – Product Ciphers, DES Construction.			10 Hours
Module – 2			Teaching Hours
Public Key Cryptography and RSA – RSA Operations, Why Does RSA Work?, Performance, Applications, Practical Issues, Public Key Cryptography Standard (PKCS), Cryptographic Hash - Introduction, Properties, Construction, Applications and Performance, The Birthday Attack, Discrete Logarithm and its Applications - Introduction, Diffie-Hellman Key Exchange, Other Applications.			10 Hours
Module – 3			Teaching Hours
Key Management - Introduction, Digital Certificates, Public Key Infrastructure, Identity-based Encryption, Authentication-I - One way Authentication, Mutual Authentication, Dictionary Attacks, Authentication – II – Centralised Authentication, The Needham-Schroeder Protocol, Kerberos, Biometrics, IPsec-Security at the Network Layer – Security at Different layers: Pros and Cons, IPsec in Action, Internet Key Exchange (IKE) Protocol, Security Policy and IPSEC, Virtual Private Networks, Security at the Transport Layer - Introduction, SSL Handshake Protocol, SSL Record Layer Protocol, OpenSSL.			10 Hours
Module – 4			Teaching Hours
IEEE 802.11 Wireless LAN Security - Background, Authentication, Confidentiality and Integrity, Viruses, Worms, and Other Malware, Firewalls – Basics, Practical Issues, Intrusion Prevention and Detection - Introduction, Prevention Versus Detection, Types of Instruction Detection Systems, DDoS Attacks Prevention/Detection, Web Service Security – Motivation, Technologies for Web Services, WS- Security, SAML, Other Standards.			10 Hours
Module – 5			Teaching Hours
IT act aim and objectives, Scope of the act, Major Concepts, Important provisions, Attribution, acknowledgement, and dispatch of electronic records, Secure electronic records and secure digital signatures, Regulation of certifying authorities: Appointment of Controller and Other officers, Digital Signature certificates, Duties of Subscribers, Penalties and adjudication, The cyber			10 Hours

regulations appellate tribunal, Offences, Network service providers not to be liable in certain cases, Miscellaneous Provisions.	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Discuss cryptography and its need to various applications • Design and develop simple cryptography algorithms • Understand cyber security and need cyber Law 	
Question paper pattern:	
<p>The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
Text Books:	
<ol style="list-style-type: none"> 1. Cryptography, Network Security and Cyber Laws – Bernard Menezes, Cengage Learning, 2010 edition (Chapters-1,3,4,5,6,7,8,9,10,11,12,13,14,15,19(19.1-19.5),21(21.1-21.2),22(22.1-22.4),25 	
Reference Books:	
<ol style="list-style-type: none"> 1. Cryptography and Network Security- Behrouz A Forouzan, Debdeep Mukhopadhyay, Mc-GrawHill, 3rd Edition, 2015 2. Cryptography and Network Security- William Stallings, Pearson Education, 7th Edition 3. Cyber Law simplified- Vivek Sood, Mc-GrawHill, 11th reprint , 2013 4. Cyber security and Cyber Laws, Alfred Basta, Nadine Basta, Mary brown, ravindra kumar, Cengage learning 	

FILE STRUCTURES [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15IS62	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to <ul style="list-style-type: none"> • Explain the fundamentals of file structures and their management. • Measure the performance of different file structures • Organize different file structures in the memory. • Demonstrate hashing and indexing techniques. 			
Module – 1			Teaching Hours
Introduction: File Structures: The Heart of the file structure Design, A Short History of File Structure Design, A Conceptual Toolkit; Fundamental File Operations: Physical Files and Logical Files, Opening Files, Closing Files, Reading and Writing, Seeking, Special Characters, The Unix Directory Structure, Physical devices and Logical Files, File-related Header Files, UNIX file System Commands; Secondary Storage and System Software: Disks, Magnetic Tape, Disk versus Tape; CD-ROM: Introduction, Physical Organization, Strengths and Weaknesses; Storage as Hierarchy, A journey of a Byte, Buffer Management, Input /Output in UNIX. Fundamental File Structure Concepts, Managing Files of Records : Field and Record Organization, Using Classes to Manipulate Buffers, Using Inheritance for Record Buffer Classes, Managing Fixed Length, Fixed Field Buffers, An Object-Oriented Class for Record Files, Record Access, More about Record Structures, Encapsulating Record Operations in a Single Class, File Access and File Organization.			10 Hours
Module – 2			
Organization of Files for Performance, Indexing: Data Compression, Reclaiming Space in files, Internal Sorting and Binary Searching, Keysorting; What is an Index? A Simple Index for Entry-Sequenced File, Using Template Classes in C++ for Object I/O, Object-Oriented support for Indexed, Entry-Sequenced Files of Data Objects, Indexes that are too large to hold in Memory, Indexing to provide access by Multiple keys, Retrieval Using Combinations of Secondary Keys, Improving the Secondary Index structure: Inverted Lists, Selective indexes, Binding.			10 Hours
Module – 3			
Consequential Processing and the Sorting of Large Files: A Model for Implementing Consequential Processes, Application of the Model to a General Ledger Program, Extension of the Model to include Mutiway Merging, A Second Look at Sorting in Memory, Merging as a Way of Sorting Large Files on Disk. Multi-Level Indexing and B-Trees: The invention of B-Tree, Statement of the problem, Indexing with Binary Search Trees; Multi-Level Indexing, B-Trees, Example of Creating a B-Tree, An Object-Oriented Representation of B-Trees, B-Tree Methods; Nomenclature, Formal Definition of B-Tree Properties, Worst-case Search Depth, Deletion, Merging and Redistribution, Redistribution during			10 Hours

insertion; B* Trees, Buffering of pages; Virtual B-Trees; Variable-length Records and keys.	
Module – 4	
Indexed Sequential File Access and Prefix B + Trees: Indexed Sequential Access, Maintaining a Sequence Set, Adding a Simple Index to the Sequence Set, The Content of the Index: Separators Instead of Keys, The Simple Prefix B+ Tree and its maintenance, Index Set Block Size, Internal Structure of Index Set Blocks: A Variable-order B- Tree, Loading a Simple Prefix B+ Trees, B-Trees, B+ Trees and Simple Prefix B+ Trees in Perspective.	10 Hours
Module – 5	
Hashing: Introduction, A Simple Hashing Algorithm, Hashing Functions and Record Distribution, How much Extra Memory should be used?, Collision resolution by progressive overflow, Buckets, Making deletions, Other collision resolution techniques, Patterns of record access. Extendible Hashing: How Extendible Hashing Works, Implementation, Deletion, Extendible Hashing Performance, Alternative Approaches.	10 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Choose appropriate file structure for storage representation. • Identify a suitable sorting technique to arrange the data. • Select suitable indexing and hashing techniques for better performance to a given problem. 	
Question paper pattern:	
<p>The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
Text Books:	
<ol style="list-style-type: none"> 1. Michael J. Folk, Bill Zoellick, Greg Riccardi: File Structures-An Object Oriented Approach with C++, 3rd Edition, Pearson Education, 1998. (Chapters 1 to 12 excluding 1.4, 1.5, 5.5, 5.6, 8.6, 8.7, 8.8) 	
Reference Books:	
<ol style="list-style-type: none"> 1. K.R. Venugopal, K.G. Srinivas, P.M. Krishnaraj: File Structures Using C++, Tata McGraw-Hill, 2008. 2. Scot Robert Ladd: C++ Components and Algorithms, BPB Publications, 1993. 3. Raghu Ramakrishan and Johannes Gehrke: Database Management Systems, 3rd Edition, McGraw Hill, 2003. 	

SOFTWARE TESTING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – V			
Subject Code	15IS63	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to <ul style="list-style-type: none"> • Differentiate the various testing techniques • Analyze the problem and derive suitable test cases. • Apply suitable technique for designing of flow graph • Explain the need for planning and monitoring a process 			
Module – 1			Teaching Hours
Basics of Software Testing: Basic definitions, Software Quality , Requirements, Behaviour and Correctness, Correctness versus Reliability, Testing and Debugging, Test cases, Insights from a Venn diagram, Identifying test cases, Test-generation Strategies, Test Metrics, Error and fault taxonomies , Levels of testing, Testing and Verification, Static Testing. Problem Statements: Generalized pseudocode, the triangle problem, the NextDate function, the commission problem, the SATM (Simple Automatic Teller Machine) problem, the currency converter, Saturn windshield wiper T1:Chapter1, T3:Chapter1, T1:Chapter2.			10 Hours
Module – 2			Teaching Hours
Functional Testing: Boundary value analysis, Robustness testing, Worst-case testing, Robust Worst testing for triangle problem, Nextdate problem and commission problem, Equivalence classes, Equivalence test cases for the triangle problem, NextDate function, and the commission problem, Guidelines and observations, Decision tables, Test cases for the triangle problem, NextDate function, and the commission problem, Guidelines and observations. Fault Based Testing: Overview, Assumptions in fault based testing, Mutation analysis, Fault-based adequacy criteria, Variations on mutation analysis. T1: Chapter 5, 6 & 7, T2: Chapter 16			10 Hours
Module – 3			Teaching Hours
Structural Testing: Overview, Statement testing, Branch testing, Condition testing , Path testing: DD paths, Test coverage metrics, Basis path testing, guidelines and observations, Data –Flow testing: Definition-Use testing, Slice-based testing, Guidelines and observations. Test Execution: Overview of test execution, from test case specification to test cases, Scaffolding, Generic versus specific scaffolding, Test oracles, Self-checks as oracles, Capture and replay T3:Section 6.2.1, T3:Section 6.2.4, T1:Chapter 9 & 10, T2:Chapter 17			10 Hours
Module – 4			Teaching Hours
Process Framework : Basic principles: Sensitivity, redundancy, restriction, partition, visibility, Feedback, the quality process, Planning and monitoring, Quality goals, Dependability properties ,Analysis Testing, Improving the process, Organizational factors. Planning and Monitoring the Process: Quality and process, Test and analysis strategies and plans, Risk planning, monitoring the process, Improving the			10 Hours

<p>process, the quality team</p> <p>Documenting Analysis and Test: Organizing documents, Test strategy document, Analysis and test plan, Test design specifications documents, Test and analysis reports.</p> <p>T2: Chapter 3 & 4, T2: Chapter 20, T2: Chapter 24.</p>	
<p>Module – 5</p>	
<p>Integration and Component-Based Software Testing: Overview, Integration testing strategies, Testing components and assemblies. System, Acceptance and Regression Testing: Overview, System testing, Acceptance testing, Usability, Regression testing, Regression test selection techniques, Test case prioritization and selective execution. Levels of Testing, Integration Testing: Traditional view of testing levels, Alternative life-cycle models, The SATM system, Separating integration and system testing, A closer look at the SATM system, Decomposition-based, call graph-based, Path-based integrations.</p> <p>T2: Chapter 21 & 22, T1 : Chapter 12 & 13</p>	<p>10 Hours</p>
<p>Course outcomes: The students should be able to:</p> <ul style="list-style-type: none"> • Derive test cases for any given problem • Compare the different testing techniques • Classify the problem into suitable testing model • Apply the appropriate technique for the design of flow graph. • Create appropriate document for the software artefact. 	
<p>Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
<p>Text Books:</p> <ol style="list-style-type: none"> 1. Paul C. Jorgensen: Software Testing, A Craftsman’s Approach, 3rd Edition, Auerbach Publications, 2008. (Listed topics only from Chapters 1, 2, 5, 6, 7, 9, 10, 12, 13) 2. Mauro Pezze, Michal Young: Software Testing and Analysis – Process, Principles and Techniques, Wiley India, 2009. (Listed topics only from Chapters 3, 4, 16, 17, 20,21, 22,24) 3. Aditya P Mathur: Foundations of Software Testing, Pearson Education, 2008.(Listed topics only from Section 1.2 , 1.3, 1.4 ,1.5, 1.8,1.12,6. 2.1,6. 2.4) 	
<p>Reference Books:</p> <ol style="list-style-type: none"> 1. Software testing Principles and Practices – Gopaldaswamy Ramesh, Srinivasan Desikan, 2nd Edition, Pearson, 2007. 2. Software Testing – Ron Patton, 2nd edition, Pearson Education, 2004. 3. The Craft of Software Testing – Brian Marrick, Pearson Education, 1995. 4. Anirban Basu, Software Quality Assurance, Testing and Metrics, PHI, 2015. 5. Naresh Chauhan, Software Testing, Oxford University press. 	

OPERATING SYSTEMS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS64	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to <ul style="list-style-type: none"> • Introduce concepts and terminology used in OS • Explain threading and multithreaded systems • Illustrate process synchronization and concept of Deadlock • Introduce Memory and Virtual memory management, File system and storage techniques 			
Module – 1			Teaching Hours
Introduction to operating systems, System structures: What operating systems do; Computer System organization; Computer System architecture; Operating System structure; Operating System operations; Process management; Memory management; Storage management; Protection and Security; Distributed system; Special-purpose systems; Computing environments. Operating System Services; User - Operating System interface; System calls; Types of system calls; System programs; Operating system design and implementation; Operating System structure; Virtual machines; Operating System generation; System boot. Process Management Process concept; Process scheduling; Operations on processes; Inter process communication			10 Hours
Module – 2			
Multi-threaded Programming: Overview; Multithreading models; Thread Libraries; Threading issues. Process Scheduling: Basic concepts; Scheduling Criteria; Scheduling Algorithms; Multiple-processor scheduling; Thread scheduling. Process Synchronization: Synchronization: The critical section problem; Peterson’s solution; Synchronization hardware; Semaphores; Classical problems of synchronization; Monitors.			10 Hours
Module – 3			
Deadlocks : Deadlocks; System model; Deadlock characterization; Methods for handling deadlocks; Deadlock prevention; Deadlock avoidance; Deadlock detection and recovery from deadlock. Memory Management: Memory management strategies: Background; Swapping; Contiguous memory allocation; Paging; Structure of page table; Segmentation.			10 Hours
Module – 4			
Virtual Memory Management: Background; Demand paging; Copy-on-write; Page replacement; Allocation of frames; Thrashing. File System, Implementation of File System: File system: File concept; Access methods; Directory structure; File system mounting; File sharing; Protection: Implementing File system: File system structure; File system implementation; Directory implementation; Allocation methods; Free space management.			10 Hours
Module – 5			
Secondary Storage Structures, Protection: Mass storage structures; Disk			10 Hours

<p>structure; Disk attachment; Disk scheduling; Disk management; Swap space management. Protection: Goals of protection, Principles of protection, Domain of protection, Access matrix, Implementation of access matrix, Access control, Revocation of access rights, Capability- Based systems. Case Study: The Linux Operating System: Linux history; Design principles; Kernel modules; Process management; Scheduling; Memory Management; File systems, Input and output; Inter-process communication.</p>	
<p>Course outcomes: The students should be able to:</p>	
<ul style="list-style-type: none"> • Demonstrate need for OS and different types of OS • Apply suitable techniques for management of different resources • Use processor, memory, storage and file system commands • Realize the different concepts of OS in platform of usage through case studies 	
<p>Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
<p>Text Books:</p>	
<p>1. Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Principles 7th edition, Wiley-India, 2006.</p>	
<p>Reference Books</p>	
<p>1. Ann McHoes Ida M Fylnn, Understanding Operating System, Cengage Learning, 6th Edition 2. D.M Dhamdhare, Operating Systems: A Concept Based Approach 3rd Ed, McGraw-Hill, 2013. 3. P.C.P. Bhatt, An Introduction to Operating Systems: Concepts and Practice 4th Edition, PHI(EEE), 2014. 4. William Stallings Operating Systems: Internals and Design Principles, 6th Edition, Pearson.</p>	

DATA MINING AND DATA WAREHOUSING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS651	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Define multi-dimensional data models. • Explain rules related to association, classification and clustering analysis. • Compare and contrast between different classification and clustering algorithms 			
Module – 1			Teaching Hours
Data Warehousing & modeling: Basic Concepts: Data Warehousing: A multitier Architecture, Data warehouse models: Enterprise warehouse, Data mart and virtual warehouse, Extraction, Transformation and loading, Data Cube: A multidimensional data model, Stars, Snowflakes and Fact constellations: Schemas for multidimensional Data models, Dimensions: The role of concept Hierarchies, Measures: Their Categorization and computation, Typical OLAP Operations.			8 Hours
Module – 2			
Data warehouse implementation& Data mining: Efficient Data Cube computation: An overview, Indexing OLAP Data: Bitmap index and join index, Efficient processing of OLAP Queries, OLAP server Architecture ROLAP versus MOLAP Versus HOLAP. : Introduction: What is data mining, Challenges, Data Mining Tasks, Data: Types of Data, Data Quality, Data Preprocessing, Measures of Similarity and Dissimilarity,			8 Hours
Module – 3			
Association Analysis: Association Analysis: Problem Definition, Frequent Item set Generation, Rule generation. Alternative Methods for Generating Frequent Item sets, FP-Growth Algorithm, Evaluation of Association Patterns.			8 Hours
Module – 4			
Classification : Decision Trees Induction, Method for Comparing Classifiers, Rule Based Classifiers, Nearest Neighbor Classifiers, Bayesian Classifiers.			8 Hours
Module – 5			
Clustering Analysis: Overview, K-Means, Agglomerative Hierarchical Clustering, DBSCAN, Cluster Evaluation, Density-Based Clustering, Graph-Based Clustering, Scalable Clustering Algorithms.			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Identify data mining problems and implement the data warehouse • Write association rules for a given data pattern. • Choose between classification and clustering solution. 			
Question paper pattern:			
The question paper will have TEN questions.			
There will be TWO questions from each module.			
Each question will have questions covering all the topics under a module.			

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Pang-Ning Tan, Michael Steinbach, Vipin Kumar: Introduction to Data Mining, Pearson, First impression,2014.
2. Jiawei Han, Micheline Kamber, Jian Pei: Data Mining -Concepts and Techniques, 3rd Edition, Morgan Kaufmann Publisher, 2012.

Reference Books:

1. Sam Anahory, Dennis Murray: Data Warehousing in the Real World, Pearson,Tenth Impression,2012.
2. Michael.J.Berry,Gordon.S.Linoff: Mastering Data Mining , Wiley Edition, second edtion,2012.

University Updates

SYSTEM SOFTWARE [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15IS652	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Define System Software such as Assemblers, Loaders, Linkers and Macroprocessors • Familiarize with source file, object file and executable file structures and libraries • Describe the front-end and back-end phases of compiler and their importance to students 			
Module – 1			Teaching Hours
Introduction to System Software, Machine Architecture of SIC and SIC/XE. Assemblers: Basic assembler functions, machine dependent assembler features, machine independent assembler features, assembler design options. Macroprocessors: Basic macro processor functions, machine independent macro processor features, Macro processor design options, implementation examples Text book 1: Chapter 1: (1.1-1.3.2), Chapter2: 2.1- 2.4 ,Chapter4			08 Hours
Module – 2			
Loaders and Linkers: Basic Loader Functions, Design of an absolute loader, a simple Bootstrap loader, Machine-dependent loader features-relocation, program linking, algorithm and data structures for a linking loader, Machine –independent loader features-automatic library search, Loader options, loader design options-linkage editor, dynamic linkage, bootstrap loaders, implementation examples-MS DOS linker. Text book 1 : Chapter 3			08 Hours
Module – 3			
System File and Library Structure: Introduction, Library And File Organization, Design Of A Record Source Program File Structure, Object Code, Object File, Object File Structure, Executable File, Executable File Structure, Libraries, Image File Structure. Object Code translators: introduction, binary code translators, object code translators, translation process, hybrid method, applications Reference 1: chapter 5 and chapter 15			08 Hours
Module – 4			
Lexical Analysis: Introduction, Alphabets And Tokens In Computer Languages, Representation, Token Recognition And Finite Automata, Implementation, Error Recovery. Text book 2: Chapter 1(1.1-1.5), Chapter 3(3.1-3.5)			08 Hours
Module – 5			
Syntax Analysis: Introduction, Role Of Parsers, Context Free Grammars, Top Down Parsers, Bottom-Up Parsers, Operator-Precedence Parsing Text book 2: Chapter 4 (4.1 – 4.6)			08 Hours
Course outcomes: The students should be able to:			

- Explain system software such as assemblers, loaders, linkers and macroprocessors
- Design and develop lexical analyzers, parsers and code generators
- Utilize lex and yacc tools for implementing different concepts of system software

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. System Software by Leland. L. Beck, D Manjula, 3rd edition, 2012
2. Compilers-Principles, Techniques and Tools by Alfred V Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman. Pearson, 2nd edition, 2007

Reference Books:

1. Systems programming – Srimanta Pal , Oxford university press, 2016
2. System software and operating system by D. M. Dhamdhare TMG
3. Compiler Design, K Muneeswaran, Oxford University Press 2013.
4. System programming and Compiler Design, K C Loudon, Cengage Learning

OPERATIONS RESEARCH [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS653	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Formulate optimization problem as a linear programming problem. • Solve optimization problems using simplex method. • Formulate and solve transportation and assignment problems. • Apply game theory for decision making problems. 			
Module – 1			Teaching Hours
Introduction, Linear Programming: Introduction: The origin, nature and impact of OR; Defining the problem and gathering data; Formulating a mathematical model; Deriving solutions from the model; Testing the model; Preparing to apply the model; Implementation . Introduction to Linear Programming Problem (LPP): Prototype example, Assumptions of LPP, Formulation of LPP and Graphical method various examples.			8 Hours
Module – 2			
Simplex Method – 1: The essence of the simplex method; Setting up the simplex method; Types of variables, Algebra of the simplex method; the simplex method in tabular form; Tie breaking in the simplex method, Big M method, Two phase method.			8 Hours
Module – 3			
Simplex Method – 2: Duality Theory - The essence of duality theory, Primal dual relationship, conversion of primal to dual problem and vice versa. The dual simplex method.			8 Hours
Module – 4			
Transportation and Assignment Problems: The transportation problem, Initial Basic Feasible Solution (IBFS) by North West Corner Rule method, Matrix Minima Method, Vogel’s Approximation Method. Optimal solution by Modified Distribution Method (MODI). The Assignment problem; A Hungarian algorithm for the assignment problem. Minimization and Maximization varieties in transportation and assignment problems.			8 Hours
Module – 5			
Game Theory: Game Theory: The formulation of two persons, zero sum games; saddle point, maximin and minimax principle, Solving simple games- a prototype example; Games with mixed strategies; Graphical solution procedure. Metaheuristics: The nature of Metaheuristics, Tabu Search, Simulated Annealing, Genetic Algorithms.			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Select and apply optimization techniques for various problems. • Model the given problem as transportation and assignment problem and solve. • Apply game theory for decision support system. 			

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. D.S. Hira and P.K. Gupta, Operations Research, (Revised Edition), Published by S. Chand & Company Ltd, 2014

Reference Books:

1. S Kalavathy, Operation Research, Vikas Publishing House Pvt Limited, 01-Aug-2002
2. S D Sharma, Operation Research, Kedar Nath Ram Nath Publishers.

University Updates

DISTRIBUTED COMPUTING SYSTEM [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS654	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain distributed system, their characteristics, challenges and system models. • Describe IPC mechanisms to communicate between distributed objects • Illustrate the operating system support and File Service architecture in a distributed system • Analyze the fundamental concepts, algorithms related to synchronization. 			
Module – 1			Teaching Hours
Characterization of Distributed Systems: Introduction, Examples of DS, Resource sharing and the Web, Challenges System Models: Architectural Models, Fundamental Models			8 Hours
Module – 2			
Inter Process Communication: Introduction, API for Internet Protocols, External Data Representation and Marshalling, Client – Server Communication, Group Communication Distributed Objects and RMI: Introduction, Communication between Distributed Objects, RPC, Events and Notifications			8 Hours
Module – 3			
Operating System Support: Introduction, The OS layer, Protection, Processes and Threads, Communication and Invocation , Operating system architecture Distributed File Systems: Introduction, File Service architecture, Sun Network File System			8 Hours
Module – 4			
Time and Global States: Introduction, Clocks, events and process status, Synchronizing physical clocks, Logical time and logical clocks, Global states Coordination and Agreement: Introduction, Distributed mutual exclusion, Elections			8 Hours
Module – 5			
Distributed Transactions: Introduction, Flat and nested distributed transactions, Atomic commit protocols, Concurrency control in distributed transactions, distributed deadlocks			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Explain the characteristics of a distributed system along with its and design challenges • Illustrate the mechanism of IPC between distributed objects • Describe the distributed file service architecture and the important characteristics of SUN NFS. • Discuss concurrency control algorithms applied in distributed transactions 			
Question paper pattern:			
The question paper will have TEN questions.			

There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. George Coulouris, Jean Dollimore and Tim Kindberg: Distributed Systems – Concepts and Design, 5th Edition, Pearson Publications, 2009

Reference Books:

1. Andrew S Tanenbaum: Distributed Operating Systems, 3rd edition, Pearson publication, 2007
2. Ajay D. Kshemkalyani and Mukesh Singhal, Distributed Computing: Principles, Algorithms and Systems, Cambridge University Press, 2008
3. Sunita Mahajan, Seema Shan, “ Distributed Computing”, Oxford University Press,2015

University Updates

SOFTWARE TESTING LABORATORY [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15ISL67	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 02			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Analyse the requirements for the given problem statement • Design and implement various solutions for the given problem • Employ various design strategies for problem solving. • Construct control flow graphs for the solution that is implemented • Create appropriate document for the software artefact 			
Description (If any):			
Design, develop, and implement the specified algorithms for the following problems using any language of your choice under LINUX /Windows environment.			
Lab Experiments:			
<ol style="list-style-type: none"> 1. Design and develop a program in a language of your choice to solve the triangle problem defined as follows: Accept three integers which are supposed to be the three sides of a triangle and determine if the three values represent an equilateral triangle, isosceles triangle, scalene triangle, or they do not form a triangle at all. Assume that the upper limit for the size of any side is 10. Derive test cases for your program based on boundary-value analysis, execute the test cases and discuss the results. 2. Design, develop, code and run the program in any suitable language to solve the commission problem. Analyze it from the perspective of boundary value testing, derive different test cases, execute these test cases and discuss the test results. 3. Design, develop, code and run the program in any suitable language to implement the NextDate function. Analyze it from the perspective of boundary value testing, derive different test cases, execute these test cases and discuss the test results. 4. Design and develop a program in a language of your choice to solve the triangle problem defined as follows: Accept three integers which are supposed to be the three sides of a triangle and determine if the three values represent an equilateral triangle, isosceles triangle, scalene triangle, or they do not form a triangle at all. Assume that the upper limit for the size of any side is 10. Derive test cases for your program based on equivalence class partitioning, execute the test cases and discuss the results. 5. Design, develop, code and run the program in any suitable language to solve the commission problem. Analyze it from the perspective of equivalence class testing, derive different test cases, execute these test cases and discuss the test results. 6. Design, develop, code and run the program in any suitable language to implement the NextDate function. Analyze it from the perspective of equivalence class value testing, derive different test cases, execute these test cases and discuss the test results. 7. Design and develop a program in a language of your choice to solve the triangle problem defined as follows: Accept three integers which are supposed to be the three sides of a triangle and determine if the three values represent an equilateral triangle, 			

isosceles triangle, scalene triangle, or they do not form a triangle at all. Derive test cases for your program based on decision-table approach, execute the test cases and discuss the results.

8. Design, develop, code and run the program in any suitable language to solve the commission problem. Analyze it from the perspective of decision table-based testing, derive different test cases, execute these test cases and discuss the test results.
9. Design, develop, code and run the program in any suitable language to solve the commission problem. Analyze it from the perspective of dataflow testing, derive different test cases, execute these test cases and discuss the test results.
10. Design, develop, code and run the program in any suitable language to implement the binary search algorithm. Determine the basis paths and using them derive different test cases, execute these test cases and discuss the test results.
11. Design, develop, code and run the program in any suitable language to implement the quicksort algorithm. Determine the basis paths and using them derive different test cases, execute these test cases and discuss the test results.
12. Design, develop, code and run the program in any suitable language to implement an absolute letter grading procedure, making suitable assumptions. Determine the basis paths and using them derive different test cases, execute these test cases and discuss the test results

Study Experiment / Project:

1. Design, develop, code and run the program in any suitable language to solve the triangle problem. Analyze it from the perspective of dataflow testing, derive different test cases, execute these test cases and discuss the test results.
2. Design, develop, code and run the program in any suitable language to solve the Nextdate problem. Analyze it from the perspective of decision table-based testing, derive different test cases, execute these test cases and discuss the test results.

Course outcomes: The students should be able to:

- List out the requirements for the given problem
- Design and implement the solution for given problem in any programming language(C,C++,JAVA)
- Derive test cases for any given problem
- Apply the appropriate technique for the design of flow graph.
- Create appropriate document for the software artefact.

Conduction of Practical Examination:

1. All laboratory experiments are to be included for practical examination.
2. Students are allowed to pick one experiment from the lot.
3. Strictly follow the instructions as printed on the cover page of answer script for breakup of marks
4. Procedure + Conduction + Viva: 35 + 35 + 10 (80)
5. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero

FILE STRUCTURES LABORATORY WITH MINI PROJECT [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15ISL68	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 02			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Apply the concepts of Unix IPC to implement a given function. • Measure the performance of different file structures • Write a program to manage operations on given file system. • Demonstrate hashing and indexing techniques 			
Description (If any):			
Design, develop, and implement the following programs			
Lab Experiments:			
PART A			
<ol style="list-style-type: none"> 1. Write a program to read series of names, one per line, from standard input and write these names spelled in reverse order to the standard output using I/O redirection and pipes. Repeat the exercise using an input file specified by the user instead of the standard input and using an output file specified by the user instead of the standard output. 2. Write a program to read and write student objects with fixed-length records and the fields delimited by “ ”. Implement pack (), unpack (), modify () and search () methods. 3. Write a program to read and write student objects with Variable - Length records using any suitable record structure. Implement pack (), unpack (), modify () and search () methods. 4. Write a program to write student objects with Variable - Length records using any suitable record structure and to read from this file a student record using RRN. 5. Write a program to implement simple index on primary key for a file of student objects. Implement add (), search (), delete () using the index. 6. Write a program to implement index on secondary key, the name, for a file of student objects. Implement add (), search (), delete () using the secondary index. 7. Write a program to read two lists of names and then match the names in the two lists using Consequential Match based on a single loop. Output the names common to both the lists. 8. Write a program to read k Lists of names and merge them using k-way merge algorithm with k = 8. 			
Part B --- Mini project:			
Student should develop mini project on the topics mentioned below or similar applications Document processing, transaction management, indexing and hashing, buffer management, configuration management. Not limited to these.			
Course outcomes: The students should be able to:			

- Implement operations related to files
- Apply the concepts of file system to produce the given application.
- Evaluate performance of various file systems on given parameters.

Conduction of Practical Examination:

1. All laboratory experiments from part A are to be included for practical examination.
2. Mini project has to be evaluated for 30 Marks as per 6(b).
3. Report should be prepared in a standard format prescribed for project work.
4. Students are allowed to pick one experiment from the lot.
5. Strictly follow the instructions as printed on the cover page of answer script.
6. Marks distribution:
 - a) Part A: Procedure + Conduction + Viva: 10 + 35 + 5 = 50 Marks
 - b) Part B: Demonstration + Report + Viva voce = 15 + 10 + 05 = 30 Marks
7. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.

University Updates

MOBILE APPLICATION DEVELOPMENT [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS661	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Learn to setup Android application development environment • Illustrate user interfaces for interacting with apps and triggering actions • Interpret tasks used in handling multiple activities • Identify options to save persistent application data • Appraise the role of security and performance in Android applications 			
Module – 1			Teaching Hours
Get started, Build your first app, Activities, Testing, debugging and using support libraries			8 Hours
Module – 2			
User Interaction, Delightful user experience, Testing your UI			8 Hours
Module – 3			
Background Tasks, Triggering, scheduling and optimizing background tasks			8 Hours
Module – 4			
All about data, Preferences and Settings, Storing data using SQLite, Sharing data with content providers, Loading data using Loaders			8 Hours
Module – 5			
Permissions, Performance and Security, Firebase and AdMob, Publish			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Create, test and debug Android application by setting up Android development environment • Implement adaptive, responsive user interfaces that work across a wide range of devices. • Infer long running tasks and background work in Android applications • Demonstrate methods in storing, sharing and retrieving data in Android applications • Analyze performance of android applications and understand the role of permissions and security • Describe the steps involved in publishing Android application to share with the world 			
Question paper pattern:			
The question paper will have TEN questions.			
There will be TWO questions from each module.			
Each question will have questions covering all the topics under a module.			
The students will have to answer FIVE full questions, selecting ONE full question from each module.			
Text Books:			
1. Google Developer Training, "Android Developer Fundamentals Course – Concept Reference", Google Developer Training Team, 2017. https://www.gitbook.com/book/google-developer-training/android-developer-fundamentals-course-concepts/details (Download pdf file from the above link)			

Reference Books:

1. Erik Hellman, “Android Programming – Pushing the Limits”, 1st Edition, Wiley India Pvt Ltd, 2014.
2. Dawn Griffiths and David Griffiths, “Head First Android Development”, 1st Edition, O’Reilly SPD Publishers, 2015.
3. J F DiMarzio, “Beginning Android Programming with Android Studio”, 4th Edition, Wiley India Pvt Ltd, 2016. ISBN-13: 978-8126565580
4. Anubhav Pradhan, Anil V Deshpande, “ Composing Mobile Apps” using Android, Wiley 2014, ISBN: 978-81-265-4660-2

University Updates

BIG DATA ANALYTICS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS662	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Interpret the data in the context of the business. • Identify an appropriate method to analyze the data • Show analytical model of a system 			
Module – 1			Teaching Hours
<p>Introduction to Data Analytics and Decision Making: Introduction, Overview of the Book, The Methods, The Software, Modeling and Models, Graphical Models, Algebraic Models, Spreadsheet Models, Seven-Step Modeling Process.Describing the Distribution of a Single Variable:Introduction,Basic Concepts, Populations and Samples, Data Sets,Variables,and Observations, Types of Data, Descriptive Measures for Categorical Variables, Descriptive Measures for Numerical Variables, Numerical Summary Measures, Numerical Summary Measures with StatTools,Charts for Numerical Variables, Time Series Data, Outliers and Missing Values,Outliers,Missing Values, Excel Tables for Filtering,Sorting,and Summarizing.</p> <p>Finding Relationships among Variables: Introduction, Relationships among Categorical Variables, Relationships among Categorical Variables and a Numerical Variable, Stacked and Unstacked Formats, Relationships among Numerical Variables, Scatterplots, Correlation and Covariance, Pivot Tables.</p>			08 Hours
Module – 2			
<p>Probability and Probability Distributions:Introduction,Probability Essentials, Rule of Complements, Addition Rule, Conditional Probability and the Multiplication Rule, Probabilistic Independence, Equally Likely Events, Subjective Versus Objective Probabilities, Probability Distribution of a Single Random Variable, Summary Measures of a Probability Distribution, Conditional Mean and Variance, Introduction to Simulation.</p> <p>Normal,Binormal,Poisson,and Exponential Distributions:Introduction,The Normal Distribution, Continuous Distributions and Density Functions, The Normal Density,Standardizing:Z-Values,Normal Tables and Z-Values, Normal Calculations in Excel, Empirical Rules Revisited, Weighted Sums of Normal Random Variables, Applications of the Normal Random Distribution, The Binomial Distribution, Mean and Standard Deviation of the Binomial Distribution, The Binomial Distribution in the Context of Sampling, The Normal Approximation to the Binomial, Applications of the Binomial Distribution, The Poisson and Exponential Distributions, The Poisson Distribution, The Exponential Distribution.</p>			08 Hours
Module – 3			
<p>Decision Making under Uncertainty:Introduction,Elements of Decision Analysis, Payoff Tables, Possible Decision Criteria, Expected Monetary</p>			08 Hours

<p>Value(EMY),Sensitivity Analysis, Decision Trees, Risk Profiles, The Precision Tree Add-In,Bayes' Rule, Multistage Decision Problems and the Value of Information, The Value of Information, Risk Aversion and Expected Utility, Utility Functions, Exponential Utility, Certainty Equivalents, Is Expected Utility Maximization Used?</p> <p>Sampling and Sampling Distributions: Introduction, Sampling Terminology, Methods for Selecting Random Samples, Simple Random Sampling, Systematic Sampling, Stratified Sampling, Cluster Sampling, Multistage Sampling Schemes, Introduction to Estimation, Sources of Estimation Error, Key Terms in Sampling, Sampling Distribution of the Sample Mean, The Central Limit Theorem, Sample Size Selection, Summary of Key Ideas for Simple Random Sampling.</p>	
<p>Module – 4</p>	
<p>Confidence Interval Estimation: Introduction, Sampling Distributions, The t Distribution, Other Sampling Distributions, Confidence Interval for a Mean, Confidence Interval for a Total, Confidence Interval for a Proportion, Confidence Interval for a Standard Deviation, Confidence Interval for the Difference between Means, Independent Samples, Paired Samples, Confidence Interval for the Difference between Proportions, Sample Size Selection, Sample Size Selection for Estimation of the Mean, Sample Size Selection for Estimation of Other Parameters.</p> <p>Hypothesis Testing:Introduction,Concepts in Hypothesis Testing, Null and Alternative Hypothesis, One-Tailed Versus Two-Tailed Tests, Types of Errors, Significance Level and Rejection Region, Significance from p-values, Type II Errors and Power, Hypothesis Tests and Confidence Intervals, Practical versus Statistical Significance, Hypothesis Tests for a Population Mean, Hypothesis Tests for Other Parameters, Hypothesis Tests for a Population Proportion, Hypothesis Tests for Differences between Population Means, Hypothesis Test for Equal Population Variances, Hypothesis Tests for Difference between Population Proportions, Tests for Normality, Chi-Square Test for Independence.</p>	<p>08 Hours</p>
<p>Module – 5</p>	
<p>Regression Analysis: Estimating Relationships: Introduction, Scatterplots : Graphing Relationships, Linear versus Nonlinear Relationships,Outliers,Unequal Variance, No Relationship,Correlations:Indications of Linear Relationships, Simple Linear Regression, Least Squares Estimation, Standard Error of Estimate, The Percentage of Variation Explained:R-Square,Multiple Regression, Interpretation of Regression Coefficients, Interpretation of Standard Error of Estimate and R-Square, Modeling Possibilities, Dummy Variables, Interaction Variables, Nonlinear Transformations, Validation of the Fit.</p> <p>Regression Analysis: Statistical Inference:Introduction,The Statistical Model, Inferences About the Regression Coefficients, Sampling Distribution of the Regression Coefficients, Hypothesis Tests for the Regression Coefficients and p-Values, A Test for the Overall Fit: The ANOVA Table,Multicollinearity,Include/Exclude Decisions, Stepwise Regression,Outliers,Violations of Regression Assumptions,Nonconstant Error Variance,Nonnormality of Residuals,Autocorrelated Residuals ,Prediction.</p>	<p>08 Hours</p>
<p>Course outcomes: The students should be able to:</p>	
<ul style="list-style-type: none"> • Explain the importance of data and data analysis • Interpret the probabilistic models for data • Define hypothesis, uncertainty principle 	

<ul style="list-style-type: none">• Evaluate regression analysis
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.
Text Books:
1. S C Albright and W L Winston, Business analytics: data analysis and decision making, 5/e Cenage Learning
Reference Books:

University Updates

WIRELESS NETWORKS AND MOBILE COMPUTING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS663	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Describe the wireless communication. • Illustrate operations involved in Mobile IP. • Discover the concepts of mobile computing and databases. 			
Module – 1			Teaching Hours
Mobile Communication, Mobile Computing, Mobile Computing Architecture, Mobile Devices Mobile System Networks, Data Dissemination, Mobility Management, Security Cellular Networks and Frequency Reuse, Mobile Smartphone, Smart Mobiles, and Systems Handheld Pocket Computers, Handheld Devices, Smart Systems, Limitations of Mobile Devices Automotive Systems			8 Hours
Module – 2			8 Hours
GSM-Services and System Architecture, Radio Interfaces of GSM, Protocols of GSM Localization, Call Handling Handover, Security, New Data Services, General Packet Radio Service High-speed Circuit Switched Data, DECT, Modulation, Multiplexing, Controlling the Medium Access Spread Spectrum, Frequency Hopping Spread Spectrum (FHSS), Coding Methods, Code Division Multiple Access, IMT-2000 3G Wireless Communication Standards, WCDMA 3G Communications Standards ,CDMMA2000 3G Communication Standards, I-mode, OFDM, High Speed Packet Access (HSPA) 3G Network Long-term Evolution, WiMax Rel 1.0 IEEE 802.16e, Broadband Wireless Access, 4G Networks, Mobile Satellite Communication Networks			8 Hours
Module – 3			8 Hours
IP and Mobile IP Network Layers, Packet Delivery and Handover Management Location Management, Registration, Tunnelling and Encapsulation, Route Optimization Dynamic Host Configuration Protocol, VoIP, IPsec Conventional TCP/IP Transport Layer Protocols, Indirect TCP, Snooping TCP Mobile TCP, Other Methods of Mobile TCP-layer Transmission ,TCP over 2.5G/3G Mobile Networks			8 Hours
Module – 4			8 Hours
Data Organization, Database Transactional Models – ACID Rules, Query Processing Data Recovery Process, Database Hoarding Techniques , Data Caching, Client-Server Computing for Mobile Computing and Adaptation Adaptation Software for Mobile Computing, Power-Aware Mobile Computing, Context-aware Mobile Computing			8 Hours
Module – 5			8 Hours
Communication Asymmetry, Classification of Data-delivery Mechanisms, Data Dissemination Broadcast Models, Selective Tuning and Indexing techniques, Digital Audio Broadcasting (DAB), Digital Video Broadcasting			8 Hours

Synchronization, Synchronization Software for Mobile Devices, Synchronization Software for Mobile Devices SyncML-Synchronization Language for Mobile Computing, Sync4J (Funambol), Synchronized Multimedia Markup Language (SMIL)	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none">• Summarize various mobile communication systems.• Describe various multiplexing systems used in mobile computing.• Indicate the use and importance of data synchronization in mobile computing	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
<ol style="list-style-type: none">1. Raj kamal: Mobile Computing, 2ND EDITION, Oxford University Press, 2007/20122. Martyn Mallik: Mobile and Wireless Design Essentials, Wiley India, 2003	
Reference Books:	
<ol style="list-style-type: none">1. Ashok Talukder, Roopa Yavagal, Hasan Ahmed: Mobile Computing, Technology, Applications and Service Creation, 2nd Edition, Tata McGraw Hill, 2010.2. Iti Saha Misra: Wireless Communications and Networks, 3G and Beyond, Tata McGraw Hill, 2009.	

PYTHON APPLICATION PROGRAMMING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS664	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Learn Syntax and Semantics and create Functions in Python. • Handle Strings and Files in Python. • Understand Lists, Dictionaries and Regular expressions in Python. • Implement Object Oriented Programming concepts in Python • Build Web Services and introduction to Network and Database Programming in Python. 			
Module – 1			Teaching Hours
Why should you learn to write programs, Variables, expressions and statements, Conditional execution, Functions			8 Hours
Module – 2			
Iteration, Strings, Files			8 Hours
Module – 3			
Lists, Dictionaries, Tuples, Regular Expressions			8 Hours
Module – 4			
Classes and objects, Classes and functions, Classes and methods			8 Hours
Module – 5			
Networked programs, Using Web Services, Using databases and SQL			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Examine Python syntax and semantics and be fluent in the use of Python flow control and functions. • Demonstrate proficiency in handling Strings and File Systems. • Create, run and manipulate Python Programs using core data structures like Lists, Dictionaries and use Regular Expressions. • Interpret the concepts of Object-Oriented Programming as used in Python. • Implement exemplary applications related to Network Programming, Web Services and Databases in Python. 			
Question paper pattern:			
The question paper will have TEN questions.			
There will be TWO questions from each module.			
Each question will have questions covering all the topics under a module.			
The students will have to answer FIVE full questions, selecting ONE full question from each module.			
Text Books:			
<ol style="list-style-type: none"> 1. Charles R. Severance, “Python for Everybody: Exploring Data Using Python 3”, 1st Edition, CreateSpace Independent Publishing Platform, 2016. (http://do1.dr-chuck.com/pythonlearn/EN_us/pythonlearn.pdf) (Chapters 1 – 13, 15) 2. Allen B. Downey, "Think Python: How to Think Like a Computer Scientist", 2nd Edition, Green Tea Press, 2015. 			

(<http://greenteapress.com/thinkpython2/thinkpython2.pdf>) (Chapters 15, 16, 17)
(Download pdf files from the above links)

Reference Books:

1. Charles Dierbach, "Introduction to Computer Science Using Python", 1st Edition, Wiley India Pvt Ltd. ISBN-13: 978-8126556014
2. Mark Lutz, "Programming Python", 4th Edition, O'Reilly Media, 2011. ISBN-13: 978-9350232873
3. Wesley J Chun, "Core Python Applications Programming", 3rd Edition, Pearson Education India, 2015. ISBN-13: 978-9332555365
4. Roberto Tamassia, Michael H Goldwasser, Michael T Goodrich, "Data Structures and Algorithms in Python", 1st Edition, Wiley India Pvt Ltd, 2016. ISBN-13: 978-8126562176
5. Reema Thareja, "Python Programming using problem solving approach", Oxford university press, 2017

University Updates

SERVICE ORIENTED ARCHITECTURE [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS665	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to <ul style="list-style-type: none"> • Compare various architecture for application development • Illustrate the importance of SOA in Application Integration • Learn web service and SOA related tools and governance 			
Module – 1			Teaching Hours
SOA BASICS: Software Architecture; Need for Software Architecture, Objectives of Software Architecture, Types of IT Architecture, Architecture Patterns and Styles, Service oriented Architecture; Service Orientation in Daily Life, Evolution of SOA, Drives for SOA, Dimension of SOA, Key components, perspective of SOA, Enterprise-wide SOA; Considerations for Enterprise -Wide SOA, Strawman Architecture For Enterprise-Wide-SOA-Enterprise, SOA-Layers, Application Development Process, SOA Methodology For Enterprise Text 1: Ch2: 2.1 – 2.4; Ch3:3.1-3.7; Ch4: 4.1 – 4.5			8 Hours
Module – 2			Teaching Hours
Enterprise Applications; Architecture Considerations, Solution Architecture for enterprise application, Software platforms for enterprise Applications; Package Application Platforms, Enterprise Application Platforms, Service-oriented-Enterprise Applications; Considerations for Service-Oriented Enterprise Applications, Patterns for SOA, Pattern-Based Architecture for Service-Oriented Enterprise Application(java reference model only). Composite Applications, SOA programming models. Text 1: Ch5:5.1, 5.2, 6.1, 6.2 (PageNo 74-81), 7.1 – 7.5			8 Hours
Module – 3			Teaching Hours
SOA ANALYSIS AND DESIGN; Need For Models, Principles of Service Design, Design of Activity Services, Design of Data services, Design of Client services and Design of business process services, Technologies of SOA; Technologies For Service Enablement, Technologies For Service Integration, Technologies for Service orchestration. Text 1: Ch 8: 8.1 – 8.6, 9.1 – 9.3			8 Hours
Module – 4			Teaching Hours
Business case for SOA; Stakeholder OBJECTIVES, Benefits of SOA, Cost Savings, Return on Investment, SOA Governance, Security and implementation; SOA Governance, SOA Security, approach for enterprise wide SOA implementation, Trends in SOA; Technologies in Relation to SOA, Advances in SOA. Text 1: Ch 10: 10.1 -10.4, Ch 11: 11.1 to 11.3, Ch12:12.2, 12.3			8 Hours
Module – 5			Teaching Hours
SOA Technologies-PoC; Loan Management System(LMS), PoC-Requirements Architectures of LMS SOA based integration; integrating existing application, SOA best practices, Basic SOA using REST. Role of WSDL,SOAP and			8 Hours

JAVA/XML Mapping in SOA. Text 1:Page No 245-248; ReferenceBook:Chapter3; Text 1:Page No 307-310 Text 2: Ch 3, Ch4	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none">• Compare the different IT architecture• Analysis and design of SOA based applications• Implementation of web service and realization of SOA• Implementation of RESTful services	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
<ol style="list-style-type: none">1. Shankar Kambhampaly, “Service–Oriented Architecture for Enterprise Applications”,Wiley Second Edition, 2014.2. Mark D. Hansen, “SOA using Java Web Services”, Practice Hall, 2007.	
Reference Books:	
<ol style="list-style-type: none">1. Waseem Roshen, “SOA-Based Enterprise Integration”, Tata McGraw-HILL, 2009.	

MULTI-CORE ARCHITECTURE AND PROGRAMMING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VI			
Subject Code	15CS666	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain the recent trends in the field of Computer Architecture and describe performance related parameters • Illustrate the need for quasi-parallel processing. • Formulate the problems related to multiprocessing • Compare different types of multicore architectures 			
Module – 1			Teaching Hours
Introduction to Multi-core Architecture Motivation for Concurrency in software, Parallel Computing Platforms, Parallel Computing in Microprocessors, Differentiating Multi-core Architectures from Hyper- Threading Technology, Multi-threading on Single-Core versus Multi-Core Platforms Understanding Performance, Amdahl’s Law, Growing Returns: Gustafson’s Law. System Overview of Threading : Defining Threads, System View of Threads, Threading above the Operating System, Threads inside the OS, Threads inside the Hardware, What Happens When a Thread Is Created, Application Programming Models and Threading, Virtual Environment: VMs and Platforms, Runtime Virtualization, System Virtualization.			8 Hours
Module – 2			
Fundamental Concepts of Parallel Programming :Designing for Threads, Task Decomposition, Data Decomposition, Data Flow Decomposition, Implications of Different Decompositions, Challenges You’ll Face, Parallel Programming Patterns, A Motivating Problem: Error Diffusion, Analysis of the Error Diffusion Algorithm, An Alternate Approach: Parallel Error Diffusion, Other Alternatives. Threading and Parallel Programming Constructs: Synchronization, Critical Sections, Deadlock, Synchronization Primitives, Semaphores, Locks, Condition Variables, Messages, Flow Control- based Concepts, Fence, Barrier, Implementation-dependent Threading Features			8 Hours
Module – 3			
Threading APIs :Threading APIs for Microsoft Windows, Win32/MFC Thread APIs, Threading APIs for Microsoft. NET Framework, Creating Threads, Managing Threads, Thread Pools, Thread Synchronization, POSIX Threads, Creating Threads, Managing Threads, Thread Synchronization, Signaling, Compilation and Linking.			8 Hours
Module – 4			
OpenMP: A Portable Solution for Threading : Challenges in Threading a Loop, Loop-carried Dependence, Data-race Conditions, Managing Shared and Private Data, Loop Scheduling and Portioning, Effective Use of Reductions, Minimizing Threading Overhead, Work-sharing Sections, Performance-oriented Programming, Using Barrier and No wait, Interleaving Single-thread and Multi-thread Execution, Data Copy-in and Copy-out, Protecting Updates of Shared			8 Hours

Variables, Intel Task queuing Extension to OpenMP, OpenMP Library Functions, OpenMP Environment Variables, Compilation, Debugging, performance	
Module – 5	
Solutions to Common Parallel Programming Problems : Too Many Threads, Data Races, Deadlocks, and Live Locks, Deadlock, Heavily Contended Locks, Priority Inversion, Solutions for Heavily Contended Locks, Non-blocking Algorithms, ABA Problem, Cache Line Ping-ponging, Memory Reclamation Problem, Recommendations, Thread-safe Functions and Libraries, Memory Issues, Bandwidth, Working in the Cache, Memory Contention, Cache-related Issues, False Sharing, Memory Consistency, Current IA-32 Architecture, Itanium Architecture, High-level Languages, Avoiding Pipeline Stalls on IA-32, Data Organization for High Performance.	8 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Identify the issues involved in multicore architectures • Explain fundamental concepts of parallel programming and its design issues • Solve the issues related to multiprocessing and suggest solutions • Point out the salient features of different multicore architectures and how they exploit parallelism • Illustrate OpenMP and programming concept 	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
1. Multicore Programming , Increased Performance through Software Multi-threading by Shameem Akhter and Jason Roberts , Intel Press , 2006	
Reference Books:	
NIL	

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI
CHOICE BASED CREDIT SYSTEM (CBCS)
SCHEME OF TEACHING AND EXAMINATION 2015-2016
B.E. Information Science & Engineering

VII SEMESTER

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination			Credits	
			Theory	Practical/ Drawing	Duration	I.A. Marks	Theory/ Practical Marks		Total Marks
1	15CS71	Web Technology and its applications	04	--	03	20	80	100	4
2	15IS72	Software Architecture and Design Patterns	04	--	03	20	80	100	4
3	15CS73	Machine Learning	04	--	03	20	80	100	4
4	15CS/IS74x	Professional Elective 3	03	--	03	20	80	100	3
5	15CS/IS75x	Professional Elective 4	03	--	03	20	80	100	3
6	15CSL76	Machine Learning Laboratory	--	1I+2P	03	20	80	100	2
7	15CSL77	Web Technology Laboratory with mini project	--	1I+2P	03	20	80	100	2
8	15ISP78	Project Phase 1 + Seminar	--	--	--	100	--	100	2
TOTAL			18	06	21	240	560	800	24

Professional Elective 3		Professional Elective 4	
15CS741	Natural Language Processing	15CS751	Soft and Evolutionary Computing
15CS742	Cloud Computing and its Application	15CS752	Computer Vision and Robotics
15CS743	Information and Network Security	15IS753	Information Management System
15CS744	Unix System Programming	15CS754	Storage Area Networks

1. Professional Elective: Electives relevant to chosen specialization / branch
2. Project Phase 1 + Seminar : Literature Survey, Problem Identification, Objectives and Methodology, Submission of Synopsis and Seminar

WEB TECHNOLOGY AND ITS APPLICATIONS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS71	IA Marks	20
Number of Lecture Hours/Week	04	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course Objectives: This course will enable students to <ul style="list-style-type: none"> • Illustrate the Semantic Structure of HTML and CSS • Compose forms and tables using HTML and CSS • Design Client-Side programs using JavaScript and Server-Side programs using PHP • Infer Object Oriented Programming capabilities of PHP • Examine JavaScript frameworks such as jQuery and Backbone 			
Module – 1			Teaching Hours
Introduction to HTML, What is HTML and Where did it come from?, HTML Syntax, Semantic Markup, Structure of HTML Documents, Quick Tour of HTML Elements, HTML5 Semantic Structure Elements, Introduction to CSS, What is CSS, CSS Syntax, Location of Styles, Selectors, The Cascade: How Styles Interact, The Box Model, CSS Text Styling.			10 Hours
Module – 2			Teaching Hours
HTML Tables and Forms, Introducing Tables, Styling Tables, Introducing Forms, Form Control Elements, Table and Form Accessibility, Microformats, Advanced CSS: Layout, Normal Flow, Positioning Elements, Floating Elements, Constructing Multicolumn Layouts, Approaches to CSS Layout, Responsive Design, CSS Frameworks.			10 Hours
Module – 3			Teaching Hours
JavaScript: Client-Side Scripting, What is JavaScript and What can it do?, JavaScript Design Principles, Where does JavaScript Go?, Syntax, JavaScript Objects, The Document Object Model (DOM), JavaScript Events, Forms, Introduction to Server-Side Development with PHP, What is Server-Side Development, A Web Server’s Responsibilities, Quick Tour of PHP, Program Control, Functions			10 Hours
Module – 4			Teaching Hours
PHP Arrays and Superglobals, Arrays, \$_GET and \$_POST Superglobal Arrays, \$_SERVER Array, \$_FILES Array, Reading/Writing Files, PHP Classes and Objects, Object-Oriented Overview, Classes and Objects in PHP, Object Oriented Design, Error Handling and Validation, What are Errors and Exceptions?, PHP Error Reporting, PHP Error and Exception Handling			10 Hours
Module – 5			Teaching Hours
Managing State, The Problem of State in Web Applications, Passing Information via Query Strings, Passing Information via the URL Path, Cookies, Serialization, Session State, HTML5 Web Storage, Caching, Advanced JavaScript and jQuery, JavaScript Pseudo-Classes, jQuery Foundations, AJAX, Asynchronous File Transmission, Animation, Backbone MVC Frameworks, XML Processing and Web Services, XML Processing, JSON, Overview of Web Services.			10 Hours
Course Outcomes: After studying this course, students will be able to <ul style="list-style-type: none"> • Adapt HTML and CSS syntax and semantics to build web pages. 			

- Construct and visually format tables and forms using HTML and CSS
- Develop Client-Side Scripts using JavaScript and Server-Side Scripts using PHP to generate and display the contents dynamically.
- Appraise the principles of object oriented development using PHP
- Inspect JavaScript frameworks like jQuery and Backbone which facilitates developer to focus on core features.

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Randy Connolly, Ricardo Hoar, "**Fundamentals of Web Development**", 1stEdition, Pearson Education India. (ISBN:978-9332575271)

Reference Books:

- 1) Robin Nixon, "**Learning PHP, MySQL & JavaScript with jQuery, CSS and HTML5**", 4thEdition, O'Reilly Publications, 2015. (ISBN:978-9352130153)
- 2) Luke Welling, Laura Thomson, "**PHP and MySQL Web Development**", 5th Edition, Pearson Education, 2016. (ISBN:978-9332582736)
- 3) Nicholas C Zakas, "**Professional JavaScript for Web Developers**", 3rd Edition, Wrox/Wiley India, 2012. (ISBN:978-8126535088)
- 4) David Sawyer Mcfarland, "**JavaScript & jQuery: The Missing Manual**", 1st Edition, O'Reilly/Shroff Publishers & Distributors Pvt Ltd, 2014 (ISBN:978-9351108078)
- 5) Zak Ruvalcaba Anne Boehm, "**Murach's HTML5 and CSS3**", 3rdEdition, Murachs/Shroff Publishers & Distributors Pvt Ltd, 2016. (ISBN:978-9352133246)

SOFTWARE ARCHITECTURE AND DESIGN PATTERNS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15IS72	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Learn How to add functionality to designs while minimizing complexity. • What code qualities are required to maintain to keep code flexible? • To Understand the common design patterns. • To explore the appropriate patterns for design problems 			
Module – 1			Teaching Hours
Introduction: what is a design pattern? describing design patterns, the catalog of design pattern, organizing the catalog, how design patterns solve design problems, how to select a design pattern, how to use a design pattern. What is object-oriented development? , key concepts of object oriented design other related concepts, benefits and drawbacks of the paradigm			10 Hours
Module – 2			
Analysis a System: overview of the analysis phase, stage 1: gathering the requirements functional requirements specification, defining conceptual classes and relationships, using the knowledge of the domain. Design and Implementation, discussions and further reading.			10 Hours
Module – 3			
Design Pattern Catalog: Structural patterns, Adapter, bridge, composite, decorator, facade, flyweight, proxy.			10 Hours
Module – 4			
Interactive systems and the MVC architecture: Introduction , The MVC architectural pattern, analyzing a simple drawing program , designing the system, designing of the subsystems, getting into implementation , implementing undo operation , drawing incomplete items, adding a new feature , pattern based solutions.			10 Hours
Module – 5			
Designing with Distributed Objects: Client server system, java remote method invocation, implementing an object oriented system on the web (discussions and further reading) a note on input and output, selection statements, loops arrays.			10 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Design and implement codes with higher performance and lower complexity • Be aware of code qualities needed to keep code flexible • Experience core design principles and be able to assess the quality of a design with respect to these principles. • Capable of applying these principles in the design of object oriented systems. • Demonstrate an understanding of a range of design patterns. Be capable of comprehending a design presented using this vocabulary. • Be able to select and apply suitable patterns in specific contexts 			
Question paper pattern:			

The question paper will have ten questions.
There will be 2 questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Object-oriented analysis, design and implementation, brahma dathan, sarnath rammath, universities press,2013
2. Design patterns, erich gamma, Richard helan, Ralph johman , john vlissides ,PEARSON Publication,2013.

Reference Books:

1. Frank Bachmann, RegineMeunier, Hans Rohnert "Pattern Oriented Software Architecture" –Volume 1, 1996.
2. William J Brown et al., "Anti-Patterns: Refactoring Software, Architectures and Projects in Crisis", John Wiley, 1998.

University Updates

MACHINE LEARNING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS73	IA Marks	20
Number of Lecture Hours/Week	03	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course Objectives: This course will enable students to			
<ul style="list-style-type: none"> • Define machine learning and problems relevant to machine learning. • Differentiate supervised, unsupervised and reinforcement learning • Apply neural networks, Bayes classifier and k nearest neighbor, for problems appear in machine learning. • Perform statistical analysis of machine learning techniques. 			
Module – 1			Teaching Hours
Introduction: Well posed learning problems, Designing a Learning system, Perspective and Issues in Machine Learning. Concept Learning: Concept learning task, Concept learning as search, Find-S algorithm, Version space, Candidate Elimination algorithm, Inductive Bias. Text Book1, Sections: 1.1 – 1.3, 2.1-2.5, 2.7			10 Hours
Module – 2			
Decision Tree Learning: Decision tree representation, Appropriate problems for decision tree learning, Basic decision tree learning algorithm, hypothesis space search in decision tree learning, Inductive bias in decision tree learning, Issues in decision tree learning. Text Book1, Sections: 3.1-3.7			10 Hours
Module – 3			
Artificial Neural Networks: Introduction, Neural Network representation, Appropriate problems, Perceptrons, Backpropagation algorithm. Text book 1, Sections: 4.1 – 4.6			08 Hours
Module – 4			
Bayesian Learning: Introduction, Bayes theorem, Bayes theorem and concept learning, ML and LS error hypothesis, ML for predicting probabilities, MDL principle, Naive Bayes classifier, Bayesian belief networks, EM algorithm Text book 1, Sections: 6.1 – 6.6, 6.9, 6.11, 6.12			10 Hours
Module – 5			
Evaluating Hypothesis: Motivation, Estimating hypothesis accuracy, Basics of sampling theorem, General approach for deriving confidence intervals, Difference in error of two hypothesis, Comparing learning algorithms. Instance Based Learning: Introduction, k-nearest neighbor learning, locally weighted regression, radial basis function, cased-based reasoning, Reinforcement Learning: Introduction, Learning Task, Q Learning Text book 1, Sections: 5.1-5.6, 8.1-8.5, 13.1-13.3			12 Hours
Course Outcomes: After studying this course, students will be able to			
<ul style="list-style-type: none"> • Identify the problems for machine learning. And select the either supervised, 			

unsupervised or reinforcement learning.

- Explain theory of probability and statistics related to machine learning
- Investigate concept learning, ANN, Bayes classifier, k nearest neighbor, Q,

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Tom M. Mitchell, Machine Learning, India Edition 2013, McGraw Hill Education.

Reference Books:

1. Trevor Hastie, Robert Tibshirani, Jerome Friedman, h The Elements of Statistical Learning, 2nd edition, springer series in statistics.
2. Ethem Alpaydm, Introduction to machine learning, second edition, MIT press.

University Updates

NATURAL LANGUAGE PROCESSING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS741	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Learn the techniques in natural language processing. • Be familiar with the natural language generation. • Be exposed to Text Mining. • Understand the information retrieval techniques 			
Module – 1			Teaching Hours
Overview and language modeling: Overview: Origins and challenges of NLP- Language and Grammar-Processing Indian Languages- NLP Applications- Information Retrieval. Language Modeling: Various Grammar- based Language Models-Statistical Language Model.			8 Hours
Module – 2			
Word level and syntactic analysis: Word Level Analysis: Regular Expressions- Finite-State Automata-Morphological Parsing-Spelling Error Detection and correction- Words and Word classes-Part-of Speech Tagging. Syntactic Analysis: Context-free Grammar-Constituency- Parsing-Probabilistic Parsing.			8 Hours
Module – 3			
Extracting Relations from Text: From Word Sequences to Dependency Paths: Introduction, Subsequence Kernels for Relation Extraction, A Dependency-Path Kernel for Relation Extraction and Experimental Evaluation. Mining Diagnostic Text Reports by Learning to Annotate Knowledge Roles: Introduction, Domain Knowledge and Knowledge Roles, Frame Semantics and Semantic Role Labeling, Learning to Annotate Cases with Knowledge Roles and Evaluations. A Case Study in Natural Language Based Web Search: InFact System Overview, The GlobalSecurity.org Experience.			8 Hours
Module – 4			
Evaluating Self-Explanations in iSTART: Word Matching, Latent Semantic Analysis, and Topic Models: Introduction, iSTART: Feedback Systems, iSTART: Evaluation of Feedback Systems, Textual Signatures: Identifying Text-Types Using Latent Semantic Analysis to Measure the Cohesion of Text Structures: Introduction, Cohesion, Coh-Metrix, Approaches to Analyzing Texts, Latent Semantic Analysis, Predictions, Results of Experiments. Automatic Document Separation: A Combination of Probabilistic Classification and Finite-State Sequence Modeling: Introduction, Related Work, Data Preparation, Document Separation as a Sequence Mapping Problem, Results. Evolving Explanatory Novel Patterns for Semantically-Based Text Mining: Related Work, A Semantically Guided Model for Effective Text Mining.			8 Hours

Module – 5	
INFORMATION RETRIEVAL AND LEXICAL RESOURCES: Information Retrieval: Design features of Information Retrieval Systems-Classical, Non classical, Alternative Models of Information Retrieval – valuation Lexical Resources: World Net-Frame Net- Stemmers-POS Tagger- Research Corpora.	8 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Analyze the natural language text. • Generate the natural language. • Do Text mining. • Apply information retrieval techniques. 	
Question paper pattern:	
<p>The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.</p>	
Text Books:	
<ol style="list-style-type: none"> 1. Tanveer Siddiqui, U.S. Tiwary, “Natural Language Processing and Information Retrieval”, Oxford University Press, 2008. 2. Anne Kao and Stephen R. Poteet (Eds), “Natural Language Processing and Text Mining”, Springer-Verlag London Limited 2007. 	
Reference Books:	
<ol style="list-style-type: none"> 1. Daniel Jurafsky and James H Martin, “Speech and Language Processing: An introduction to Natural Language Processing, Computational Linguistics and Speech Recognition”, 2nd Edition, Prentice Hall, 2008. 2. James Allen, “Natural Language Understanding”, 2nd edition, Benjamin/Cummings publishing company, 1995. 3. Gerald J. Kowalski and Mark.T. Maybury, “Information Storage and Retrieval systems”, Kluwer academic Publishers, 2000. 	

CLOUD COMPUTING AND ITS APPLICATIONS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS742	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain the fundamentals of cloud computing • Illustrate the cloud application programming and aneka platform • Contrast different cloud platforms used in industry 			
Module – 1			Teaching Hours
Introduction ,Cloud Computing at a Glance, The Vision of Cloud Computing, Defining a Cloud, A Closer Look, Cloud Computing Reference Model, Characteristics and Benefits, Challenges Ahead, Historical Developments, Distributed Systems, Virtualization, Web 2.0, Service-Oriented Computing, Utility-Oriented Computing, Building Cloud Computing Environments, Application Development, Infrastructure and System Development, Computing Platforms and Technologies, Amazon Web Services (AWS), Google AppEngine, Microsoft Azure, Hadoop, Force.com and Salesforce.com, Manjrasoft Aneka Virtualization, Introduction, Characteristics of Virtualized, Environments Taxonomy of Virtualization Techniques, Execution Virtualization, Other Types of Virtualization, Virtualization and Cloud Computing, Pros and Cons of Virtualization, Technology Examples Xen: Paravirtualization, VMware: Full Virtualization, Microsoft Hyper-V			8 Hours
Module – 2			8 Hours
Cloud Computing Architecture, Introduction, Cloud Reference Model, Architecture, Infrastructure / Hardware as a Service, Platform as a Service, Software as a Service, Types of Clouds, Public Clouds, Private Clouds, Hybrid Clouds, Community Clouds, Economics of the Cloud, Open Challenges, Cloud Definition, Cloud Interoperability and Standards Scalability and Fault Tolerance Security, Trust, and Privacy Organizational Aspects Aneka: Cloud Application Platform, Framework Overview, Anatomy of the Aneka Container, From the Ground Up: Platform Abstraction Layer, Fabric Services, foundation Services, Application Services, Building Aneka Clouds, Infrastructure Organization, Logical Organization, Private Cloud Deployment Mode, Public Cloud Deployment Mode, Hybrid Cloud Deployment Mode, Cloud Programming and Management, Aneka SDK, Management Tools			8 Hours
Module – 3			8 Hours
Concurrent Computing: Thread Programming, Introducing Parallelism for Single Machine Computation, Programming Applications with Threads, What is a Thread?, Thread APIs, Techniques for Parallel Computation with Threads, Multithreading with Aneka, Introducing the Thread Programming Model, Aneka Thread vs. Common Threads, Programming Applications with Aneka Threads, Aneka Threads Application Model, Domain Decomposition: Matrix			8 Hours

<p>Multiplication, Functional Decomposition: Sine, Cosine, and Tangent. High-Throughput Computing: Task Programming, Task Computing, Characterizing a Task, Computing Categories, Frameworks for Task Computing, Task-based Application Models, Embarrassingly Parallel Applications, Parameter Sweep Applications, MPI Applications, Workflow Applications with Task Dependencies, Aneka Task-Based Programming, Task Programming Model, Developing Applications with the Task Model, Developing Parameter Sweep Application, Managing Workflows.</p>	
<p>Module – 4</p>	
<p>Data Intensive Computing: Map-Reduce Programming, What is Data-Intensive Computing?, Characterizing Data-Intensive Computations, Challenges Ahead, Historical Perspective, Technologies for Data-Intensive Computing, Storage Systems, Programming Platforms, Aneka MapReduce Programming, Introducing the MapReduce Programming Model, Example Application</p>	<p>8 Hours</p>
<p>Module – 5</p>	
<p>Cloud Platforms in Industry, Amazon Web Services, Compute Services, Storage Services, Communication Services, Additional Services, Google AppEngine, Architecture and Core Concepts, Application Life-Cycle, Cost Model, Observations, Microsoft Azure, Azure Core Concepts, SQL Azure, Windows Azure Platform Appliance. Cloud Applications Scientific Applications, Healthcare: ECG Analysis in the Cloud, Biology: Protein Structure Prediction, Biology: Gene Expression Data Analysis for Cancer Diagnosis, Geoscience: Satellite Image Processing, Business and Consumer Applications, CRM and ERP, Productivity, Social Networking, Media Applications, Multiplayer Online Gaming.</p>	<p>8 Hours</p>
<p>Course outcomes: The students should be able to:</p>	
<ul style="list-style-type: none"> • Explain cloud computing, virtualization and classify services of cloud computing • Illustrate architecture and programming in cloud • Describe the platforms for development of cloud applications and List the application of cloud. 	
<p>Question paper pattern:</p>	
<p>The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.</p>	
<p>Text Books:</p>	
<p>1. Rajkumar Buyya, Christian Vecchiola, and Thamarai Selvi Mastering Cloud. Computing McGraw Hill Education</p>	
<p>Reference Books:</p>	
<p>1. Dan C. Marinescu, Cloud Computing Theory and Practice, Morgan Kaufmann, Elsevier 2013.</p>	

INFORMATION AND NETWORK SECURITY [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS743	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Analyze the cryptographic processes. • Summarize the digital security process. • Indicate the location of a security process in the given system 			
Module – 1			Teaching Hours
Introduction. How to Speak Crypto. Classic Crypto. Simple Substitution Cipher. Cryptanalysis of a Simple Substitution. Definition of Secure. Double Transposition Cipher. One-time Pad. Project VENONA. Codebook Cipher. Ciphers of the Election of 1876. Modern Crypto History. Taxonomy of Cryptography. Taxonomy of Cryptanalysis.			8 Hours
Module – 2.			
What is a Hash Function? The Birthday Problem. Non-cryptographic Hashes. Tiger Hash. HMAC. Uses of Hash Functions. Online Bids. Spam Reduction. Other Crypto-Related Topics. Secret Sharing. Key Escrow. Random Numbers. Texas Hold 'em Poker. Generating Random Bits. Information Hiding.			8 Hours
Module – 3			
Random number generation Providing freshness Fundamentals of entity authentication Passwords Dynamic password schemes Zero-knowledge mechanisms Further reading Cryptographic Protocols Protocol basics From objectives to a protocol Analysing a simple protocol Authentication and key establishment protocols			8 Hours
Module – 4			
Key management fundamentals Key lengths and lifetimes Key generation Key establishment Key storage Key usage Governing key management Public-Key Management Certification of public keys The certificate lifecycle Public-key management models Alternative approaches			8 Hours
Module – 5			
Cryptographic Applications Cryptography on the Internet Cryptography for wireless local area networks Cryptography for mobile telecommunications Cryptography for secure payment card transactions Cryptography for video broadcasting Cryptography for identity cards Cryptography for home users			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Analyze the Digital security lapses • Illustrate the need of key management 			
Question paper pattern:			
The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.			

Text Books:
<ol style="list-style-type: none">1. Information Security: Principles and Practice, 2nd Edition by Mark Stamp Wiley2. Everyday Cryptography: Fundamental Principles and Applications Keith M. Martin Oxford Scholarship Online: December 2013
Reference Books:
<ol style="list-style-type: none">1. Applied Cryptography Protocols, Algorithms, and Source Code in C by Bruce Schneier

University Updates

UNIX SYSTEM PROGRAMMING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS744	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain the fundamental design of the unix operating system • Familiarize with the systems calls provided in the unix environment • Design and build an application/service over the unix operating system 			
Module – 1			Teaching Hours
Introduction: UNIX and ANSI Standards: The ANSI C Standard, The ANSI/ISO C++ Standards, Difference between ANSI C and C++, The POSIX Standards, The POSIX.1 FIPS Standard, The X/Open Standards. UNIX and POSIX APIs: The POSIX APIs, The UNIX and POSIX Development Environment, API Common Characteristics.			8 Hours
Module – 2			
UNIX Files and APIs: File Types, The UNIX and POSIX File System, The UNIX and POSIX File Attributes, Inodes in UNIX System V, Application Program Interface to Files, UNIX Kernel Support for Files, Relationship of C Stream Pointers and File Descriptors, Directory Files, Hard and Symbolic Links. UNIX File APIs: General File APIs, File and Record Locking, Directory File APIs, Device File APIs, FIFO File APIs, Symbolic Link File APIs.			8 Hours
Module – 3			
UNIX Processes and Process Control: The Environment of a UNIX Process: Introduction, main function, Process Termination, Command-Line Arguments, Environment List, Memory Layout of a C Program, Shared Libraries, Memory Allocation, Environment Variables, setjmp and longjmp Functions, getrlimit, setrlimit Functions, UNIX Kernel Support for Processes. Process Control: Introduction, Process Identifiers, fork, vfork, exit, wait, waitpid, wait3, wait4 Functions, Race Conditions, exec Functions, Changing User IDs and Group IDs, Interpreter Files, system Function, Process Accounting, User Identification, Process Times, I/O Redirection. Process Relationships: Introduction, Terminal Logins, Network Logins, Process Groups, Sessions, Controlling Terminal, tcgetpgrp and tcsetpgrp Functions, Job Control, Shell Execution of Programs, Orphaned Process Groups.			8 Hours
Module – 4			
Signals and Daemon Processes: Signals: The UNIX Kernel Support for Signals, signal, Signal Mask, sigaction, The SIGCHLD Signal and the waitpid Function, The sigsetjmp and siglongjmp Functions, Kill, Alarm, Interval Timers, POSIX.lb Timers. Daemon Processes: Introduction, Daemon Characteristics, Coding Rules, Error Logging, Client-Server Model.			8 Hours
Module – 5			
Interprocess Communication : Overview of IPC Methods, Pipes, popen, pclose Functions, Coprocesses, FIFOs, System V IPC, Message Queues, Semaphores.			8 Hours

Shared Memory, Client-Server Properties, Stream Pipes, Passing File Descriptors, An Open Server-Version 1, Client-Server Connection Functions.	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none">• Ability to understand and reason out the working of Unix Systems• Build an application/service over a Unix system.	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books:	
<ol style="list-style-type: none">1. Unix System Programming Using C++ - Terrence Chan, PHI, 1999.2. Advanced Programming in the UNIX Environment - W.Richard Stevens, Stephen A. Rago, 3rd Edition, Pearson Education / PHI, 2005.	
Reference Books:	
<ol style="list-style-type: none">1. Advanced Unix Programming- Marc J. Rochkind, 2nd Edition, Pearson Education, 2005.2. The Design of the UNIX Operating System - Maurice.J.Bach, Pearson Education / PHI, 1987.3. Unix Internals - Uresh Vahalia, Pearson Education, 2001.	

SOFT AND EVOLUTIONARY COMPUTING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS751	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Familiarize with the basic concept of soft computing and intelligent systems • Compare with various intelligent systems • Analyze the various soft computing techniques 			
Module – 1			Teaching Hours
Introduction to soft computing: ANN, FS,GA, SI, ES, Comparing among intelligent systems ANN: introduction, biological inspiration, BNN&ANN, classification, first Generation NN, perceptron, illustrative problems Text Book 1: Chapter1: 1.1-1.8, Chapter2: 2.1-2.6			8 Hours
Module – 2			
Adaline, Medaline, ANN: (2 nd generation), introduction, BPN, KNN,HNN, BAM, RBF,SVM and illustrative problems Text Book 1: Chapter2: 3.1,3.2,3.3,3.6,3.7,3.10,3.11			8 Hours
Module – 3			
Fuzzy logic: introduction, human learning ability, undecidability, probability theory, classical set and fuzzy set, fuzzy set operations, fuzzy relations, fuzzy compositions, natural language and fuzzy interpretations, structure of fuzzy inference system, illustrative problems Text Book 1: Chapter 5			8 Hours
Module – 4			
Introduction to GA, GA, procedures, working of GA, GA applications, applicability, evolutionary programming, working of EP, GA based Machine learning classifier system, illustrative problems Text Book 1: Chapter 7			8 Hours
Module – 5			
Swarm Intelligent system: Introduction, Background of SI, Ant colony system Working of ACO, Particle swarm Intelligence(PSO). Text Book 1: 8.1-8.4, 8.7			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Understand soft computing techniques • Apply the learned techniques to solve realistic problems • Differentiate soft computing with hard computing techniques 			
Question paper pattern:			
The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.			

Text Books:

- | |
|---|
| 1. Soft computing : N. P Padhy and S P Simon , Oxford University Press 2015 |
|---|

Reference Books:

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|---|
| 1. Principles of Soft Computing, Shivanandam, Deepa S. N Wiley India, ISBN 13: 2011 |
|---|

University Updates

COMPUTER VISION AND ROBOTICS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS752	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Review image processing techniques for computer vision • Explain shape and region analysis • Illustrate Hough Transform and its applications to detect lines, circles, ellipses • Contrast three-dimensional image analysis techniques, motion analysis and applications of computer vision algorithms 			
Module – 1			Teaching Hours
CAMERAS: Pinhole Cameras, Radiometry – Measuring Light: Light in Space, Light Surfaces, Important Special Cases, Sources, Shadows, And Shading: Qualitative Radiometry, Sources and Their Effects, Local Shading Models, Application: Photometric Stereo, Interreflections: Global Shading Models, Color: The Physics of Color, Human Color Perception, Representing Color, A Model for Image Color, Surface Color from Image Color.			8 Hours
Module – 2			Teaching Hours
Linear Filters: Linear Filters and Convolution, Shift Invariant Linear Systems, Spatial Frequency and Fourier Transforms, Sampling and Aliasing, Filters as Templates, Edge Detection: Noise, Estimating Derivatives, Detecting Edges, Texture: Representing Texture, Analysis (and Synthesis) Using Oriented Pyramids, Application: Synthesis by Sampling Local Models, Shape from Texture.			8 Hours
Module – 3			Teaching Hours
The Geometry of Multiple Views: Two Views, Stereopsis: Reconstruction, Human Stereopsis, Binocular Fusion, Using More Cameras, Segmentation by Clustering: What Is Segmentation?, Human Vision: Grouping and Gestalt, Applications: Shot Boundary Detection and Background Subtraction, Image Segmentation by Clustering Pixels, Segmentation by Graph-Theoretic Clustering,			8 Hours
Module – 4			Teaching Hours
Segmentation by Fitting a Model: The Hough Transform, Fitting Lines, Fitting Curves, Fitting as a Probabilistic Inference Problem, Robustness, Segmentation and Fitting Using Probabilistic Methods: Missing Data Problems, Fitting, and Segmentation, The EM Algorithm in Practice, Tracking With Linear Dynamic Models: Tracking as an Abstract Inference Problem, Linear Dynamic Models, Kalman Filtering, Data Association, Applications and Examples.			8 Hours
Module – 5			Teaching Hours
Geometric Camera Models: Elements of Analytical Euclidean Geometry, Camera Parameters and the Perspective Projection, Affine Cameras and Affine Projection Equations, Geometric Camera Calibration: Least-Squares Parameter Estimation, A Linear Approach to Camera Calibration, Taking Radial Distortion into Account, Analytical Photogrammetry, An Application: Mobile Robot Localization, Model- Based Vision: Initial Assumptions, Obtaining			8 Hours

Hypotheses by Pose Consistency, Obtaining Hypotheses by pose Clustering, Obtaining Hypotheses Using Invariants, Verification, Application: Registration In Medical Imaging Systems, Curved Surfaces and Alignment.	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none">• Implement fundamental image processing techniques required for computer vision• Perform shape analysis• Implement boundary tracking techniques• Apply chain codes and other region descriptors• Apply Hough Transform for line, circle, and ellipse detections.• Apply 3D vision techniques.• Implement motion related techniques.• Develop applications using computer vision techniques.	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books:	
1. David A. Forsyth and Jean Ponce: Computer Vision – A Modern Approach, PHI Learning (Indian Edition), 2009.	
Reference Books:	
2. E. R. Davies: Computer and Machine Vision – Theory, Algorithms and Practicalities, Elsevier (Academic Press), 4 th edition, 2013.	

INFORMATION MANAGEMENT SYSTEM [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15IS753	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain the Role of information management system in business • Evaluate the role of the major types of information systems in a business environment and their relationship to each other 			
Module – 1			Teaching Hours
Information Systems in Business : Introduction, The real world of Information Systems, Networks, What you need to know, The fundamental role of IS in business, Trends in IS, Managerial challenges of IT. System Concepts: A foundation, Components of an Information System, Information System Resources, Information System activities, Recognizing Information Systems. Fundamentals of strategic advantages: Strategic IT, Competitive strategy concepts, The competitive advantage of IT, Strategic uses of IT, Building a customer-focused business, The value chain and strategic IS, Reengineering business processes, Becoming an agile company Creating a virtual company, Building a knowledge-creating company.			08 Hours
Module – 2			08 Hours
Enterprise Business Systems: Introduction, Cross-functional enterprise applications, Enterprise application integration, Transaction processing systems, Enterprise collaboration systems. Functional Business Systems: Introduction, Marketing systems, Manufacturing systems, Human resource systems, Accounting systems, Financial management systems.			08 Hours
Module – 3			08 Hours
Customer relationship management: Introduction, What is CRM? The three phases of CRM, Benefits and challenges of CRM, Trends in CRM Enterprise resource planning: Introduction, What is ERP? Benefits and challenges of ERP, Trends in ERP. Supply chain Management: Introduction, What is SCM? The role of SCM, Benefits and challenges of SCM, Trends in SCM.			08 Hours
Module – 4			08 Hours
Electronic commerce fundamentals: Introduction, The scope of ecommerce, Essential e-commerce, processes, Electronic payment processes. e-Commerce applications and issues: E-commerce application trends, Business-to- Consumer e-commerce, Web store requirements, Business-to- Business e-commerce, e-commerce marketplaces, Clicks and bricks in ecommerce			08 Hours
Module – 5			08 Hours
Decision support in business: Introduction, Decision support trends, Decision support systems (DSS), Management Information Systems, Online analytical processing, Using DSS, Executive information systems, Enterprise portals and decision support, Knowledge management systems, Business and Artificial Intelligence (AI), An overview of AI, Expert systems.			08 Hours
Course outcomes: The students should be able to:			

- Describe the role of information technology and information systems in business
- Record the current issues of information technology and relate those issues to the firm
- Interpret how to use information technology to solve business problems

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. James A.O'Brien, George M Marakas, Management Information Systems, 7th Edition, Tata McGrawHill. Chapter: 1, 2, 7, 8, 9, 13

Reference Books:

2. Kenneth C. Laudon and Jane P.Laudon, Management Information System, Managing the Digital Firm, 9th Edition, Pearson Education.
3. Steven Alter, Information Systems the Foundation of E-Business, 4th Edition, Pearson Education.
4. W.S.Jawadkar, Management Information System, Tata McGraw Hill

STORAGE AREA NETWORKS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CS754	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Evaluate storage architectures, • Define backup, recovery, disaster recovery, business continuity, and replication • Examine emerging technologies including IP-SAN • Understand logical and physical components of a storage infrastructure • Identify components of managing and monitoring the data center • Define information security and identify different storage virtualization technologies 			
Module – 1			Teaching Hours
Storage System Introduction to evolution of storage architecture, key data center elements, virtualization, and cloud computing. Key data center elements – Host (or compute), connectivity, storage, and application in both classic and virtual environments. RAID implementations, techniques, and levels along with the impact of RAID on application performance. Components of intelligent storage systems and virtual storage provisioning and intelligent storage system implementations.			8 Hours
Module – 2			
Storage Networking Technologies and Virtualization Fibre Channel SAN components, connectivity options, and topologies including access protection mechanism ‘zoning’, FC protocol stack, addressing and operations, SAN-based virtualization and VSAN technology, iSCSI and FCIP protocols for storage access over IP network, Converged protocol FCoE and its components, Network Attached Storage (NAS) - components, protocol and operations, File level storage virtualization, Object based storage and unified storage platform.			8 Hours
Module – 3			
Backup, Archive, and Replication This unit focuses on information availability and business continuity solutions in both virtualized and non-virtualized environments. Business continuity terminologies, planning and solutions, Clustering and multipathing architecture to avoid single points of failure, Backup and recovery - methods, targets and topologies, Data deduplication and backup in virtualized environment, Fixed content and data archive, Local replication in classic and virtual environments, Remote replication in classic and virtual environments, Three-site remote replication and continuous data protection			8 Hours
Module – 4			
Cloud Computing Characteristics and benefits This unit focuses on the business drivers, definition, essential characteristics, and phases of journey to the Cloud. ,Business drivers for Cloud computing, Definition of Cloud computing, Characteristics of Cloud computing, Steps involved in transitioning from Classic data center to Cloud computing environment Services and deployment models, Cloud infrastructure components, Cloud migration considerations			8 Hours
Module – 5			

<p>Securing and Managing Storage Infrastructure This chapter focuses on framework and domains of storage security along with covering security implementation at storage networking. Security threats, and countermeasures in various domains Security solutions for FC-SAN, IP-SAN and NAS environments, Security in virtualized and cloud environments, Monitoring and managing various information infrastructure components in classic and virtual environments, Information lifecycle management (ILM) and storage tiering, Cloud service management activities</p>	<p>8 Hours</p>
<p>Course outcomes: The students should be able to:</p>	
<ul style="list-style-type: none"> • Identify key challenges in managing information and analyze different storage networking technologies and virtualization • Explain components and the implementation of NAS • Describe CAS architecture and types of archives and forms of virtualization • Illustrate the storage infrastructure and management activities 	
<p>Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.</p>	
<p>Text Books:</p>	
<ol style="list-style-type: none"> 1. Information Storage and Management, Author :EMC Education Services, Publisher: Wiley ISBN: 9781118094839 2. Storage Virtualization, Author: Clark Tom, Publisher: Addison Wesley Publishing Company ISBN : 9780321262516 	
<p>Reference Books:</p>	
<p>NIL</p>	

MACHINE LEARNING LABORATORY [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CSL76	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 02			
Course objectives: This course will enable students to			
<ol style="list-style-type: none"> 1. Make use of Data sets in implementing the machine learning algorithms 2. Implement the machine learning concepts and algorithms in any suitable language of choice. 			
Description (If any):			
<ol style="list-style-type: none"> 1. The programs can be implemented in either JAVA or Python. 2. For Problems 1 to 6 and 10, programs are to be developed without using the built-in classes or APIs of Java/Python. 3. Data sets can be taken from standard repositories (https://archive.ics.uci.edu/ml/datasets.html) or constructed by the students. 			
Lab Experiments:			
1. Implement and demonstrate the FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file.			
2. For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate-Elimination algorithm to output a description of the set of all hypotheses consistent with the training examples.			
3. Write a program to demonstrate the working of the decision tree based ID3 algorithm . Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.			
4. Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets.			
5. Write a program to implement the naïve Bayesian classifier for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.			
6. Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.			
7. Write a program to construct a Bayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set. You can use Java/Python ML library classes/API.			
8. Apply EM algorithm to cluster a set of data stored in a .CSV file. Use the same data set for clustering using k-Means algorithm . Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.			
9. Write a program to implement k-Nearest Neighbour algorithm to classify the iris data set. Print both correct and wrong predictions. Java/Python ML library classes can be used for this problem.			
10. Implement the non-parametric Locally Weighted Regression algorithm in order to fit data points. Select appropriate data set for your experiment and draw graphs.			

Study Experiment / Project:
NIL
Course outcomes: The students should be able to:
<ol style="list-style-type: none">1. Understand the implementation procedures for the machine learning algorithms.2. Design Java/Python programs for various Learning algorithms.3. Apply appropriate data sets to the Machine Learning algorithms.4. Identify and apply Machine Learning algorithms to solve real world problems.
Conduction of Practical Examination:
<ul style="list-style-type: none">• All laboratory experiments are to be included for practical examination.• Students are allowed to pick one experiment from the lot.• Strictly follow the instructions as printed on the cover page of answer script• Marks distribution: Procedure + Conduction + Viva: 20 + 50 + 10 (80) <p>Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.</p>

University Updates

WEB TECHNOLOGY LABORATORY WITH MINI PROJECT [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VII			
Subject Code	15CSL77	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 02			
Course objectives: This course will enable students to			
<ol style="list-style-type: none"> 1. Design and develop static and dynamic web pages. 2. Familiarize with Client-Side Programming, Server-Side Programming, Active server Pages. 3. Learn Database Connectivity to web applications. 			
Description (If any):			
NIL			
Lab Experiments:			
PART A			
<ol style="list-style-type: none"> 1. Write a JavaScript to design a simple calculator to perform the following operations: sum, product, difference and quotient. 2. Write a JavaScript that calculates the squares and cubes of the numbers from 0 to 10 and outputs HTML text that displays the resulting values in an HTML table format. 3. Write a JavaScript code that displays text “TEXT-GROWING” with increasing font size in the interval of 100ms in RED COLOR, when the font size reaches 50pt it displays “TEXT-SHRINKING” in BLUE color. Then the font size decreases to 5pt. 4. Develop and demonstrate a HTML5 file that includes JavaScript script that uses functions for the following problems: <ol style="list-style-type: none"> a. Parameter: A string b. Output: The position in the string of the left-most vowel c. Parameter: A number d. Output: The number with its digits in the reverse order 5. Design an XML document to store information about a student in an engineering college affiliated to VTU. The information must include USN, Name, and Name of the College, Branch, Year of Joining, and email id. Make up sample data for 3 students. Create a CSS style sheet and use it to display the document. 6. Write a PHP program to keep track of the number of visitors visiting the web page and to display this count of visitors, with proper headings. 7. Write a PHP program to display a digital clock which displays the current time of the server. 8. Write the PHP programs to do the following: <ol style="list-style-type: none"> a. Implement simple calculator operations. b. Find the transpose of a matrix. c. Multiplication of two matrices. d. Addition of two matrices. 			

<p>9. Write a PHP program named states.py that declares a variable states with value "Mississippi Alabama Texas Massachusetts Kansas". write a PHP program that does the following:</p> <ol style="list-style-type: none"> a. Search for a word in variable states that ends in xas. Store this word in element 0 of a list named statesList. b. Search for a word in states that begins with k and ends in s. Perform a case-insensitive comparison. [Note: Passing re.I as a second parameter to method compile performs a case-insensitive comparison.] Store this word in element 1 of statesList. c. Search for a word in states that begins with M and ends in s. Store this word in element 2 of the list. d. Search for a word in states that ends in a. Store this word in element 3 of the list. <p>10. Write a PHP program to sort the student records which are stored in the database using selection sort.</p>
<p>Study Experiment / Project:</p> <p>Develop a web application project using the languages and concepts learnt in the theory and exercises listed in part A with a good look and feel effects. You can use any web technologies and frameworks and databases.</p> <p>Note:</p> <ol style="list-style-type: none"> 1. In the examination each student picks one question from part A. 2. A team of two or three students must develop the mini project. However during the examination, each student must demonstrate the project individually. 3. The team must submit a brief project report (15-20 pages) that must include the following <ol style="list-style-type: none"> a. Introduction b. Requirement Analysis c. Software Requirement Specification d. Analysis and Design e. Implementation f. Testing
<p>Course outcomes: The students should be able to:</p> <ul style="list-style-type: none"> • Design and develop dynamic web pages with good aesthetic sense of designing and latest technical know-how's. • Have a good understanding of Web Application Terminologies, Internet Tools other web services. • Learn how to link and publish web sites
<p>Conduction of Practical Examination:</p> <ol style="list-style-type: none"> 1. All laboratory experiments from part A are to be included for practical examination.

2. Mini project has to be evaluated for 30 Marks.
3. Report should be prepared in a standard format prescribed for project work.
4. Students are allowed to pick one experiment from the lot.
5. Strictly follow the instructions as printed on the cover page of answer script.
6. Marks distribution:
 - a) Part A: Procedure + Conduction + Viva: $10 + 35 + 5 = 50$ Marks
 - b) Part B: Demonstration + Report + Viva voce = $15 + 10 + 05 = 30$ Marks

Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.

University Updates

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI
CHOICE BASED CREDIT SYSTEM (CBCS)
SCHEME OF TEACHING AND EXAMINATION 2015-2016
B.E. Information Science & Engineering

VIII SEMESTER

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination			Credits	
			Theory	Practical/ Drawing	Duration	I.A. Marks	Theory/ Practical Marks		Total Marks
1	15CS81	Internet of things and applications	4	--	3	20	80	100	4
2	15CS82	Big Data Analytics	4	--	3	20	80	100	4
3	15CS/IS83x	Professional Elective 5	3	--	3	20	80	100	3
4	15IS84	Internship / Professional Practice	Industry Oriented		3	50	50	100	2
5	15ISP85	Project work phase II	--	6	3	100	100	100	5
6	15ISS86	Seminar	--	4	--	100	--	100	2
TOTAL			11	10	15	310	390	700	20

Professional Elective 5	
15CS831	High Performance Computing
15CS832	User Interface Design
15IS833	Virtual Reality
15CS834	System Simulation and Modeling

1. Professional Elective: Electives relevant to chosen specialization / branch
2. Internship / Professional Practice: To be carried out between 6th and 7th semester vacation or 7th and 8th semester vacation period

INTERNET OF THINGS TECHNOLOGY [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS81	IA Marks	20
Number of Lecture Hours/Week	04	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course Objectives: This course will enable students to			
<ul style="list-style-type: none"> • Assess the genesis and impact of IoT applications, architectures in real world. • Illustrate diverse methods of deploying smart objects and connect them to network. • Compare different Application protocols for IoT. • Infer the role of Data Analytics and Security in IoT. • Identify sensor technologies for sensing real world entities and understand the role of IoT in various domains of Industry. 			
Module – 1			Teaching Hours
What is IoT, Genesis of IoT, IoT and Digitization, IoT Impact, Convergence of IT and IoT, IoT Challenges, IoT Network Architecture and Design, Drivers Behind New Network Architectures, Comparing IoT Architectures, A Simplified IoT Architecture, The Core IoT Functional Stack, IoT Data Management and Compute Stack.			10 Hours
Module – 2			
Smart Objects: The “Things” in IoT, Sensors, Actuators, and Smart Objects, Sensor Networks, Connecting Smart Objects, Communications Criteria, IoT Access Technologies.			10 Hours
Module – 3			
IP as the IoT Network Layer, The Business Case for IP, The need for Optimization, Optimizing IP for IoT, Profiles and Compliances, Application Protocols for IoT, The Transport Layer, IoT Application Transport Methods.			10 Hours
Module – 4			
Data and Analytics for IoT, An Introduction to Data Analytics for IoT, Machine Learning, Big Data Analytics Tools and Technology, Edge Streaming Analytics, Network Analytics, Securing IoT, A Brief History of OT Security, Common Challenges in OT Security, How IT and OT Security Practices and Systems Vary, Formal Risk Analysis Structures: OCTAVE and FAIR, The Phased Application of Security in an Operational Environment			10 Hours
Module – 5			
IoT Physical Devices and Endpoints - Arduino UNO: Introduction to Arduino, Arduino UNO, Installing the Software, Fundamentals of Arduino Programming. IoT Physical Devices and Endpoints - RaspberryPi: Introduction to RaspberryPi, About the RaspberryPi Board: Hardware Layout, Operating Systems on RaspberryPi, Configuring RaspberryPi, Programming RaspberryPi with Python, Wireless Temperature Monitoring System Using Pi, DS18B20 Temperature Sensor, Connecting Raspberry Pi via SSH, Accessing Temperature from DS18B20 sensors, Remote access to RaspberryPi, Smart and Connected Cities, An IoT Strategy for Smarter Cities, Smart City IoT Architecture,			10 Hours

Smart City Security Architecture, Smart City Use-Case Examples.	
Course Outcomes: After studying this course, students will be able to	
<ul style="list-style-type: none"> • Interpret the impact and challenges posed by IoT networks leading to new architectural models. • Compare and contrast the deployment of smart objects and the technologies to connect them to network. • Appraise the role of IoT protocols for efficient network communication. • Elaborate the need for Data Analytics and Security in IoT. • Illustrate different sensor technologies for sensing real world entities and identify the applications of IoT in Industry. 	
Question paper pattern:	
<p>The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.</p>	
Text Books:	
<ol style="list-style-type: none"> 1. David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Robert Barton, Jerome Henry,"IoT Fundamentals: Networking Technologies, Protocols, and Use Cases for the Internet of Things", 1stEdition, Pearson Education (Cisco Press Indian Reprint). (ISBN: 978-9386873743) 2. Srinivasa K G, "Internet of Things",CENGAGE Learning India, 2017 	
Reference Books:	
<ol style="list-style-type: none"> 1. Vijay Madiseti and ArshdeepBahga, "Internet of Things (A Hands-on-Approach)", 1stEdition, VPT, 2014. (ISBN: 978-8173719547) 2. Raj Kamal, "Internet of Things: Architecture and Design Principles", 1st Edition, McGraw Hill Education, 2017. (ISBN: 978-9352605224) 	

BIG DATA ANALYTICS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS82	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Understand Hadoop Distributed File system and examine MapReduce Programming • Explore Hadoop tools and manage Hadoop with Ambari • Appraise the role of Business intelligence and its applications across industries • Assess core data mining techniques for data analytics • Identify various Text Mining techniques 			
Module – 1			Teaching Hours
Hadoop Distributed File System Basics, Running Example Programs and Benchmarks, Hadoop MapReduce Framework, MapReduce Programming			10 Hours
Module – 2			
Essential Hadoop Tools, Hadoop YARN Applications, Managing Hadoop with Apache Ambari, Basic Hadoop Administration Procedures			10 Hours
Module – 3			
Business Intelligence Concepts and Application, Data Warehousing, Data Mining, Data Visualization			10 Hours
Module – 4			
Decision Trees, Regression, Artificial Neural Networks, Cluster Analysis, Association Rule Mining			10 Hours
Module – 5			
Text Mining, Naïve-Bayes Analysis, Support Vector Machines, Web Mining, Social Network Analysis			10 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Master the concepts of HDFS and MapReduce framework • Investigate Hadoop related tools for Big Data Analytics and perform basic Hadoop Administration • Recognize the role of Business Intelligence, Data warehousing and Visualization in decision making • Infer the importance of core data mining techniques for data analytics • Compare and contrast different Text Mining Techniques 			
Question paper pattern:			
The question paper will have ten questions.			
There will be 2 questions from each module.			
Each question will have questions covering all the topics under a module.			
The students will have to answer 5 full questions, selecting one full question from each module.			
Text Books:			
1. Douglas Eadline, "Hadoop 2 Quick-Start Guide: Learn the Essentials of Big Data Computing in the Apache Hadoop 2 Ecosystem", 1 st Edition, Pearson Education, 2016. ISBN-13: 978-9332570351			

2. Anil Maheshwari, **“Data Analytics”**, 1st Edition, McGraw Hill Education, 2017. ISBN-13: 978-9352604180

Reference Books:

- 1) Tom White, **“Hadoop: The Definitive Guide”**, 4th Edition, O’Reilly Media, 2015. ISBN-13: 978-9352130672
- 2) Boris Lublinsky, Kevin T.Smith, Alexey Yakubovich, **“Professional Hadoop Solutions”**, 1st Edition, Wrox Press, 2014 ISBN-13: 978-8126551071
- 3) Eric Sammer, **“Hadoop Operations: A Guide for Developers and Administrators”**, 1st Edition, O’Reilly Media, 2012. ISBN-13: 978-9350239261

University Updates

HIGH PERFORMANCE COMPUTING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS831	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Introduce students the design, analysis, and implementation, of high performance computational science and engineering applications. • Illustrate on advanced computer architectures, parallel algorithms, parallel languages, and performance-oriented computing. 			
Module – 1			Teaching Hours
Introduction: Computational Science and Engineering: Computational Science and Engineering Applications; characteristics and requirements, Review of Computational Complexity, Performance: metrics and measurements, Granularity and Partitioning, Locality: temporal/spatial/stream/kernel, Basic methods for parallel programming, Real-world case studies (drawn from multi-scale, multi-discipline applications)			10 Hours
Module – 2			
High-End Computer Systems : Memory Hierarchies, Multi-core Processors: Homogeneous and Heterogeneous, Shared-memory Symmetric Multiprocessors, Vector Computers, Distributed Memory Computers, Supercomputers and Petascale Systems, Application Accelerators / Reconfigurable Computing, Novel computers: Stream, multithreaded, and purpose-built			10 Hours
Module – 3			
Parallel Algorithms: Parallel models: ideal and real frameworks, Basic Techniques: Balanced Trees, Pointer Jumping, Divide and Conquer, Partitioning, Regular Algorithms: Matrix operations and Linear Algebra, Irregular Algorithms: Lists, Trees, Graphs, Randomization: Parallel Pseudo-Random Number Generators, Sorting, Monte Carlo techniques			10 Hours
Module – 4			
Parallel Programming: Revealing concurrency in applications, Task and Functional Parallelism, Task Scheduling, Synchronization Methods, Parallel Primitives (collective operations), SPMD Programming (threads, OpenMP, MPI), I/O and File Systems, Parallel Matlabs (Parallel Matlab, Star-P, Matlab MPI), Partitioning Global Address Space (PGAS) languages (UPC, Titanium, Global Arrays)			10 Hours
Module – 5			
Achieving Performance: Measuring performance, Identifying performance bottlenecks, Restructuring applications for deep memory hierarchies, Partitioning applications for heterogeneous resources, using existing libraries, tools, and frameworks			10 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Illustrate the key factors affecting performance of CSE applications, and • Make mapping of applications to high-performance computing systems, and 			

- Apply hardware/software co-design for achieving performance on real-world applications

Question paper pattern:

The question paper will have ten questions.

There will be 2 questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Introduction to Parallel Computing, AnanthGrama, Anshul Gupta, George Karypis, and Vipin Kumar, 2nd edition, Addison-Welsey, 2003.
2. Petascale Computing: Algorithms and Applications, David A. Bader (Ed.), Chapman & Hall/CRC Computational Science Series, 2007

Reference Books:

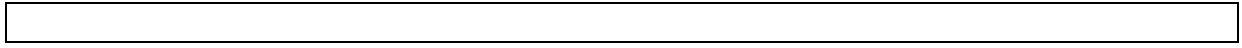
1. Grama, A. Gupta, G. Karypis, V. Kumar, An Introduction to Parallel Computing, Design and Analysis of Algorithms: 2/e, Addison-Wesley, 2003.
2. G.E. Karniadakis, R.M. Kirby II, Parallel Scientific Computing in C++ and MPI: A Seamless Approach to Parallel Algorithms and their Implementation, Cambridge University Press,2003.
3. Wilkinson and M. Allen, Parallel Programming: Techniques and Applications Using Networked Workstations and Parallel Computers, 2/E, Prentice Hall, 2005.
4. M.J. Quinn, Parallel Programming in C with MPI and OpenMP, McGraw-Hill, 2004.
5. G.S. Almasi and A. Gottlieb, Highly Parallel Computing, 2/E, Addison-Wesley, 1994.
6. David Culler Jaswinder Pal Singh,"Parallel Computer Architecture: A hardware/Software Approach", Morgan Kaufmann, 1999.
7. Kai Hwang, "Scalable Parallel Computing", McGraw Hill 1998.

USER INTERFACE DESIGN [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS832	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • To study the concept of menus, windows, interfaces • To study about business functions • To study the characteristics and components of windows and the various controls for the windows. • To study about various problems in windows design with color, text, graphics. • To study the testing methods 			
Module – 1			Teaching Hours
Introduction-Importance-Human-Computer interface-characteristics of graphics interface-Direct manipulation graphical system - web user interface-popularity-characteristic & principles.			10 Hours
Module – 2			
User interface design process- obstacles-usability-human characteristics in design - Human interaction speed-business functions-requirement analysis-Direct-Indirect methods-basic business functions-Design standards-system timings - Human consideration in screen design - structures of menus - functions of menus-contents of menu-formatting -phrasing the menu - selecting menu choice-navigating menus-graphical menus.			10 Hours
Module – 3			
Windows: Characteristics-components-presentation styles-types-managements-organizations-operations-web systems-device-based controls: characteristics-Screen -based controls: operate control - text boxes-selection control-combination control-custom control-presentation control.			10 Hours
Module – 4			
Text for web pages - effective feedback-guidance & assistance-Internationalization-accessibility -Icons-Image-Multimedia-coloring.			10 Hours
Module – 5			
Windows layout-test :prototypes - kinds of tests - retest - Information search - visualization - Hypermedia - www - Software tools.			10 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Design the user interface, design, menu creation and windows creation and connection between menu and windows 			
Question paper pattern:			
The question paper will have ten questions.			
There will be 2 questions from each module.			
Each question will have questions covering all the topics under a module.			
The students will have to answer 5 full questions, selecting one full question from each module.			
Text Books:			
1. Wilbent. O. Galitz , "The Essential Guide to User Interface Design", John Wiley&			

Sons, 2001.
Reference Books:
<ol style="list-style-type: none">1. Ben Sheiderman, "Design the User Interface", Pearson Education, 1998.2. Alan Cooper, "The Essential of User Interface Design", Wiley - Dream Tech Ltd., 2002.

University Updates

VIRTUAL REALITY [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15IS833	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain understanding of this technology, underlying principles, its potential and limits and to learn about the criteria for defining useful applications. • Illustrate process of creating virtual environments 			
Module – 1			Teaching Hours
Introduction : The three I's of virtual reality, commercial VR technology and the five classic components of a VR system. Input Devices : (Trackers, Navigation, and Gesture Interfaces): Three-dimensional position trackers, navigation and manipulation, interfaces and gesture interfaces. Text book1: 1.1, 1.3, 1.5, 2.1, 2.2 and 2.3			10 Hours
Module – 2			
Output Devices: Graphics displays, sound displays & haptic feedback. Text book1: 3.1,3.2 and 3.3			10 Hours
Module – 3			
Modeling : Geometric modeling, kinematics modeling, physical modeling, behaviour modeling, model management. Text book1: 5.1, 5.2 and 5.3, 5.4 and 5.5			10 Hours
Module – 4			
Human Factors: Methodology and terminology, user performance studies, VR health and safety issues. Text book1: 7.1, 7.2 and 7.3			10 Hours
Module – 5			
Applications: Medical applications, military applications, robotics applications. Text book1: 8.1, 8.3 and 9.2			10 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Illustrate technology, underlying principles, its potential and limits and to learn about the criteria for defining useful applications. • Explain process of creating virtual environments 			
Question paper pattern:			
The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.			
Text Books:			
1. Virtual Reality Technology, Second Edition, Gregory C. Burdea & Philippe Coiffet, John Wiley & Sons			
Reference Books:			



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<p align="center">SYSTEM MODELLING AND SIMULATION [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII</p>			
Subject Code	15CS834	IA Marks	20
Number of Lecture Hours/Week	3	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Course objectives: This course will enable students to			
<ul style="list-style-type: none"> • Explain the basic system concept and definitions of system; • Discuss techniques to model and to simulate various systems; • Analyze a system and to make use of the information to improve the performance. 			
Module – 1			Teaching Hours
<p>Introduction: When simulation is the appropriate tool and when it is not appropriate, Advantages and disadvantages of Simulation; Areas of application, Systems and system environment; Components of a system; Discrete and continuous systems, Model of a system; Types of Models, Discrete-Event System Simulation Simulation examples: Simulation of queuing systems. General Principles, Simulation Software: Concepts in Discrete-Event Simulation. The Event-Scheduling / Time-Advance Algorithm, Manual simulation Using Event Scheduling</p>			10 Hours
Module – 2			
<p>Statistical Models in Simulation :Review of terminology and concepts, Useful statistical models,Discrete distributions. Continuous distributions,Poisson process, Empirical distributions. Queuing Models:Characteristics of queuing systems,Queuing notation,Long-run measures of performance of queuing systems,Long-run measures of performance of queuing systems cont...,Steady-state behavior of M/G/1 queue, Networks of queues,</p>			10 Hours
Module – 3			
<p>Random-Number Generation:Properties of random numbers; Generation of pseudo-random numbers, Techniques for generating random numbers,Tests for Random Numbers, Random-Variate Generation: ,Inverse transform technique Acceptance-Rejection technique.</p>			10 Hours
Module – 4			
<p>Input Modeling: Data Collection; Identifying the distribution with data, Parameter estimation, Goodness of Fit Tests, Fitting a non-stationary Poisson process, Selecting input models without data, Multivariate and Time-Series input models. Estimation of Absolute Performance: Types of simulations with respect to output analysis ,Stochastic nature of output data, Measures of performance and their estimation, Contd..</p>			10 Hours
Module – 5			
<p>Measures of performance and their estimation,Output analysis for terminating simulations Continued...,Output analysis for steady-state simulations. Verification, Calibration And Validation: Optimization: Model building, verification and validation, Verification of simulation models, Verification of</p>			10 Hours

simulation models, Calibration and validation of models, Optimization via Simulation.	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none">• Explain the system concept and apply functional modeling method to model the activities of a static system• Describe the behavior of a dynamic system and create an analogous model for a dynamic system;• Simulate the operation of a dynamic system and make improvement according to the simulation results.	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books:	
1. Jerry Banks, John S. Carson II, Barry L. Nelson, David M. Nicol: Discrete-Event System Simulation, 5 th Edition, Pearson Education, 2010.	
Reference Books:	
1. Lawrence M. Leemis, Stephen K. Park: Discrete – Event Simulation: A First Course, Pearson Education, 2006. 2. Averill M. Law: Simulation Modeling and Analysis, 4 th Edition, Tata McGraw-Hill, 2007	

INTERNSHIP / PROFESSIONAL PRACTISE [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CS84	IA Marks	50
Duration	4 weeks	Exam Marks	50
		Exam Hours	03
CREDITS – 02			
Course objectives: This course will enable students to			
Description (If any):			
Course outcomes: The students should be able to:			
Evaluation of Internship :			

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PROJECT WORK PHASE II			
[As per Choice Based Credit System (CBCS) scheme]			
(Effective from the academic year 2016 -2017)			
SEMESTER – VIII			
Subject Code	15CSP85	IA Marks	100
Number of Lecture Hours/Week	06	Exam Marks	100
Total Number of Lecture Hours	--	Exam Hours	03
CREDITS – 05			
Course objectives: This course will enable students to			
Description (If any):			
Course outcomes: The students should be able to:			
Conduction of Practical Examination:			

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SEMINAR [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2016 -2017) SEMESTER – VIII			
Subject Code	15CSS86	IA Marks	100
Number of Lecture Hours/Week	04	Exam Marks	--
Total Number of Lecture Hours	--	Exam Hours	--
CREDITS – 02			
Course objectives: This course will enable students to			
•			
Description:			
•			
Course outcomes: The students should be able to:			
•			
Evaluation of seminar:			

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