MANAGEMENT AND ENTREPRENEURSHIP FOR IT INDUSTRY
(Effective from the academic year 2018 -2019)
SEMESTER – V

Course Code	18CS51	CIE Marks	40
Number of Contact Hours/Week	2:2:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS – 03

Course Learning Objectives: This course (18CS51) will enable students to:

- 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

	Contact Hours
Module – 1	
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 theories,. Planning- Nature, importance, types of plans, steps in planning, Organizing- nature and purpose, types of Organization, Staffing- meaning, process of recruitment and selection **RBT: L1, L2**	08
Module – 2	
Directing and controlling- meaning and nature of directing, leadership styles, motivation Theories, Communication- Meaning and importance, Coordination- meaning and importance, Controlling- meaning, steps in controlling, methods of establishing control. **RBT: L1, L2**	08
Module – 3	
Entrepreneur – meaning of entrepreneur, characteristics of entrepreneurs, classification and types of entrepreneurs, various stages in entrepreneurial process, role of entrepreneurs in economic development, entrepreneurship in India and barriers to entrepreneurship. Identification of business opportunities, market feasibility study, technical feasibility study, financial feasibility study and social feasibility study. **RBT: L1, L2**	08
Module – 4	
Preparation of project and ERP - meaning of project, project identification, project selection, project report, need and significance of project 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 **RBT: L1, L2**	08
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 indusial 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.**	08

RBT: L1, L2

Course outcomes: The students should be able to:

- Define management, organization, entrepreneur, planning, staffing, ERP and outline their importance in entrepreneurship
- Utilize the resources available effectively through ERP
- Make use of IPRs and institutional support in entrepreneurship

Question Paper Pattern:

- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

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

Reference Books:

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

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COMPUTER NETWORKS AND SECURITY
(Effective from the academic year 2018 -2019)
SEMESTER – V

Course Code	18CS52	CIE Marks	40
Number of Contact Hours/Week	3:2:0	SEE Marks	60
Total Number of Contact Hours	50	Exam Hours	03

CREDITS –4

Course Learning Objectives: This course (18CS52) will enable students to:
- 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	
	Contact 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** **RBT: L1, L2, L3**	10
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** **RBT: L1, L2, L3**	10
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, Routing in the Internet, Intra-AS Routing in the Internet: RIP, Intra-AS Routing in the Internet: OSPF, Inter/AS Routing: BGP, Broadcast Routing Algorithms and Multicast. **T1: Chap 4: 4.3-4.7** **RBT: L1, L2, L3**	10

Module 4	
Network Security:Overview of Network Security:Elements of Network Security , Classification of Network Attacks ,Security Methods ,Symmetric-Key Cryptography :Data Encryption Standard (DES),Advanced Encryption Standard (AES) , Public-Key Cryptography :RSA Algorithm ,Diffie-Hellman Key-Exchange Protocol , Authentication :Hash Function , Secure Hash Algorithm (SHA) , Digital Signatures , Firewalls and Packet Filtering ,Packet Filtering , Proxy Server . **Textbook2: Chapter 10** **RBT: L1, L2, L3**	10
Module 5	
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 Voice-over-IP :Limitations of the Best-Effort IP Service ,Removing Jitter at the Receiver for Audio ,Recovering from Packet Loss Protocols for Real-Time Conversational Applications , RTP , SIP **Textbook11: Chap 7** **RBT: L1, L2, L3**	10

Course Outcomes: The student will be able to :
- 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

Question Paper Pattern:
- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:
1. James F Kurose and Keith W Ross, Computer Networking, A Top-Down Approach, Sixth edition, Pearson,2017 .
2. Nader F Mir, Computer and Communication Networks, 2nd Edition, Pearson, 2014.

Reference Books:
1. Behrouz A Forouzan, Data and Communications and Networking, Fifth Edition, McGraw Hill, Indian Edition
2. Larry L Peterson and Brusce 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

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DATABASE MANAGEMENT SYSTEM
(Effective from the academic year 2018 -2019)
SEMESTER – V

Course Code	18CS53	CIE Marks	40
Number of Contact Hours/Week	3:2:0	SEE Marks	60
Total Number of Contact Hours	50	Exam Hours	03

CREDITS –4

Course Learning Objectives: This course (18CS53) will enable students to:
- 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.

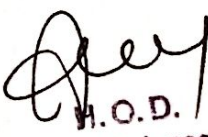| Module 1	Contact Hours
Introduction to Databases: Introduction, Characteristics of database approach, Advantages of using the DBMS approach, History of database applications. **Overview of Database Languages and Architectures:** Data Models, Schemas, and Instances. Three schema architecture and data 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** **RBT: L1, L2, L3**	10
Module 2	
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** **RBT: L1, L2, L3**	10
Module 3	
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.** **RBT: L1, L2, L3**	10
Module 4	
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 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	10

Designs, Further discussion of Multivalued dependencies and 4NF, Other dependencies and Normal Forms **Textbook 1: Ch14.1 to 14.7, 15.1 to 15.6** **RBT: L1, L2, L3**	
Module 5	
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 **Textbook 1: 20.1 to 20.6, 21.1 to 21.7, 22.1 to 22.4, 22.7.** **RBT: L1, L2, L3**	10

Course Outcomes: The student will be able to :

- 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.

Question Paper Pattern:

- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

1. Fundamentals of Database Systems, Ramez Elmasri and Shamkant B. Navathe, 7th Edition, 2017, Pearson.
2. Database management systems, Ramakrishnan, and Gehrke, 3rd Edition, 2014, McGraw Hill

Reference Books:

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.

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APPLICATION DEVELOPMENT USING PYTHON
[(Effective from the academic year 2018 -2019)
SEMESTER – V

Course Code	18CS55	IA Marks	40
Number of Lecture Hours/Week	03	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Course Learning Objectives: This course (18CS55) will enable students to
- Learn the syntax and semantics of Python programming language.
- Illustrate the process of structuring the data using lists, tuples and dictionaries.
- Demonstrate the use of built-in functions to navigate the file system.
- Implement the Object Oriented Programming concepts in Python.
- Appraise the need for working with various documents like Excel, PDF, Word and Others.

Module – 1	Teaching Hours
Python Basics, Entering Expressions into the Interactive Shell, The Integer, Floating-Point, and String Data Types, String Concatenation and Replication, Storing Values in Variables, Your First Program, Dissecting Your Program,**Flow control,** Boolean Values, Comparison Operators, Boolean Operators,Mixing Boolean and Comparison Operators, Elements of Flow Control, Program Execution, Flow Control Statements, Importing Modules,Ending a Program Early with sys.exit(), **Functions,** def Statements with Parameters, Return Values and return Statements,The None Value, Keyword Arguments and print(), Local and Global Scope, The global Statement, Exception Handling, A Short Program: Guess the Number **Textbook 1: Chapters 1 – 3** **RBT: L1, L2**	08

Module – 2	
Lists, The List Data Type, Working with Lists, Augmented Assignment Operators, Methods, Example Program: Magic 8 Ball with a List, List-like Types: Strings and Tuples,References, **Dictionaries and Structuring Data,** The Dictionary Data Type, Pretty Printing, Using Data Structures to Model Real-World Things, **Manipulating Strings,** Working with Strings, Useful String Methods, Project: Password Locker, Project: Adding Bullets to Wiki Markup **Textbook 1: Chapters 4 – 6** **RBT: L1, L2, L3**	08

Module – 3	
Pattern Matching with Regular Expressions, Finding Patterns of Text Without Regular Expressions, Finding Patterns of Text with Regular Expressions,More Pattern Matching with Regular Expressions, Greedy and Nongreedy Matching, The findall() Method, Character Classes, Making Your Own Character Classes, The Caret and Dollar Sign Characters, The Wildcard Character, Review of Regex Symbols, Case-Insensitive Matching, Substituting Strings with the sub() Method, Managing Complex Regexes, Combining re .IGNORECASE, re .DOTALL, and re .VERBOSE, Project: Phone Number and Email Address Extractor, **Reading and Writing Files,** Files and File Paths, The os.path Module, The File Reading/Writing Process, Saving Variables with the shelve Module,Saving Variables with the pprint.pformat() Function, Project: Generating Random Quiz Files, Project: Multiclipboard, **Organizing Files,** The shutil Module, Walking a Directory Tree, Compressing Files with the zipfile Module, Project: Renaming Files with American-Style Dates to European-Style Dates,Project: Backing Up a Folder into a ZIP File, **Debugging,** Raising Exceptions, Getting the Traceback as a String, Assertions, Logging, IDLE's Debugger. **Textbook 1: Chapters 7 – 10**	08

RBT: L1, L2, L3

Module – 4	
Classes and objects, Programmer-defined types, Attributes, Rectangles, Instances as return values, Objects are mutable, Copying, **Classes and functions,** Time, Pure functions, Modifiers, Prototyping versus planning, **Classes and methods,** Object-oriented features, Printing objects, Another example, A more complicated example,The init method, The __str__ method, Operator overloading, Type-based dispatch, Polymorphism, Interface and implementation,**Inheritance,** Card objects, Class attributes, Comparing cards, Decks, Printing the deck, Add, remove, shuffle and sort, Inheritance, Class diagrams, Data encapsulation **Textbook 2: Chapters 15 – 18** **RBT: L1, L2, L3**	08
Module – 5	
Web Scraping, Project: MAPIT.PY with the webbrowser Module, Downloading Files from the Web with the requests Module, Saving Downloaded Files to the Hard Drive, HTML, Parsing HTML with the BeautifulSoup Module, Project: "I'm Feeling Lucky" Google Search,Project: Downloading All XKCD Comics, Controlling the Browser with the selenium Module, **Working with Excel Spreadsheets,** Excel Documents, Installing the openpyxl Module, Reading Excel Documents, Project: Reading Data from a Spreadsheet, Writing Excel Documents, Project: Updating a Spreadsheet, Setting the Font Style of Cells, Font Objects, Formulas, Adjusting Rows and Columns, Charts, **Working with PDF and Word Documents,** PDF Documents, Project: Combining Select Pages from Many PDFs, Word Documents, **Working with CSV files and JSON data,** The csv Module, Project: Removing the Header from CSV Files, JSON and APIs, The json Module, Project: Fetching Current Weather Data **Textbook 1: Chapters 11 – 14** **RBT: L1, L2, L3**	08

Course Outcomes: After studying this course, students will be able to
- Demonstrate proficiency in handling of loops and creation of functions.
- Identify the methods to create and manipulate lists, tuples and dictionaries.
- Discover the commonly used operations involving regular expressions and file system.
- Interpret the concepts of Object-Oriented Programming as used in Python.
- Determine the need for scraping websites and working with CSV, JSON and other file formats.
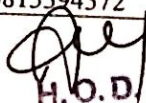
Question paper pattern:
- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Al Sweigart,**"Automate the Boring Stuff with Python"**,1ˢᵗEdition, No Starch Press, 2015. (Available under CC-BY-NC-SA license at https://automatetheboringstuff.com/) (Chapters 1 to 18)
2. Allen B. Downey, **"Think Python: How to Think Like a Computer Scientist"**, 2ⁿᵈ Edition, Green Tea Press, 2015. (Available under CC-BY-NC license at http://greenteapress.com/thinkpython2/thinkpython2.pdf) (Chapters 13, 15, 16, 17, 18) (Download pdf/html files from the above links)

Reference Books:

1. Gowrishankar S, Veena A, **"Introduction to Python Programming"**, 1ˢᵗ Edition, CRC Press/Taylor & Francis, 2018. ISBN-13: 978-0815394372

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<table>
<tr><td colspan="5" align="center">UNIX PROGRAMMING
(Effective from the academic year 2018 -2019)
SEMESTER – V</td></tr>
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Course Code	18CS56	**CIE Marks**	40	
Number of Contact Hours/Week	3:0:0	**SEE Marks**	60	
Total Number of Contact Hours	40	**Exam Hours**	03	

<div align="center">CREDITS – 3</div>

Course Learning Objectives: This course (18CS56) will enable students to

- Interpret the features of UNIX and basic commands.
- Demonstrate different UNIX files and permissions
- Implement shell programs.
- Explain UNIX process, IPC and signals.

Module 1	Contact Hours
Introduction: Unix Components/Architecture. Features of Unix. The UNIX Environment and UNIX Structure, Posix and Single Unix specification. General features of Unix commands/ command structure. Command arguments and options. Basic Unix commands such as echo, printf, ls, who, date, passwd, cal, Combining commands. Meaning of Internal and external commands. The type command: knowing the type of a command and locating it. The root login. Becoming the super user: su command. **Unix files:** Naming files. Basic file types/categories. Organization of files. Hidden files. Standard directories. Parent child relationship. The home directory and the HOME variable. Reaching required files- the PATH variable, manipulating the PATH, Relative and absolute pathnames. Directory commands – pwd, cd, mkdir, rmdir commands. The dot (.) and double dots (..) notations to represent present and parent directories and their usage in relative path names. File related commands – cat, mv, rm, cp, wc and od commands. **RBT: L1, L2**	08
Module 2	
File attributes and permissions: The ls command with options. Changing file permissions: the relative and absolute permissions changing methods. Recursively changing file permissions. Directory permissions. **The shells interpretive cycle:** Wild cards. Removing the special meanings of wild cards. Three standard files and redirection. **Connecting commands:** Pipe. Basic and Extended regular expressions. The grep, egrep. Typical examples involving different regular expressions. **Shell programming:** Ordinary and environment variables. The .profile. Read and readonly commands. Command line arguments. exit and exit status of a command. Logical operators for conditional execution. The test command and its shortcut. The if, while, for and case control statements. The set and shift commands and handling positional parameters. The here (<<) document and trap command. Simple shell program examples. **RBT: L1, L2**	08
Module 3	
UNIX File APIs: General File APIs, File and Record Locking, Directory File APIs, Device File APIs, FIFO File APIs, Symbolic Link File APIs. **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,	08

wait4 Functions, Race Conditions, exec Functions **RBT: L1, L2, L3**	
Module 4	
Changing User IDs and Group IDs, Interpreter Files, system Function, Process Accounting, User Identification, Process Times, I/O Redirection. **Overview of IPC Methods**, Pipes, popen, pclose Functions, Coprocesses, FIFOs, System V IPC, Message Queues, Semaphores. **Shared Memory**, Client-Server Properties, Stream Pipes, Passing File Descriptors, An Open Server-Version 1, Client-Server Connection Functions. **RBT: L1, L2, L3**	08
Module 5	
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. **RBT: L1, L2, L3**	08

Course Outcomes: The student will be able to :

- Explain Unix Architecture, File system and use of Basic Commands
- Illustrate Shell Programming and to write Shell Scripts
- Categorize, compare and make use of Unix System Calls
- Build an application/service over a Unix system.

Question Paper Pattern:

- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

1. Sumitabha Das., Unix Concepts and Applications., 4thEdition., Tata McGraw Hill (Chapter 1,2 ,3,4,5,6,8,13,14)
2. W. Richard Stevens: Advanced Programming in the UNIX Environment, 2nd Edition, Pearson Education, 2005 (Chapter 3,7,8,10,13,15)
3. Unix System Programming Using C++ - Terrence Chan, PHI, 1999. (Chapter 7,8,9,10)

Reference Books:

1. M.G. Venkatesh Murthy: UNIX & Shell Programming, Pearson Education.
2. Richard Blum , Christine Bresnahan : Linux Command Line and Shell Scripting Bible, 2ndEdition, Wiley,2014.

Faculty can utilize open source tools to make teaching and learning more interactive.

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COMPUTER NETWORK LABORATORY
(Effective from the academic year 2018 -2019)
SEMESTER – V

Course Code	18CSL57	CIE Marks	40
Number of Contact Hours/Week	0:2:2	SEE Marks	60
Total Number of Lab Contact Hours	36	Exam Hours	03

Credits – 2

Course Learning Objectives: This course (18CSL57) will enable students to:

- 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.

Descriptions (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.
- **Installation procedure of the required software must be demonstrated, carried out in groups and documented in the journal.**

Programs List:

PART A

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)

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.

Laboratory Outcomes: The student should be able to:

- Analyze and Compare various networking protocols.
- Demonstrate the working of different concepts of networking.
- Implement, analyze and evaluate networking protocols in NS2 / NS3 and JAVA programming language

Conduct of Practical Examination:

- Experiment distribution

- o   For laboratories having only one part: Students are allowed to pick one experiment from the lot with equal opportunity.
- o   For laboratories having PART A and PART B: Students are allowed to pick one experiment from PART A and one experiment from PART B, with equal opportunity.
- Change of experiment is allowed only once and marks allotted for procedure to be made zero of the changed part only.
- Marks Distribution *(Courseed to change in accoradance with university regulations)*
  - i)   For laboratories having only one part – Procedure + Execution + Viva-Voce: 15+70+15 = 100 Marks
  - j)   For laboratories having PART A and PART B
    - i.   Part A – Procedure + Execution + Viva = 6 + 28 + 6 = 40 Marks
    - ii. Part B – Procedure + Execution + Viva = 9 + 42 + 9 = 60 Marks

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DBMS LABORATORY WITH MINI PROJECT
(Effective from the academic year 2018 -2019)
SEMESTER – V

Course Code	18CSL58	CIE Marks	40
Number of Contact Hours/Week	0:2:2	SEE Marks	60
Total Number of Lab Contact Hours	36	Exam Hours	03

Credits – 2

Course Learning Objectives: This course (18CSL58) will enable students to:

- 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.

Descriptions (if any):

PART-A: SQL Programming (Max. Exam Mks. 50)
- 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)
- 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.)

Installation procedure of the required software must be demonstrated, carried out in groups and documented in the journal.

Programs List:

	PART A

1.	Consider the following schema for a Library Database:
	BOOK(Book_id, Title, Publisher_Name, Pub_Year)
	BOOK_AUTHORS(Book_id, Author_Name)
	PUBLISHER(Name, Address, Phone)
	BOOK_COPIES(Book_id, Programme_id, No-of_Copies)
	BOOK_LENDING(Book_id, Programme_id, Card_No, Date_Out, Due_Date)
	LIBRARY_PROGRAMME(Programme_id, Programme_Name, Address)
	Write SQL queries to
	  1. Retrieve details of all books in the library – id, title, name of publisher, authors, number of copies in each Programme, 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(Salesman_id, Name, City, Commission) CUSTOMER(Customer_id, Cust_Name, City, Grade, Salesman_id) ORDERS(Ord_No, Purchase_Amt, Ord_Date, Customer_id, Salesman_id) Write SQL queries to 1. Count the customers with grades above Bangalore's average.

	2. Find the name and numbers of all salesman who had more than one customer.
	3. List all the salesman and indicate those who have and don't have customers in their cities (Use UNION operation.)
	4. Create a view that finds the salesman who has the customer with the highest order of a day.
	5. Demonstrate the DELETE operation by removing salesman with id 1000. All his orders must also be deleted.
3.	Consider the schema for Movie Database: ACTOR(Act_id, Act_Name, Act_Gender) DIRECTOR(Dir_id, Dir_Name, Dir_Phone) MOVIES(Mov_id, Mov_Title, Mov_Year, Mov_Lang, Dir_id) MOVIE_CAST(Act_id, Mov_id, Role) RATING(Mov_id, Rev_Stars) Write SQL queries to 1. List the titles of all movies directed by 'Hitchcock'. 2. Find the movie names where one or more actors acted in two or more movies. 3. List all actors who acted in a movie before 2000 and also in a movie after 2015 (use JOIN operation). 4. 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. 5. Update rating of all movies directed by 'Steven Spielberg' to 5.
4.	Consider the schema for College Database: STUDENT(USN, SName, Address, Phone, Gender) SEMSEC(SSID, Sem, Sec) CLASS(USN, SSID) COURSE(Subcode, Title, Sem, Credits) IAMARKS(USN, Subcode, SSID, Test1, Test2, Test3, FinalIA) Write SQL queries to 1. List all the student details studying in fourth semester 'C' section. 2. Compute the total number of male and female students in each semester and in each section. 3. Create a view of Test1 marks of student USN '1BI15CS101' in all Courses. 4. Calculate the FinalIA (average of best two test marks) and update the corresponding table for all students. 5. 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.	Consider the schema for Company Database: EMPLOYEE(SSN, Name, Address, Sex, Salary, SuperSSN, DNo) DEPARTMENT(DNo, DName, MgrSSN, MgrStartDate) DLOCATION(DNo,DLoc) PROJECT(PNo, PName, PLocation, DNo) WORKS_ON(SSN, PNo, Hours) Write SQL queries to 1. 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. 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 controlledby 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.

PART B: Mini Project

- For any problem selected
- Make sure that the application should have five or more tables
- Indicative areas include; health care

Laboratory Outcomes: The student should be able to:

- 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.

Conduct of Practical Examination:

- Experiment distribution
  - For laboratories having only one part: Students are allowed to pick one experiment from the lot with equal opportunity.
  - For laboratories having PART A and PART B: Students are allowed to pick one experiment from PART A and one experiment from PART B, with equal opportunity.
- Change of experiment is allowed only once and marks allotted for procedure to be made zero of the changed part only.
- Marks Distribution (*Courseed to change in accoradance with university regulations*)
  - k) For laboratories having only one part – Procedure + Execution + Viva-Voce: 15+70+15 = 100 Marks
  - l) For laboratories having PART A and PART B
    - i. Part A – Procedure + Execution + Viva = 6 + 28+ 6 = 40 Marks
    - ii. Part B – Procedure + Execution + Viva = 9 + 42 + 9 = 60 Marks

B. E. COMMON TO ALL PROGRAMMES
Choice Based Credit System (CBCS) and Outcome Based Education (OBE)
SEMESTER – V
ENVIRONMENTAL STUDIES

Course Code	18CIV59	CIE Marks	40
Teaching Hours / Week (L:T:P)	(1:0:0)	SEE Marks	60
Credits	01	Exam Hours	02

Module - 1

Ecosystems (Structure and Function): Forest, Desert, Wetlands, Riverine, Oceanic and Lake.
Biodiversity: Types, Value; Hot-spots; Threats and Conservation of biodiversity, Forest Wealth, and Deforestation.

Module - 2

Advances in Energy Systems (Merits, Demerits, Global Status and Applications): Hydrogen, Solar, OTEC, Tidal and Wind.
Natural Resource Management (Concept and case-studies): Disaster Management, Sustainable Mining, Cloud Seeding, and Carbon Trading.

Module - 3

Environmental Pollution (Sources, Impacts, Corrective and Preventive measures, Relevant Environmental Acts, Case-studies): Surface and Ground Water Pollution; Noise pollution; Soil Pollution and Air Pollution.
Waste Management & Public Health Aspects: Bio-medical Wastes; Solid waste; Hazardous wastes; E-wastes; Industrial and Municipal Sludge.

Module - 4

Global Environmental Concerns (Concept, policies and case-studies):Ground water depletion/recharging, Climate Change; Acid Rain; Ozone Depletion; Radon and Fluoride problem in drinking water; Resettlement and rehabilitation of people, Environmental Toxicology.

Module - 5

Latest Developments in Environmental Pollution Mitigation Tools (Concept and Applications): G.I.S. & Remote Sensing, Environment Impact Assessment, Environmental Management Systems, ISO14001; Environmental Stewardship- NGOs.
Field work: Visit to an Environmental Engineering Laboratory or Green Building or Water Treatment Plant or Waste water treatment Plant; ought to be Followed by understanding of process and its brief documentation.

Course Outcomes: At the end of the course, students will be able to:
- CO1: Understand the principles of ecology and environmental issues that apply to air, land, and water issues on a global scale,
- CO2: Develop critical thinking and/or observation skills, and apply them to the analysis of a problem or question related to the environment.
- CO3: Demonstrate ecology knowledge of a complex relationship between biotic and abiotic components.
- CO4: Apply their ecological knowledge to illustrate and graph a problem and describe the realities that managers face when dealing with complex issues.

Question paper pattern:
- The Question paper will have 100 objective questions.
- Each question will be for 01 marks
- Student will have to answer all the questions in an OMR Sheet.
- The Duration of Exam will be 2 hours.

Sl. No.	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
Textbook/s				

1	Environmental Studies	Benny Joseph	Tata Mc Graw – Hill.	2ndEdition, 2012
2.	Environmental Studies	S M Prakash	Pristine Publishing House, Mangalore	3rdEdition 2018
3	Environmental Studies – From Crisis to Cure	R Rajagopalan	Oxford Publisher	2005
Reference Books				
1	Principals of Environmental Science and Engineering	Raman Sivakumar	Cengage learning, Singapur.	2ndEdition, 2005
2	Environmental Science – working with the Earth	G.Tyler Miller Jr.	Thomson Brooks /Cole,	11thEdition, 2006
3	Text Book of Environmental and Ecology	Pratiba Sing, Anoop Singh& Piyush Malaviya	Acme Learning Pvt. Ltd. New Delhi.	1stEdition

SYSTEM SOFTWARE AND COMPILERS
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS61	CIE Marks	40
Number of Contact Hours/Week	3:2:0	SEE Marks	60
Total Number of Contact Hours	50	Exam Hours	03

CREDITS –4

Course Learning Objectives: This course (18CS61) will enable students to:

- Define System Software.
- 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	Contact 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. Basic Loader Functions **Text book 1: Chapter 1: 1.1,1.2,1.3.1,1.3.2, Chapter2 : 2.1 to 2.4, Chapter 3 ,3.1** RBT: L1, L2, L3	10
Module 2	
Introduction: Language Processors, The structure of a compiler, The evaluation of programming languages, The science of building compiler, Applications of compiler technology. **Lexical Analysis:** The role of lexical analyzer, Input buffering, Specifications of token, recognition of tokens. **Text book 2:Chapter 1 1.1-1.5 Chapter 3: 3.1 – 3.4** RBT: L1, L2, L3	10
Module 3	
Syntax Analysis: Introduction, Context Free Grammars, Writing a grammar, Top Down Parsers, Bottom-Up Parsers **Text book 2: Chapter 4 4.1, 4.2 4.3 4.4 4.5** RBT: L1, L2, L3	10
Module 4	
Lex and Yacc –The Simplest Lex Program, Grammars, Parser-Lexer Communication, A YACC Parser, The Rules Section, Running LEX and YACC, LEX and Hand- Written Lexers, Using LEX - Regular Expression, Examples of Regular Expressions, A Word Counting Program, Using YACC – Grammars, Recursive Rules, Shift/Reduce Parsing, What YACC Cannot Parse, A YACC Parser - The Definition Section, The Rules Section, The LEXER, Compiling and Running a Simple Parser, Arithmetic Expressions and Ambiguity. **Text book 3: Chapter 1,2 and 3.** RBT: L1, L2, L3	10
Module 5	
Syntax Directed Translation, Intermediate code generation, Code generation **Text book 2: Chapter 5.1, 5.2, 5.3, 6.1, 6.2, 8.1, 8.2** RBT: L1, L2, L3	10

Course Outcomes: The student will be able to :

- Explain system software
- 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.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

1. System Software by Leland. L. Beck, D Manjula, 3rd edition, 2012
2. Alfred V Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, Compilers-Principles, Techniques and Tools, Pearson, 2nd edition, 2007
3. Doug Brown, John Levine, Tony Mason, lex & yacc, O'Reilly Media, October 2012.

Reference Books:

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

COMUTER GRAPHICS AND VISUALIZATION
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS62	CIE Marks	40
Number of Contact Hours/Week	3:2:0	SEE Marks	60
Total Number of Contact Hours	50	Exam Hours	03

CREDITS –4

Course Learning Objectives: This course (18CS62) will enable students to:

- Explain hardware, software and OpenGL Graphics Primitives.
- Illustrate interactive computer graphic using the OpenGL.
- Design and implementation of algorithms for 2D graphics Primitives and attributes.
- Demonstrate Geometric transformations, viewing on both 2D and 3D objects.
- Infer the representation of curves, surfaces, Color and Illumination models

	Contact Hours
Module 1	
Overview: Computer Graphics and OpenGL: Computer Graphics: Basics of computer graphics, Application of Computer Graphics, Video Display Devices: Random Scan and Raster Scan displays, graphics software. OpenGL: Introduction to OpenGL ,coordinate reference frames, specifying two-dimensional world coordinate reference frames in OpenGL, OpenGL point functions, OpenGL line functions, point attributes, line attributes, curve attributes, OpenGL point attribute functions, OpenGL line attribute functions, Line drawing algorithms(DDA, Bresenham's), circle generation algorithms (Bresenham's). **Text-1:Chapter -1: 1-1 to 1-9, 2-1(page 39 to 41),2.8,2.9,3-1 to 3-5,3-9,3-20** **RBT: L1, L2, L3**	10
Module 2	
Fill area Primitives, 2D Geometric Transformations and 2D viewing: Fill area Primitives: Polygon fill-areas, OpenGL polygon fill area functions, fill area attributes, general scan line polygon fill algorithm, OpenGL fill-area attribute functions. 2DGeometric Transformations: Basic 2D Geometric Transformations, matrix representations and homogeneous coordinates. Inverse transformations, 2DComposite transformations, other 2D transformations, raster methods for geometric transformations, OpenGL raster transformations, OpenGL geometric transformations function, 2D viewing: 2D viewing pipeline, OpenGL 2D viewing functions. **Text-1:Chapter 3-14 to 3-16,4-9,4-10,4-14,5-1 to 5-7,5-17,6-1,6-4** **RBT: L1, L2, L3**	10
Module 3	
Clipping,3D Geometric Transformations, Color and Illumination Models: Clipping: clipping window, normalization and viewport transformations, clipping algorithms,2D point clipping, 2D line clipping algorithms: cohen-sutherland line clipping only -polygon fill area clipping: Sutherland-Hodgeman polygon clipping algorithm only.3DGeometric Transformations: 3D translation, rotation, scaling, composite 3D transformations, other 3D transformations, affine transformations, OpenGL geometric transformations functions. Color Models: Properties of light, color models, RGB and CMY color models. Illumination Models: Light sources, basic illumination models-Ambient light, diffuse reflection, specular and phong model, Corresponding openGL functions. **Text-1:Chapter :6-2 to 6-08 (Excluding 6-4),5-9 to 5-17(Excluding 5-15),12-1,12-2,12-4,12-6,10-1,10-3** **RBT: L1, L2, L3**	10
Module 4	
3D Viewing and Visible Surface Detection: 3DViewing:3D viewing concepts, 3D viewing	10

pipeline, 3D viewing coordinate parameters , Transformation from world to viewing coordinates, Projection transformation, orthogonal projections, perspective projections, The viewport transformation and 3D screen coordinates. OpenGL 3D viewing functions. Visible Surface Detection Methods: Classification of visible surface Detection algorithms, depth buffer method only and OpenGL visibility detection functions.

Text-1:Chapter: 7-1 to 7-10(Excluding 7-7), 9-1,9-3, 9-14

RBT: L1, L2, L3

Module 5	
Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic-Surface Functions, Bezier Spline Curves, Bezier surfaces, OpenGL curve functions. Corresponding openGL functions. Text-1:Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8-10,8-11,3-8,8-18,13-11,3-2,13-3,13-4,13-10 Text-2:Chapter 3: 3-1 to 3.11: Input& interaction RBT: L1, L2, L3	10

Course Outcomes: The student will be able to :
• Design and implement algorithms for 2D graphics primitives and attributes. • Illustrate Geometric transformations on both 2D and 3D objects. • Apply concepts of clipping and visible surface detection in 2D and 3D viewing, and Illumination Models. • Decide suitable hardware and software for developing graphics packages using OpenGL.

Question Paper Pattern:
• The question paper will have ten questions. • Each full Question consisting of 20 marks • There will be 2 full questions (with a maximum of four sub questions) from each module. • Each full question will have sub questions covering all the topics under a module. • The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:
1. Donald Hearn & Pauline Baker: Computer Graphics with OpenGL Version,3rd / 4th Edition, Pearson Education,2011
2. Edward Angel: Interactive Computer Graphics- A Top Down approach with OpenGL, 5th edition. Pearson Education, 2008

Reference Books:
1. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: pearson education
2. Xiang, Plastock : Computer Graphics , sham's outline series, 2nd edition, TMG.
3. Kelvin Sung, Peter Shirley, steven Baer : Interactive Computer Graphics, concepts and applications, Cengage Learning
4. M M Raikar & Shreedhara K S Computer Graphics using OpenGL, Cengage publication

WEB TECHNOLOGY AND ITS APPLICATIONS
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS63	CIE Marks	40
Number of Contact Hours/Week	3:2:0	SEE Marks	60
Total Number of Contact Hours	50	Exam Hours	03

CREDITS –4

Course Learning Objectives: This course (18CS63) will enable students to:

- 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	Contact 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. **Textbook 1: Ch. 2, 3** **RBT: L1, L2, L3**	10
Module 2	
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. **Textbook 1: Ch. 4,5** **RBT: L1, L2, L3**	10
Module 3	
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 **Textbook 1: Ch. 6, 8** **RBT: L1, L2, L3**	10
Module 4	
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 **Textbook 1: Ch. 9, 10** **RBT: L1, L2, L3**	10
Module 5	
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	10

MVC Frameworks, XML Processing and Web Services, XML Processing, JSON, Overview of Web Services.

Textbook 1: Ch. 13, 15,17

RBT: L1, L2, L3

Course Outcomes: The student will be able to :

- 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.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

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

Mandatory Note:

Distribution of CIE Marks is a follows (Total 40 Marks):
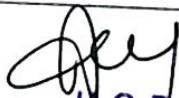
- 20 Marks through IA Tests
- 20 Marks through practical assessmen

Maintain a copy of the report for verification during LIC visit.

Posssible list of practicals:

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:
   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, Programme, 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:
   a. Implement simple calculator operations.
   b. Find the transpose of a matrix.
   c. Multiplication of two matrices.
   d. Addition of two matrices.

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:
   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.Ias a second parameter to method compile performs a case-insensitive comparison.] Store this word in element1 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.

10. Write a PHP program to sort the student records which are stored in the database using selection sort.

DATA MINING AND DATA WAREHOUSING
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS641	CIE Marks	40
Number of Contact Hours/Week	3:0:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS –3

Course Learning Objectives: This course (18CS641) will enable students to:

- 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	Contact 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 **Textbook 2: Ch.4.1,4.2** **RBT: L1, L2, L3**	08

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. **Textbook 2: Ch.4.4** **Textbook 1: Ch.1.1,1.2,1.4, 2.1 to 2.4** **RBT: L1, L2, L3**	08

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. **Textbook 1: Ch 6.1 to 6.7 (Excluding 6.4)** **RBT: L1, L2, L3**	08

Module 4	
Classification: Decision Trees Induction, Method for Comparing Classifiers, Rule Based Classifiers, Nearest Neighbor Classifiers, Bayesian Classifiers. **Textbook 1: Ch 4.3,4.6,5.1,5.2,5.3** **RBT: L1, L2, L3**	08

Module 5	
Clustering Analysis: Overview, K-Means, Agglomerative Hierarchical Clustering, DBSCAN, Cluster Evaluation, Density-Based Clustering, Graph-Based Clustering, Scalable Clustering Algorithms. **Textbook 1: Ch 8.1 to 8.5, 9.3 to 9.5** **RBT: L1, L2, L3**	08

Course Outcomes: The student will be able to :

- 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.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

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.

H.O.D
Dept. Of Computer Science & Engineering
Alva's Institute of Engg. & Technology
Mijar, MOODBIDRI - 574 225

OBJECT ORIENTED MODELING AND DESIGN
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS642	CIE Marks	40
Number of Contact Hours/Week	3:0:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS –3

Course Learning Objectives: This course (18CS642) will enable students to:

- 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	Contact Hours
Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived Data; Packages. State Modeling: Events, States, Transistions and Conditions, State Diagrams, State diagram behaviour. **Text Book-1: 4, 5** **RBT: L1, L2**	08

Module 2	
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** **RBT: L1, L2, L3**	08

Module 3	
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**	08

Module 4	
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** **RBT: L1, L2, L3**	08

Module 5	
Design Patterns: Introduction; what is a design pattern?, Describing design patterns, the catalogue of design patterns, Organizing the catalogue, 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).	08

Text Book-3: Ch-1: 1.1, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, Ch-3, Ch-4.
RBT: L1, L2, L3

Course Outcomes: The student will be able to :

- 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.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

3. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML, 2nd Edition, Pearson Education, 2005
4. Satzinger, Jackson and Burd: Object-Oriented Analysis & Design with the Unified Process, Cengage Learning, 2005.
5. Erich Gamma, Richard Helm, Ralph Johnson and john Vlissides: Design Patterns –Elements of Reusable Object-Oriented Software, Pearson Education, 2007.

Reference Books:

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

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CLOUD COMPUTING AND ITS APPLICATIONS
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS643	CIE Marks	40
Number of Contact Hours/Week	3:0:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS –3

Course Learning Objectives: This course (18CS643) will enable students to:
- Explain the fundamentals of cloud computing
- Illustrate the cloud application programming and aneka platform
- Contrast different cloud platforms used in industry

Module 1	Contact 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 **Textbook 1: Ch. 1,3** **RBT: L1, L2**	08
Module 2	
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 **Textbook 1: Ch. 4,5** **RBT: L1, L2**	08
Module 3	
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,	08

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. **Textbook 1: Ch. 6, 7** **RBT: L1, L2**	
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 **Textbook 1: Ch. 8** **RBT: L1, L2**	08
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, 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. **Textbook 1: Ch. 9,10** **RBT: L1, L2**	08

Course Outcomes: The student will be able to :

- 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.

Question Paper Pattern:

- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

1. Rajkumar Buyya, Christian Vecchiola, and Thamarai Selvi Mastering Cloud. Computing McGraw Hill Education

Reference Books:

1. Dan C. Marinescu, Cloud Computing Theory and Practice, Morgan Kaufmann, Elsevier 2013.

ADVANCED JAVA AND J2EE
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS644	CIE Marks	40
Number of Contact Hours/Week	3:0:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS –3

Course Learning Objectives: This course (18CS644) will enable students to:

- 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	Contact Hours
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. **Textbook 1: Lesson 12** **RBT: L1, L2, L3**	08
Module 2	
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. **Text Book 1: Ch.17** **RBT: L1, L2, L3**	08
Module 3	
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 **Text Book 1: Ch 15** **RBT: L1, L2, L3**	08
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** **RBT: L1, L2, L3**	08
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** **RBT: L1, L2, L3**	08

Course Outcomes: The student will be able to :

- 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:

- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

1. Herbert Schildt: JAVA the Complete Reference, 7th/9th Edition, Tata McGraw Hill, 2007.
2. Jim Keogh: J2EE-TheCompleteReference, McGraw Hill, 2007.

Reference Books:

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.

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SYSTEM MODELLING AND SIMULATION
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS645	CIE Marks	40
Number of Contact Hours/Week	3:0:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS –3

Course Learning Objectives: This course (18CS645) will enable students to:
- 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	Contact Hours
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.** Textbook 1: Ch. 1, 2, 3.1.1, 3.1.3 RBT: L1, L2, L3	08

Module 2	
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, Textbook 1: Ch. 5,6.1 to 6.3, 6.4.1,6.6 RBT: L1, L2, L3	08

Module 3	
Random-NumberGeneration: 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. Textbook 1: Ch. 7,8.1, 8.2 RBT: L1, L2, L3	08

Module 4	
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..** Textbook 1: Ch. 9, 11.1 to 11.3 RBT: L1, L2, L3	08

Module 5	
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 simulation models,Calibration and validation of models, Optimization via Simulation.	08

Textbook 1: Ch. 11.4, 11.5, 10

RBT: L1, L2, L3

Course Outcomes: The student will be able to :

- 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.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

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

MOBILE APPLICATION DEVELOPMENT
(OPEN ELECTIVE)
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS651	CIE Marks	40
Number of Contact Hours/Week	3:0:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS –3

Course Learning Objectives: This course (18CS651) will enable students to:

- 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

	Teaching Hours
Module – 1	
Get started, Build your first app, Activities, Testing, debugging and using support libraries **Textbook 1: Lesson 1,2,3** **RBT: L1, L2**	08
Module – 2	
User Interaction, Delightful user experience, Testing your UI **Textbook 1: Lesson 4,5,6** **RBT: L1, L2**	08
Module – 3	
Background Tasks, Triggering, scheduling and optimizing background tasks **Textbook 1: Lesson 7,8** **RBT: L1, L2**	08
Module – 4	
All about data, Preferences and Settings, Storing data using SQLite, Sharing data with content providers, Loading data using Loaders **Textbook 1: Lesson 9,10,11,12** **RBT: L1, L2**	08
Module – 5	
Permissions, Performance and Security, Firebase and AdMob, Publish// **Textbook 1: Lesson 13,14,15** **RBT: L1, L2**	08

Course outcomes: The students should be able to:

- 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.
- Each full Question consisting of 20 marks

- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
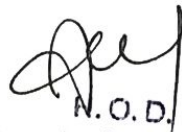
The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

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

INTRODUCTION TO DATA SRUCTURES AND ALGORITHM
(OPEN ELECTIVE)
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS652	CIE Marks	40
Number of Contact Hours/Week	3:0:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS –3

Course Learning Objectives: This course (18CS652) will enable students to:

- Identify different data structures in C programming language
- Appraise the use of data structures in problem solving
- Implement data structures using C programming language.

Module 1	Contact Hours
Introduction to C, constants, variables, data types, input output operations, operators and expressions, control statements, arrays, strings, built-in functions, user defined functions, structures, unions and pointers **Text Book 1: Chapter 1 and 2** **RBT: L1, L2**	08
Module 2	
Algorithms, Asymptotic notations, Introduction to data structures, Types of data structures, Arrays. **Text Book 1: Chapter 3 and 4** **RBT: L1, L2**	08
Module 3	
Linked lists, Stacks **Text Book 1: Chapter 5 and 6** **RBT: L1, L2**	08
Module 4	
Queues, Trees **Text Book 1: Chapter 7 and 8** **RBT: L1, L2**	08
Module 5	
Graphs, Sorting ,(selection, insertion, bubble, quick)and searching(Linear, Binary, Hash) **Text Book 1: Chapter 7 and 8** **RBT: L1, L2**	08

Course Outcomes: The student will be able to :

- Identify different data structures in C programming language
- Appraise the use of data structures in problem solving
- Implement data structures using C programming language.

Question Paper Pattern:

- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

1. Data structures using C , E Balagurusamy, McGraw Hill education (India) Pvt. Ltd, 2013.

Reference Books:

1. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures in C, 2nd Ed, Universities Press, 2014.
2. Seymour Lipschutz, Data Structures Schaum's Outlines, Revised 1st Ed, McGraw Hill, 2014.

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PROGRAMMING IN JAVA
(OPEN ELECTIVE)
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CS653	CIE Marks	40
Number of Contact Hours/Week	3:0:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS –3

Course Learning Objectives: This course (18CS653) will enable students to:

- 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** **RBT: L1, L2**	08
Module – 2	
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** **RBT: L1, L2**	08
Module – 3	
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.** **RBT: L1, L2**	08
Module – 4	
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.	08

Text book 1: Ch 9, Ch 10 RBT: L1, L2	
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. **Text book 1: Ch 12.1,12.2, Ch 13, Ch 15** **RBT: L1, L2**	08
Course outcomes: The students should be able to:	

- 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.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub 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. 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:

1. Cay S Horstmann, "Core Java - Vol. 1 Fundamentals", Pearson Education, 10th Edition, 2016.
2. Raoul-Gabriel Urma, Mario Fusco, Alan Mycroft, "Java 8 in Action", Dreamtech Press/Manning Press, 1st Edition, 2014.

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INTRODUCTION TO OPERATING SYSTEM			
(OPEN ELECTIVE)			
(Effective from the academic year 2018 -2019)			
SEMESTER – VII			
Course Code	18CS654	**CIE Marks**	40
Number of Contact Hours/Week	3:0:0	**SEE Marks**	60
Total Number of Contact Hours	40	**Exam Hours**	03
CREDITS –3			

Course Learning Objectives: This course (18CS654) will enable students to:

- Explain the fundamentals of operating system
- Comprehend multithreaded programming, process management, memory management and storage management.
- Familier with various types of operating systems

Module – 1	**Teaching Hours**
Introduction: What OS do, Computer system organization, architecture, structure, Operations, Process, memory and storage management, Protection and security, Distributed systems, Special purpose systems, computing environments. System Structure: OS Services, User OSI, System calls, Types of system calls, System programs, OS design and implementation, OS structure, Virtual machines, OS generation, system boot **Textbook1: Chapter 1, 2** **RBT: L1, L2**	08
Module – 2	
Process Concept: Overview, Process scheduling, Operations on process, IPC, Examples in IPC, Communication in client-server systems. Multithreaded Programming: Overview, Models, Libraries, Issues, OS Examples **Textbook1: Chapter 3,4** **RBT: L1, L2**	08
Module – 3	
Process Scheduling: Basic concept, Scheduling criteria, Algorithm, multiple processor scheduling, thread scheduling, OS Examples, Algorithm Evaluation. Synchronization: Background, the critical section problem, Petersons solution, Synchronization hardware, Semaphores, Classic problems of synchronization, Monitors, Synchronization examples, Atomic transactions **Textbook1: Chapter 5, 6** **RBT: L1, L2**	08
Module – 4	
Deadlocks: System model, Deadlock characterization, Method of handling deadlock, Deadlock prevention, Avoidance, Detection, Recovery from deadlock Memory management strategies: Background, swapping, contiguous memory allocation, paging, structure of page table, segmentation, **Textbook1: Chapter 7, 8** **RBT: L1, L2**	08
Module – 5	
Virtual Memory management: Background, Demand paging, Copy-on-write, Page replacement, allocation of frames, Trashing, Memory mapped files, Allocating Kernel memory, Operating system examples	08

File system: File concept, Access methods, Directory structure, File system mounting, File sharing, protection

Textbook1: Chapter 9, 10

RBT: L1, L2

Course outcomes: The students should be able to:

- Explain the fundamentals of operating system
- Comprehend process management, memory management and storage management.
- Familiar with various types of operating systems

Question Paper Pattern:

- The question paper will have ten questions.
- Each full Question consisting of 20 marks
- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub 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. A. Silberschatz, P B Galvin, G Gagne, Operating systems, 7ᵗʰ edition, John Wiley and sons,.

Reference Books:

1. William Stalling,"Operating Systems: Internals and Design Principles", Pearson Education, 1st Edition, 2018.
2. Andrew S Tanenbaum, Herbert BOS, "Modern Operating Systems", Pearson Education, 4th Edition, 2016

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SYSTEM SOFTWARE LABORATORY
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CSL66	CIE Marks	40
Number of Contact Hours/Week	0:2:2	SEE Marks	60
Total Number of Lab Contact Hours	36	Exam Hours	03

Credits – 2

Course Learning Objectives: This course (18CSL66) will enable students to:

- To make students familiar with Lexical Analysis and Syntax Analysis phases of Compiler Design and implement programs on these phases using LEX & YACC tools and/or C/C++/Java
- To enable students to learn different types of CPU scheduling algorithms used in operating system.
- To make students able to implement memory management - page replacement and deadlock handling algorithms

Descriptions (if any):

Exercises to be prepared with minimum three files (Where ever necessary):

1. Header file.
2. Implementation file.
3. Application file where main function will be present.

The idea behind using three files is to differentiate between the developer and user sides. In the developer side, all the three files could be made visible. For the user side only header file and application files could be made visible, which means that the object code of the implementation file could be given to the user along with the interface given in the header file, hiding the source file, if required. Avoid I/O operations (printf/scanf) and use *data input file* where ever it is possible.

Programs List:

Installation procedure of the required software must be demonstrated, carried out in groups and documented in the journal.

1.		
	a.	Write a LEX program to recognize valid *arithmetic expression.* Identifiers in the expression could be only integers and operators could be + and *. Count the identifiers & operators present and print them separately.
	b.	Write YACC program to evaluate *arithmetic expression* involving operators: +, -, *, and /
2.		Develop, Implement and Execute a program using YACC tool to recognize all strings ending with b preceded by n $a's$ using the grammar $a^n b$ (note: input n value)
3.		Design, develop and implement YACC/C program to construct *Predictive / LL(1) Parsing Table* for the grammar rules: $A \rightarrow aBa$, $B \rightarrow bB \mid \varepsilon$. Use this table to parse the sentence: *abba$*
4.		Design, develop and implement YACC/C program to demonstrate *Shift Reduce Parsing* technique for the grammar rules: $E \rightarrow E+T \mid T$, $T \rightarrow T*F \mid F$, $F \rightarrow (E) \mid id$ and parse the sentence: $id + id * id$.
5.		Design, develop and implement a C/Java program to generate the machine code using *Triples* for the statement $A = -B * (C +D)$ whose intermediate code in three-address form:

$$T1 = -B$$
$$T2 = C + D$$
$$T3 = T1 + T2$$
$$A = T3$$

6.		
	a.	Write a LEX program to eliminate *comment lines* in a *C* program and copy the resulting program into a separate file.
	b.	Write YACC program to recognize valid *identifier, operators and keywords* in the given text (*C program*) file.
7.		Design, develop and implement a C/C++/Java program to simulate the working of Shortest remaining time and Round Robin (RR) scheduling algorithms. Experiment with different quantum sizes for RR algorithm.
8.		Design, develop and implement a C/C++/Java program to implement Banker's algorithm. Assume suitable input required to demonstrate the results
9.		Design, develop and implement a C/C++/Java program to implement page replacement algorithms LRU and FIFO. Assume suitable input required to demonstrate the results.

Laboratory Outcomes: The student should be able to:

- Implement and demonstrate Lexer's and Parser's
- Evaluate different algorithms required for management, scheduling, allocation and communication used in operating system.

Conduct of Practical Examination:

- Experiment distribution
  - For laboratories having only one part: Students are allowed to pick one experiment from the lot with equal opportunity.
  - For laboratories having PART A and PART B: Students are allowed to pick one experiment from PART A and one experiment from PART B, with equal opportunity.
- Change of experiment is allowed only once and marks allotted for procedure to be made zero of the changed part only.
- Marks Distribution (*Courseed to change in accoradance with university regulations*)
  - m) For laboratories having only one part – Procedure + Execution + Viva-Voce: 15+70+15 = 100 Marks
  - n) For laboratories having PART A and PART B
    - i. Part A – Procedure + Execution + Viva = 6 + 28 + 6 = 40 Marks
    - ii. Part B – Procedure + Execution + Viva = 9 + 42 + 9 = 60 Marks

COMPUTER GRAPHICS LABORATORY WITH MINI PROJECT
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CSL67	CIE Marks	40
Number of Contact Hours/Week	0:2:2	SEE Marks	60
Total Number of Lab Contact Hours	36	Exam Hours	03

Credits – 2

Course Learning Objectives: This course (18CSL67) will enable students to:

- Demonstrate simple algorithms using OpenGL Graphics Primitives and attributes.
- Implementation of line drawing and clipping algorithms using OpenGL functions
- Design and implementation of algorithms Geometric transformations on both 2D and 3D objects.

Descriptions (if any): --

Installation procedure of the required software must be demonstrated, carried out in groups and documented in the journal.

Programs List:

PART A
Design, develop, and implement the following programs using OpenGL API

1.	Implement Brenham's line drawing algorithm for all types of slope. Refer:Text-1: Chapter 3.5 Refer:Text-2: Chapter 8
2.	Create and rotate a triangle about the origin and a fixed point. **Refer:Text-1: Chapter 5-4**
3.	Draw a colour cube and spin it using OpenGL transformation matrices. **Refer:Text-2: Modelling a Coloured Cube**
4.	Draw a color cube and allow the user to move the camera suitably to experiment with perspective viewing. **Refer:Text-2: Topic: Positioning of Camera**
5.	Clip a lines using Cohen-Sutherland algorithm **Refer:Text-1: Chapter 6.7** **Refer:Text-2: Chapter 8**
6.	To draw a simple shaded scene consisting of a tea pot on a table. Define suitably the position and properties of the light source along with the properties of the surfaces of the solid object used in the scene. **Refer:Text-2: Topic: Lighting and Shading**
7.	Design, develop and implement recursively subdivide a tetrahedron to form 3D sierpinski gasket. The number of recursive steps is to be specified by the user. **Refer: Text-2: Topic: sierpinski gasket.**
8.	Develop a menu driven program to animate a flag using Bezier Curve algorithm **Refer: Text-1: Chapter 8-10**
9.	Develop a menu driven program to fill the polygon using scan line algorithm

PART B MINI PROJECT

Student should develop mini project on the topics mentioned below or similar applications using Open GL API. Consider all types of attributes like color, thickness, styles, font, background, speed etc., while doing mini project.

(During the practical exam: the students should demonstrate and answer Viva-Voce)

Sample Topics:

Simulation of concepts of OS, Data structures, algorithms etc.

Laboratory Outcomes: The student should be able to:

- Apply the concepts of computer graphics

- Implement computer graphics applications using OpenGL
- Animate real world problems using OpenGL

Conduct of Practical Examination:

- Experiment distribution
  - For laboratories having only one part: Students are allowed to pick one experiment from the lot with equal opportunity.
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- Change of experiment is allowed only once and marks allotted for procedure to be made zero of the changed part only.
- Marks Distribution *(Courseed to change in accoradance with university regulations)*
  - o) For laboratories having only one part – Procedure + Execution + Viva-Voce: 15+70+15 = 100 Marks
  - p) For laboratories having PART A and PART B
    - i. Part A – Procedure + Execution + Viva = 6 + 28 + 6 = 40 Marks
    - ii. Part B – Procedure + Execution + Viva = 9 + 42 + 9 = 60 Marks

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MOBILE APPLICATION DEVELOPMENT
(Effective from the academic year 2018 -2019)
SEMESTER – VI

Course Code	18CSMP68	IA Marks	40
Number of Contact Hours/Week	0:0:2	Exam Marks	60
Total Number of Contact Hours	3 Hours/Week	Exam Hours	03

CREDITS – 02

Laboratory Objectives: This laboratory (18CSMP68) will enable students to

- Learn and acquire the art of Android Programming.
- ConfigureAndroid studio to run the applications.
- Understand and implement Android's User interface functions.
- Create, modify and query on SQlite database.
- Inspect different methods of sharing data using services.

Descriptions (if any):

Installation procedure of the Android Studio/Java software must be demonstrated, carried out in groups.

Students should use the latest version of Android Studio/Java to execute these programs.

All of these diagrams are for representational purpose only.Students are expected to improvise on it.

Programs List:

PART – A

1	Create an application to design aVisiting Card. The Visiting card should havea companylogoatthe top right corner. The company name should be displayed in Capital letters, aligned to the center. Information like the name of the employee, job title, phone number, address, email, fax and the website address isto be displayed. Insert a horizontal line between the job title and the phone number.

COMPANY NAME

Name
Job Title
Phone Number
Address
Email, website, fax details

2	Develop an Android application usingcontrols like Button, TextView, EditText for designing a calculatorhaving basic functionality like Addition, Subtraction, Multiplication,andDivision.

SIMPLE CALCULATOR

Result

Input <Edit Text>

7	8	9	/
4	5	6	*
1	2	3	-
	0	=	+

C

---

3   Create a SIGN Up activity with Username and Password. Validation of password should happen based on the following rules:

- Password should contain uppercase and lowercase letters.
- Password should contain letters and numbers.
- Password should contain special characters.
- Minimum length of the password (the default value is 8).

On successful **SIGN UP** proceed to the next Login activity. Here the user should **SIGN IN** using the Username and Password created during signup activity. If the Username and Password are matched then navigate to the next activity whichdisplays a message saying "Successful Login" or else display a toast message saying "Login Failed".The user is given only two attempts and after thatdisplay a toast message saying "Failed Login Attempts" and disable the SIGN IN button. Use Bundle to transfer information from one activity to another.

SIGNUP ACTIVITY   LOGIN ACTIVITY

Username: [_____]   Username: [_____]

Password: [_____]   Password: [_____]

      [SIGN UP]   [SIGN IN]

4	Develop an application to set an image as wallpaper. On click of a button, the wallpaper image should start to change randomly every 30 seconds.

<div align="center">

CHANGING WALLPAPER APPLICATION

[CLICK HERE TO CHANGE WALLPAPER]

</div>

5	Write a program to create an activity with two buttons START and STOP. On pressingoftheSTART button, the activity must start the counter by displaying the numbers from One and the counter must keep on counting until the STOP button is pressed. Display the counter value in a TextViewcontrol.

<div align="center">

COUNTER APPLICATION

Counter Value

[START]

[STOP]

</div>

6	Create two files of XML and JSON type with values for City_Name, Latitude, Longitude, Temperature,andHumidity. Develop an application to create an activity with two buttons to parse the XML and JSON files which when clicked should display the data in their respective layouts side by side.

PARSING XML AND JSON DATA

PARSING XML AND JSON DATA

XML DATA		JSON Data	
[Parse XML Data]	City_Name: Mysore	City_Name: Mysore	
	Latitude: 12.295	Latitude: 12.295	
	Longitude: 76.639	Longitude: 76.639	
[Parse JSON Data]	Temperature: 22	Temperature: 22	
	Humidity: 90%	Humidity: 90%	

7	Develop a simple application withoneEditTextso that the user can write some text in it. Create a button called "Convert Text to Speech" that converts the user input text into voice.

TEXT TO SPEECH APPLICATION

[Convert Text to Speech]

8	Create an activity like a phone dialer withCALLand SAVE buttons. On pressing the CALL button, it must call the phone number and on pressing the SAVE button it must save the number to the phone contacts.

CALL AND SAVE APPLICATION

1234567890	[DEL]

[1]	[2]	[3]
[4]	[5]	[6]
[7]	[8]	[9]
[*]	[0]	[#]

[CALL] [SAVE]

PART - B

1	Write a program to enter Medicine Name, Date and Time of the Day as input from the user and store it in the SQLite database. Input for Time of the Day should be either Morning or Afternoon or Eveningor Night. Trigger an alarm based on the Date and Time of the Day and display the Medicine Name.

MEDICINE DATABASE

Medicine Name: [   ]

Date: [   ]

Time of the Day: [   ]

[Insert]

2	Develop a content provider application with an activity called "Meeting Schedule" which takes Date, Time and Meeting Agenda as input from the user and store this information into the SQLite database. Create another application with an activity called "Meeting Info" having DatePicker control, which on the selection of a date should display the Meeting Agenda information for that particular date, else it should display a toast message saying "No Meeting on this Date". **MEETING INFO** Pick a date to get meeting info: / / 📅 **MEETING SCHEDULE** Date: Time: Meeting Agenda: Add Meeting Agenda CANCEL OK Search
3	Create an application to receive an incoming SMS which is notified to the user. On clicking this SMS notification, the message content and the number should be displayed on the screen. Use appropriate emulator control to send the SMS message to your application. **SMS APPLICATION** Display SMS Number Display SMS Message
4	Write a program to create an activity having a Text box, and also Save, Open and Create buttons. The user has to write some text in the Text box. On pressing the Create button the text should be saved as a text file in MkSDcard. On subsequent changes to the text, the Save button should be pressed to store the latest content to the same file. On pressing the Open button, it should display the contents from the previously stored files in the Text box. If the user tries to save the contents in the Textbox to a file without creating it, then a toast message has to be displayed saying "First Create a File".
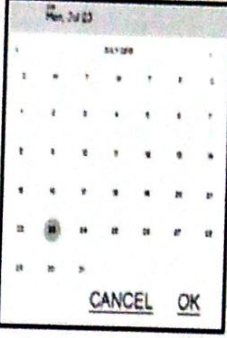
FILE APPLICATION

Create   Open

Save

| 5 | Create an application to demonstrate a basic media playerthat allows the user to Forward, Backward, Play and Pause an audio. Also, make use of the indicator in the seek bar to move the audio forward or backward as required.

MEDIA PLAYER APPLICATION

Audio Name

◀ ▶ ❚❚ ▶ |

| 6 | Develop an application to demonstrate the use of Asynchronous tasks in android. The asynchronous task should implement the functionality of a simple moving banner. On pressing the **Start Task** button, the banner message should scrollfrom right to left. On pressing the **Stop Task** button, the banner message should stop.Let the banner message be "Demonstration of Asynchronous Task".

ASYNCHRONOUS TASK

Start Task

End Task

| 7 | Develop an application that makes use of the clipboard framework for copying and pasting of the text. The activity consists of two EditText controls and two Buttons to trigger the copy and paste functionality.

CLIPBOARD ACTIVITY

```
┌─────────────────┐
└─────────────────┘

┌─────────────────┐
└─────────────────┘
```

[Copy Text]   [Paste Text]

---

8 | Create an AIDL service that calculates Car Loan EMI. The formula to calculate EMI is

$$E = P * (r(1+r)^n)/((1+r)^n-1)$$

where

E = The EMI payable on the car loan amount
P = The Car loan Principal Amount
r = The interest rate value computed on a monthly basis
n = The loan tenure in the form of months

The down payment amount has to be deducted from the principal amount paid towards buying the Car. Develop an application that makes use of this AIDL service to calculate the EMI. This application should have four EditText to read the PrincipalAmount, Down Payment, Interest Rate, Loan Term (in months) and a button named as "Calculate Monthly EMI". On click of this button, the result should be shown in a TextView. Also, calculate the EMI by varying the Loan Term and Interest Rate values.

CAR EMI CALCULATOR

Principal Amount: ┌──────────┐   **EMI:**   Result
                   └──────────┘

Down Payment: ┌──────────┐
                   └──────────┘

Interest Rate: ┌──────────┐
                   └──────────┘

Loan Term (in months): ┌──────────┐
                        └──────────┘

[Calculate Monthly EMI]

Laboratory Outcomes: After studying theselaboratory programs, students will be able to

- 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.

- Infer the role of permissions and security for Android applications.

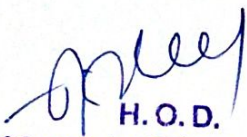**Procedure to Conduct Practical Examination**

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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. ISBN-13: 978-8126547197
2. Dawn Griffiths and David Griffiths, **"Head First Android Development"**, 1st Edition, O'Reilly SPD Publishers, 2015. ISBN-13: 978-9352131341
3. Bill Phillips, Chris Stewart and Kristin Marsicano, **"Android Programming: The Big Nerd Ranch Guide"**, 3rd Edition, Big Nerd Ranch Guides, 2017. ISBN-13: 978-0134706054

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