

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI
B.E. in Computer Science and Engineering
Scheme of Teaching and Examinations 2021
Outcome Based Education(OBE) and Choice Based Credit System (CBCS)
(Effective from the academic year 2021 - 22)

V SEMESTER

Sl. No	Course and Course Code	Course Title	Teaching Department (TD) and Question Paper Setting Board (PSB)	Teaching Hours /Week				Examination				Credits
				Theory Lecture	Tutorial	Practical/ Drawing	Self-Study	Duration in hours	CIE Marks	SEE Marks	Total Marks	
				L	T	P	S					
1	BSC 21CS51	Automata Theory and compiler Design	Any CS Board Department	3	0	0		03	50	50	100	3
2	IPCC 21CS52	Computer Networks		3	0	2		03	50	50	100	4
3	PCC 21CS53	Database Management Systems		3	0	0		03	50	50	100	3
4	PCC 21CS54	Artificial Intelligence and Machine Learning		3	0	0		03	50	50	100	3
5	PCC 21CSL55	Database Management Systems Laboratory with Mini Project		0	0	2		03	50	50	100	1
6	AEC 21XX56	Research Methodology & Intellectual Property Rights	TD: Any Department PSB: As identified by university	2	0	0		02	50	50	100	2
7	HSMC 21CIV57	Environmental Studies	TD: Civil/ Environmental /Chemistry/ Biotech. PSB: Civil Engg	1	0	0		1	50	50	100	1
8	AEC 21CS58X/21CS58LX	Ability Enhancement Course-V	Concerned Board	If offered as Theory courses				01	50	50	100	1
				1	0	0						
				If offered as lab. courses				02				
				0	0	2						
Total									400	400	800	18

Ability Enhancement Course - IV

21CSL581	Angular JS and Node JS	21CS583	
21CS582	C# and .Net Framework	21CS584	

Note: BSC: Basic Science Course, PCC: Professional Core Course, IPCC: Integrated Professional Core Course, AEC –Ability Enhancement Course INT – Internship, HSMC: Humanity and Social Science & Management Courses.

L –Lecture, T – Tutorial, P- Practical/ Drawing, S – Self Study Component, CIE: Continuous Internal Evaluation, SEE: Semester End Examination.

Integrated Professional Core Course (IPCC): refers to Professional Theory Core Course Integrated with Practical of the same course. Credit for IPCC can be 04 and its Teaching – Learning hours (L : T : P) can be considered as (3 : 0 : 2) or (2 : 2 : 2). Theory part of the IPCC shall be evaluated both by CIE and SEE. The practical part shall be evaluated by CIE only and there shall be no SEE. For more details the regulation governing the Degree of Bachelor of Engineering /Technology (BE/B.Tech.) 2021-22 may be referred.

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VI SEMESTER												
Sl. No	Course and Course Code	Course Title	Teaching Department (TD) and Question Paper Setting Board (PSB)	Teaching Hours /Week				Examination				Credits
				Theory Lecture	Tutorial	Practical/ Drawing	Self -Study	Duration in hours	CIE Marks	SEE Marks	Total Marks	
				L	T	P	S					
1	HSMC 21CS61	Software Engineering & Project Management	Any CS Board Department	2	2	0		03	50	50	100	3
2	IPCC 21CS62	Fullstack Development		3	0	2		03	50	50	100	4
3	PCC 21CS63	Computer Graphics and Fundamentals of Image Processing		3	0	0		03	50	50	100	3
4	PEC 21XX64x	Professional Elective Course-I		3	0	0		03	50	50	100	3
5	OEC 21XX65x	Open Elective Course-I	Concerned Department	3	0	0		03	50	50	100	3
6	PCC 21CSL66	Computer Graphics and Image Processing Laboratory	Any CS Board Department	0	0	2		03	50	50	100	1
7	MP 21CSMP67	Mini Project		Two contact hours /week for interaction between the faculty and students.				--	100	--	100	2
8	INT 21INT68	Innovation/Entrepreneurship /Societal Internship	Completed during the intervening period of IV and V semesters.				--	100	--	100	3	
Total								500	300	800	22	

Professional Elective - I

21CS641	Agile Technology	21CS643	Advanced Computer Architecture
21CS642	Advanced JAVA Programming	21CS644	Data science and Visualization

Open Electives – I offered by the Department to other Department students

21CS651	Introduction to Data Structures	21CS653	Introduction to Cyber Security
21CS652	Introduction to Database Management Systems	21CS654	Programming in JAVA

Note:HSMC: Humanity and Social Science & Management Courses, IPCC: Integrated Professional Core Course, PCC: Professional Core Course, PEC: Professional Elective Courses, OEC–Open Elective Course, MP –Mini Project, INT –Internship.

L –Lecture, T – Tutorial, P - Practical / Drawing, S – Self Study Component, CIE: Continuous Internal Evaluation, SEE: Semester End Examination.

Integrated Professional Core Course (IPCC): Refers to Professional Theory Core Course Integrated with Practical of the same course. Credit for IPCC can be 04 and its Teaching – Learning hours (L : T : P) can be considered as (3 : 0 : 2) or (2 : 2 : 2). The theory part of the IPCC shall be evaluated both by CIE and SEE. The practical part shall be evaluated by CIE only and there shall be no SEE. For more details, the regulation governing the Degree of Bachelor of Engineering /Technology (BE/B.Tech) 2021-22 may be referred.

Professional Elective Courses (PEC):

A professional elective (PEC) course is intended to enhance the depth and breadth of educational experience in the Engineering and Technology curriculum. Multidisciplinary courses that are added supplement the latest trend and advanced technology in the selected stream of engineering. Each group will provide an option to select one course out of five courses. The minimum students' strength for offering professional electives is 10. However, this conditional shall not be applicable to cases where the admission to the programme is less than 10.

Open Elective Courses:

Students belonging to a particular stream of Engineering and Technology are not entitled for the open electives offered by their parent Department. However, they can opt an elective offered by other Departments, provided they satisfy the prerequisite condition if any. Registration to open electives shall be documented under the guidance of the Program Coordinator/ Advisor/Mentor.

Selection of an open elective shall **not be allowed** if,

- The candidate has studied the same course during the previous semesters of the program.
- The syllabus content of open electives is similar to that of the Departmental core courses or professional electives.
- A similar course, under any category, is prescribed in the higher semesters of the program.

In case, any college is desirous of offering a course (not included in the Open Elective List of the University) from streams such as Law, Business (MBA), Medicine, Arts, Commerce, etc., can seek permission, at least one month before the commencement of the semester, from the University by submitting a copy of the syllabus along with the details of expertise available to teach the same in the college.

The minimum students' strength for offering open electives is 10. However, this conditional shall not be applicable to cases where the admission to the programme is less than 10.

Mini-project work: Mini Project is a laboratory-oriented course which will provide a platform to students to enhance their practical knowledge and skills by the development of small systems/applications.

Based on the ability/abilities of the student/s and recommendations of the mentor, a single discipline or a multidisciplinary Mini- project can be assigned to an individual student or to a group having not more than 4 students.

CIE procedure for Mini-project:

(i) **Single discipline:** The CIE marks shall be awarded by a committee consisting of the Head of the concerned Department and two faculty members of the Department, one of them being the Guide. The CIE marks awarded for the Mini-project work shall be based on the evaluation of project report, project presentation skill, and question and answer session in the ratio of 50:25:25. The marks awarded for the project report shall be the same for all the batch mates.

(ii) **Interdisciplinary:** Continuous Internal Evaluation shall be group-wise at the college level with the participation of all the guides of the project. The CIE marks awarded for the Mini-project, shall be based on the evaluation of project report, project presentation skill, and question and answer session in the ratio 50:25:25. The marks awarded for the project report shall be the same for all the batch mates.

No SEE component for Mini-Project.

VII semester Classwork and Research Internship /Industry Internship (21INT82)

Swapping Facility

Institutions can swap VII and VIII Semester Scheme of Teaching and Examinations to accommodate research internship/ industry internship after the VI semester.

(2) Credits earned for the courses of VII and VIII Semester Scheme of Teaching and Examinations shall be counted against the corresponding semesters whether VII or VIII semester is completed during the beginning of IV year or later part of IV year of the program.

Elucidation:

At the beginning of IV year of the programme i.e., after VI semester, VII semester classwork and VIII semester Research Internship /Industrial Internship shall be permitted to be operated simultaneously by the University so that students have ample opportunity for internship. In other words, a good percentage of the class shall attend VII semester classwork and similar percentage of others shall attend to Research Internship or Industrial Internship.

Research/Industrial Internship shall be carried out at an Industry, NGO, MSME, Innovation centre, Incubation centre, Start-up, Centers of Excellence (CoE), Study Centre established in the parent institute and /or at reputed research organizations / institutes. The internship can also be rural internship.

The mandatory Research internship /Industry internship is for 24 weeks. The internship shall be considered as a head of passing and shall be considered for the award of degree. Those, who do not take up/complete the internship shall be declared fail and shall have to complete during the subsequent University examination after satisfying the internship requirements.

INT21INT82Research Internship/ Industry Internship/Rural Internship

Research internship: A research internship is intended to offer the flavour of current research going on in the research field. It helps students get familiarized with the field and imparts the skill required for carrying out research.

Industry internship: Is an extended period of work experience undertaken by students to supplement their degree for professional development. It also helps them learn to overcome unexpected obstacles and successfully navigate organizations, perspectives, and cultures. Dealing with contingencies helps students recognize, appreciate, and adapt to organizational realities by tempering their knowledge with practical constraints.

Rural internship: A long-term goal, as proposed under the AICTE rural internship programme, shall be counted as rural internship activity.

The student can take up Interdisciplinary Research Internship or Industry Internship.

The faculty coordinator or mentor has to monitor the students' internship progress and interact with them to guide for the successful completion of the internship.

The students are permitted to carry out the internship anywhere in India or abroad. University shall not bear any expenses incurred in respect of internship.

AUTOMATA THEORY AND COMPILER DESIGN			
Course Code	21CS51	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
<p>CLO 1. Introduce the fundamental concepts of Automata Theory, Formal Languages and compiler design</p> <p>CLO 2. Principles Demonstrate Application of Automata Theory and Formal Languages in the field of compiler design</p> <p>CLO 3. Develop understanding of computation through Push Down Automata and Turing Machines</p> <p>CLO 4. Introduce activities carried out in different phases of Phases compiler</p> <p>CLO 5. Identify the undecidability problems.</p>			
Teaching-Learning Process (General Instructions)			
<p>These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.</p> <ol style="list-style-type: none"> 1. Lecturer method (L) needs not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem with different approaches and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
<p>Introduction to Automata Theory: Central Concepts of Automata theory, Deterministic Finite Automata(DFA), Non- Deterministic Finite Automata(NFA) ,Epsilon- NFA, NFA to DFA Conversion, Minimization of DFA</p> <p>Introduction to Compiler Design: Language Processors, Phases of Compilers</p> <p>Textbook 1: Chapter1 – 1.5, Chapter2 – 2.2,2.3,2.5 Chapter4 –4.4</p> <p>Textbook 2: Chapter1 – 1.1 and 1.2</p>			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
<p>Regular Expressions and Languages: Regular Expressions, Finite Automata and Regular Expressions, Proving Languages Not to Be Regular</p> <p>Lexical Analysis Phase of compiler Design: Role of Lexical Analyzer, Input Buffering , Specification of Token, Recognition of Token.</p>			

- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks

1. Jones, O., Maillardet, R. and Robinson, A. (2014). Introduction to Scientific Programming and Simulation Using R. Chapman & Hall/CRC, The R Series.

References:

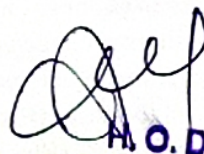
1. Michael J. Crawley, "Statistics: An Introduction using R", Second edition, Wiley, 2015

Weblinks and Video Lectures (e-Resources):

1. Wickham, H. & Golemund, G. (2018). for Data Science. O'Reilly: New York. Available for free at <http://r4ds.had.co.nz>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects



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Textbook 1: Chapter3 - 3.1, 3.2, Chapter4- 4.1	
Textbook 2: Chapter3- 3.1 to 3.4	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-3	
Context Free Grammars: Definition and designing CFGs, Derivations Using a Grammar, Parse Trees, Ambiguity and Elimination of Ambiguity, Elimination of Left Recursion, Left Factoring.	
Syntax Analysis Phase of Compilers: part-1: Role of Parser , Top-Down Parsing	
Textbook 1: Chapter 5 - 5.1.1 to 5.1.6, 5.2 (5.2.1, 5.2.2), 5.4	
Textbook 2: Chapter 4 - 4.1, 4.2, 4.3 (4.3.2 to 4.3.4) ,4.4	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
Push Down Automata: Definition of the Pushdown Automata, The Languages of a PDA.	
Syntax Analysis Phase of Compilers: Part-2: Bottom-up Parsing, Introduction to LR Parsing: SLR, More Powerful LR parsers	
Textbook1: Chapter 6 - 6.1, 6.2	
Textbook2: Chapter 4 - 4.5, 4.6, 4.7 (Up to 4.7.4)	
Teaching-Learning Process	Chalk & board, Problem based learning
Module-5	
Introduction to Turing Machine: Problems that Computers Cannot Solve, The Turing machine, problems, Programming Techniques for Turing Machine, Extensions to the Basic Turing Machine	
Undecidability : A language That Is Not Recursively Enumerable, An Undecidable Problem That Is RE.	
Other Phases of Compilers: Syntax Directed Translation- Syntax-Directed Definitions, Evaluation Orders for SDD's. Intermediate-Code Generation- Variants of Syntax Trees, Three-Address Code.	
Code Generation- Issues in the Design of a Code Generator	
Textbook1: Chapter 8 - 8.1, 8.2,8.3,8.4 Chapter 9 - 9.1,9.2	
Textbook2: Chapter 5 - 5.1, 5.2, Chapter 6- 6.1,6.2 Chapter 8- 8.1	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes	
At the end of the course the student will be able to:	
CO 1. Acquire fundamental understanding of the core concepts in automata theory and Theory of Computation	
CO 2. Design and develop lexical analyzers, parsers and code generators	
CO 3. Design Grammars and Automata (recognizers) for different language classes and become knowledgeable about restricted models of Computation (Regular, Context Free) and their relative powers.	
CO 4. Acquire fundamental understanding of the structure of a Compiler and Apply concepts automata theory and Theory of Computation to design Compilers	
CO 5. Design computations models for problems in Automata theory and adaptation of such model in the field of compilers	
Assessment Details (both CIE and SEE)	
The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/	

course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of 20 Marks (duration 01 hour)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of 10 Marks

1. First assignment at the end of 4th week of the semester
2. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)

1. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks and Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.
3. The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. John E Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, "Introduction to Automata Theory, Languages and Computation", Third Edition, Pearson.
2. Alfred V.Aho, Monica S.Lam, Ravi Sethi, Jeffrey D. Ullman, "Compilers Principles, Techniques and Tools", Second Edition, Pearson.

Reference:

1. Elain Rich, "Automata, Computability and complexity", 1st Edition, Pearson Education, 2018.
2. K.L.P Mishra, N Chandrashekar, 3rd Edition, "Theory of Computer Science", PHI, 2012.
3. Peter Linz, "An introduction to Formal Languages and Automata", 3rd Edition, Narosa Publishers, 1998.
4. K Muneeswaran, "Compiler Design", Oxford University Press 2013.

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/106/106106049/#>
2. <https://nptel.ac.in/courses/106/104/106104123/>
3. <https://www.jflap.org/>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning



Group Activities, quizzes, Puzzles and presentations

V Semester

COMPUTER NETWORKS			
Course Code:	21CS52	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40T + 20P	Total Marks	100
Credits	04	Exam Hours	03
Course Objectives:			
CLO 1. Fundamentals of data communication networks.			
CLO 2. Software and hardware interfaces			
CLO 3. Application of various physical components and protocols			
CLO 4. Communication challenges and remedies in the networks.			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
Introduction to networks: Network hardware, Network software, Reference models,			
Physical Layer: Guided transmission media, Wireless transmission			
Textbook 1: Ch.1.2 to 1.4, Ch.2.2 to 2.3			
Laboratory Component:			
<ol style="list-style-type: none"> 1. Implement Three nodes point - to - point network with duplex links between them for different topologies. 1Set the queue size, vary the bandwidth, and find the number of packets dropped for various iterations. 			
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration		
Module-2			
The Data link layer: Design issues of DLL, Error detection and correction, Elementary data link protocols, Sliding window protocols.			
The medium access control sublayer: The channel allocation problem, Multiple access protocols.			
Textbook 1: Ch.3.1 to 3.4, Ch.4.1 and 4.2			
Laboratory Component:			
<ol style="list-style-type: none"> 1. Implement simple ESS and with transmitting nodes in wire-less LAN by simulation and determine the throughput with respect to transmission of packets 			

2. Write a program for error detecting code using CRC-CCITT (16- bits).	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-3	
The Network Layer: Network Layer Design Issues, Routing Algorithms, Congestion Control Algorithms, QoS.	
Textbook 1: Ch 5.1 to 5.4	
Laboratory Component:	
<ol style="list-style-type: none"> 1. 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 in the network. 2. Write a program to find the shortest path between vertices using bellman-ford algorithm. 	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
The Transport Layer: The Transport Service, Elements of transport protocols, Congestion control, The internet transport protocols.	
Textbook 1: Ch 6.1 to 6.4 and 6.5.1 to 6.5.7	
Laboratory Component:	
<ol style="list-style-type: none"> 1. Implement an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination. 2. Write a program for congestion control using leaky bucket algorithm. 	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-5	
Application Layer: Principles of Network Applications, The Web and HTTP, Electronic Mail In the Internet, DNS—The Internet's Directory Service.	
Textbook 2: Ch 2.1 to 2.4	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Course Outcomes (Course Skill Set)	
At the end of the course the student will be able to:	
CO 1. Learn the basic needs of communication system. CO 2. Interpret the communication challenges and its solution. CO 3. Identify and organize the communication system network components CO 4. Design communication networks for user requirements.	
Assessment Details (both CIE and SEE)	
The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	
Continuous Internal Evaluation:	
Three Unit Tests each of 20 Marks (duration 01 hour)	
<ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester 	
Two assignments each of 10 Marks	
<ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester 	
Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to 20 marks.	

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce- 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be scaled down to 50 marks

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.

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

Suggested Learning Resources:

Textbooks:

1. Computer-Networks- Andrew S. Tanenbaum and David J. Wetherall, Pearson Education, 5th-Edition. (www.pearsonhighered.com/tanenbaum)
2. Computer Networking A Top-Down Approach -James F. Kurose and Keith W. Ross Pearson Education 7th Edition.

Reference Books:

1. Behrouz A Forouzan, Data and Communications and Networking, Fifth Edition, McGraw Hill, Indian Edition
2. Larry L Peterson and Bruce S Davie, Computer Networks, fifth edition, ELSEVIER

Weblinks and Video Lectures (e-Resources):

1. <https://www.digimat.in/nptel/courses/video/106105183/L01.html>
2. <http://www.digimat.in/nptel/courses/video/106105081/L25.html>
3. <https://nptel.ac.in/courses/106105081>
4. VTU e-Shikshana Program

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Simulation of Personal area network, Home area network, achieve QoS etc.

Note: For the Simulation experiments 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 using NS2. Installation procedure of the required software must be demonstrated, carried out in groups, and documented in the report. Non simulation programs can be implemented using Java

V Semester

Dept. Of Computer Science & Engineering
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DATABASE MANAGEMENT SYSTEMS			
Course Code	21CS53	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			

- CLO 1. Provide a strong foundation in database concepts, technology, and practice.
 CLO 2. Practice SQL programming through a variety of database problems.
 CLO 3. Demonstrate the use of concurrency and transactions in database
 CLO 4. Design and build database applications for real world problems.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

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

Textbook 1: Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.7

Teaching-Learning Process

Chalk and board, Active Learning, Problem based learning

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.

Textbook 1: Ch 5.1 to 5.3, 8.1 to 8.5, 9.1;

Teaching-Learning Process

Chalk and board, Active Learning, Demonstration

Module-3

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

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.

Textbook 1: Ch 6.1 to 6.5, 7.1 to 7.4; **Textbook 2:** 6.1 to 6.6;

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
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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. Examples on normal forms.

Normalization Algorithms: Inference Rules, Equivalence, and Minimal Cover, Properties of Relational Decompositions, Algorithms for Relational Database Schema Design, Nulls, Dangling tuples, and alternate Relational Designs, Further discussion of Multivalued dependencies and 4NF, Other dependencies and Normal Forms

Textbook 1: Ch 14.1 to -14.7, 15.1 to 15.6

Teaching-Learning Process	Chalk& board, Problem based learning
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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.

Textbook 1: Ch 20.1 to 20.6, 21.1 to 21.7;

Teaching-Learning Process	Chalk and board, MOOC
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Course Outcomes

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

- CO 1. Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS
- CO 2. Use Structured Query Language (SQL) for database manipulation and also demonstrate the basic of query evaluation.
- CO 3. Design and build simple database systems and *relate* the concept of transaction, concurrency control and recovery in database
- CO 4. Develop application to interact with databases, relational algebra expression.
- CO 5. Develop applications using tuple and domain relation expression from queries.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of 20 Marks (duration 01 hour)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of 10 Marks

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.

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

Suggested Learning Resources:**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. Abraham Silberschatz, Henry F. Korth and S. Sudarshan's Database System Concepts 6th Edition Tata McGraw Hill Education Private Limited

Weblinks and Video Lectures (e-Resources):

1. <https://www.youtube.com/watch?v=3EllovevfcA>
2. <https://www.youtube.com/watch?v=9TwMRs3qTcU>
3. <https://www.youtube.com/watch?v=ZW10Xow304I>
4. <https://www.youtube.com/watch?v=4YilEjkNPtQ>
5. <https://www.youtube.com/watch?v=CZTkgMoqVss>
6. <https://www.youtube.com/watch?v=H14NZB1XR9c>
7. https://www.youtube.com/watch?v=EGEwkad_1IA
8. <https://www.youtube.com/watch?v=t5hsV9IC1rU>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration of real time Database projects - E-commerce Platform, Inventory Management, Railway System, College Data Management, Library Data Management, Solution for Saving Student Records, Hospital Data Management, Blood Donation Management.



ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING			
Course Code	21CS54	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Gain a historical perspective of AI and its foundations			
CLO 2. Become familiar with basic principles of AI toward problem solving			
CLO 3. Familiarize with the basics of Machine Learning & Machine Learning process, basics of Decision Tree, and probability learning			
CLO 4. Understand the working of Artificial Neural Networks and basic concepts of clustering algorithms			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<ol style="list-style-type: none">1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem with different logic and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction: What is AI? Foundations and History of AI			
Problem-solving: Problem-solving agents, Example problems, Searching for Solutions, Uninformed Search Strategies: Breadth First search, Depth First Search,			
Textbook 1: Chapter 1- 1.1, 1.2, 1.3			
Textbook 1: Chapter 3- 3.1, 3.2, 3.3, 3.4.1, 3.4.3			
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning		
Module-2			
Informed Search Strategies: Greedy best-first search, A*search, Heuristic functions.			
Introduction to Machine Learning , Understanding Data			
Textbook 1: Chapter 3 - 3.5, 3.5.1, 3.5.2, 3.6			
Textbook 2: Chapter 1 and 2			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
Module-3			
Basics of Learning theory			
Similarity Based Learning			
Regression Analysis			

Textbook 2: Chapter 3 - 3.1 to 3.4, Chapter 4, chapter 5.1 to 5.4

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
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Module-4

Decision Tree learning
Bayesian Learning

Textbook 2: Chapter 6 and 8

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
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Module-5

Artificial neural Network
Clustering Algorithms

Textbook 2: Chapter 10 and 13

Teaching-Learning Process	Chalk and board, Active Learning.
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Course Outcomes Course Skill Set)

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

- CO 1. Apply the knowledge of searching and reasoning techniques for different applications.
- CO 2. Have a good understanding of machine learning in relation to other fields and fundamental issues and challenges of machine learning.
- CO 3. Apply the knowledge of classification algorithms on various dataset and compare results
- CO 4. Model the neuron and Neural Network, and to analyze ANN learning and its applications.
- CO 5. Identifying the suitable clustering algorithm for different pattern

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of 20 Marks (duration 01 hour)

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- 2. Second test at the end of the 10th week of the semester
- 3. Third test at the end of the 15th week of the semester

Two assignments each of 10 Marks

- 4. First assignment at the end of 4th week of the semester
- 5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours) OR** Suitable Programming experiments based on the syllabus contents can be given to the students to submit the same as laboratory work(for example; Implementation of concept learning, implementation of decision tree learning algorithm for suitable data set, etc...)

- 6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

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

Suggested Learning Resources:

Textbooks

1. Stuart J. Russell and Peter Norvig, Artificial Intelligence, 3rd Edition, Pearson, 2015
2. S. Sridhar, M Vijayalakshmi "Machine Learning". Oxford, 2021

Reference:

1. Elaine Rich, Kevin Knight, Artificial Intelligence, 3rd edition, Tata McGraw Hill, 2013
2. George F Luger, Artificial Intelligence Structure and strategies for complex, Pearson Education, 5th Edition, 2011
3. Tom Michel, Machine Learning, McGrawHill Publication.

Weblinks and Video Lectures (e-Resources):

1. <https://www.kdnuggets.com/2019/11/10-free-must-read-books-ai.html>
2. <https://www.udacity.com/course/knowledge-based-ai-cognitive-systems--ud409>
3. <https://nptel.ac.in/courses/106/105/106105077/>
4. <https://www.javatpoint.com/history-of-artificial-intelligence>
5. <https://www.tutorialandexample.com/problem-solving-in-artificial-intelligence>
6. <https://techvidvan.com/tutorials/ai-heuristic-search/>
7. <https://www.analyticsvidhya.com/machine-learning/>
8. <https://www.javatpoint.com/decision-tree-induction>
9. <https://www.hackerearth.com/practice/machine-learning/machine-learning-algorithms/ml-decision-tree/tutorial/>
10. <https://www.javatpoint.com/unsupervised-artificial-neural-networks>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Role play for strategies- DFS & BFS, Outlier detection in Banking and insurance transaction for identifying fraudulent behaviour etc. Uncertainty and reasoning Problem- reliability of sensor used to detect pedestrians using Bayes Rule



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DATABASE MANAGEMENT SYSTEM LABORATORY WITH MINI PROJECT

Course Code	21CSL55	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	01	Exam Hours	03

Course Learning Objectives:

CLO 1. Foundation knowledge in database concepts, technology and practice to groom students into well-informed database application developers.

CLO 2. Strong practice in SQL programming through a variety of database problems.

CLO 3. Develop database applications using front-end tools and back-end DBMS..

Sl. No.	PART-A: SQL Programming (Max. Exam Marks. 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.
1	<p>Aim: Demonstrating creation of tables, applying the view concepts on the tables.</p> <p>Program: 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)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> 1. Retrieve details of all books in the library – id, title, name of publisher, authors, number of copies in each 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. <p>Reference: https://www.youtube.com/watch?v=AaSU-AOguls https://www.youtube.com/watch?v=-EwEvjxS-Fw</p>
2	<p>Aim: Discuss the various concepts on constraints and update operations.</p> <p>Program: 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)</p> <p>Write SQL queries to</p> <p>Count the customers with grades above Bangalore's average.</p> <ol style="list-style-type: none"> 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. <p>Reference: https://www.youtube.com/watch?v=AA-KL1jbMcY</p>

	https://www.youtube.com/watch?v=7S_tz1z_5bA
3	<p>Aim: Demonstrate the concepts of JOIN operations.</p> <p>Program: 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</p> <ol style="list-style-type: none"> 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. <p>Reference: https://www.youtube.com/watch?v=hSiCUNVKIAo https://www.youtube.com/watch?v=Eod3aQkFz84</p>
4	<p>Aim: Introduce concepts of PLSQL and usage on the table.</p> <p>Program: 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</p> <ol style="list-style-type: none"> 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' <p>Give these details only for 8th semester A, B, and C section students.</p> <p>Reference: https://www.youtube.com/watch?v=horURQewW9c https://www.youtube.com/watch?v=P7-wKbKrAhk</p>
5	<p>Aim: Demonstrate the core concepts on table like nested and correlated nesting queries and also EXISTS and NOT EXISTS keywords.</p> <p>Program: 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</p> <p>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.</p>

	<p>Show the resulting salaries if every employee working on the 'IoT' project is given a 10 percent raise.</p> <p>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</p> <p>Retrieve the name of each employee who works on all the projects controlled by department number 5 (use NOT EXISTS operator).</p> <p>For each department that has more than five employees, retrieve the department number and the number of its employees who are making more than Rs.6,00,000.</p> <p>Reference: https://www.youtube.com/watch?v=Dk8f3ejqKts</p>
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Pedagogy	For the above experiments the following pedagogy can be considered. Problem based learning, Active learning, MOOC, Chalk & Talk
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PART B

	Mini project: For any problem selected, make sure that the application should have five or more tables. Indicative areas include: Organization, health care, Ecommerce etc.
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Course Outcomes:

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

CO 1. Create, Update and query on the database.

CO 2. Demonstrate the working of different concepts of DBMS

CO 3. Implement, analyze and evaluate the project developed for an application.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). The student has to secure a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

Each experiment to be evaluated for conduction with an observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.

Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.

Total marks scored by the students are scaled down to 30 marks (60% of maximum marks).

Weightage to be given for neatness and submission of record/write-up on time.

Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.

In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.

The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book

The average of 02 tests is scaled down to 20 marks (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. OR based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- *Students can pick one experiment from the questions lot of PART A with an equal choice to all the students in a batch. For PART B, the project group (Maximum of 4 students per batch) should demonstrate the mini-project.*
- *Weightage of marks for PART A is 60% and for PART B is 40%. General rubrics suggested to be followed for part A and part B.*
- Change of experiment is allowed only once and Marks allotted to the procedure part to be made zero (Not allowed for Part B).
- The duration of SEE is 03 hours


Rubrics suggested in Annexure-II of Regulation book

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

Suggested Weblinks/ E Resource

<https://www.tutorialspoint.com/sql/index.htm>


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ANGULAR JS AND NODE JS (Practical based)			
Course Code:	21CSL581	CIE Marks	50
Teaching Hours/Week	1:0:0:0	SEE Marks	50
Total No. of Hours	12T + 12P	Total Marks	100
Credits	01	Exam Hours	02
Course Objectives: The student should be made to: CLO 1. To learn the basics of Angular JS. CLO 2. To understand the Angular JS Modules. CLO 3. To implement Forms, inputs and Services CLO 4. To implement Directives and Databases CLO 5. To understand basics of Node JS.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem with different logic and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
Introduction To Angular JS: Introduction - Features - Angular JSModel-View-Controller - Expression -Directives and Controllers.			
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning		
Module-2			
Angular JS Modules: Arrays -Working with ng-model - Working with Forms - Form Validation - Error Handling with Forms - Nested Forms with ng-form - Other Form Controls.			
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning		
Module-3			
Directives& Building Databases:			
Part I- Filters - Using Filters in Controllers and Services - Angular JS Services - Internal Angular JS Services - Custom Angular JS Services			
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning		
Module-4			
Directives& Building Databases:			
Part-II- Directives - Alternatives to Custom Directives - Understanding the Basic options - Interacting with Server -HTTP Services - Building Database, Front End and BackEnd			
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning		
Module-5			
Introduction to NODE .JS: Introduction -Using the Terminals - Editors -Building a Webserver with Node - The HTTPModule - Views and Layouts.			

Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
Course Outcomes (Course Skill Set) At the end of the course the student will be able to: CO 1. Describe the features of Angular JS. CO 2. Recognize the form validations and controls. CO 3. Implement Directives and Controllers. CO 4. Evaluate and create database for simple application. CO 5. Plan and build web servers with node using Node .JS.	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). The student has to secure a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.	
Continuous Internal Evaluation (CIE): <i>NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above</i> CIE marks for the practical course is 50 Marks. The split-up of CIE marks for record/ journal and test are in the ratio 60:40.	
<ul style="list-style-type: none"> Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session. Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks. Total marks scored by the students are scaled down to 30 marks (60% of maximum marks). Weightage to be given for neatness and submission of record/write-up on time. Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester. In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce. The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book The average of 02 tests is scaled down to 20 marks (40% of the maximum marks). 	
The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.	
Semester End Evaluation (SEE): <ul style="list-style-type: none"> SEE marks for the practical course is 50 Marks. SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University All laboratory experiments are to be included for practical examination. (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. OR based on the course requirement evaluation rubrics shall be decided jointly by examiners. Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly. 	

- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Suggested Learning Resources:

Textbooks

1. Adam Freeman - ProAngular JS, Apress, First Edition, 2014.
2. ShyamSeshadri, Brad Green - "AngularJS: Up and Running: Enhanced Productivity with Structured Web Apps", Apress, O'Reilly Media, Inc.
3. AgusKurniawan-"AngularJS Programming by Example", First Edition, PE Press, 2014.

Reference Books

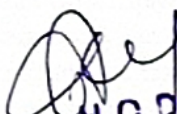
1. Brad Dayley, "Learning Angular JS", Addison-Wesley Professional, First Edition, 2014.
2. Steve Hoberman, "Data Modeling for MongoDB", Technics Publication, First Edition, 2014..

Weblinks and Video Lectures (e-Resources):

1. Introduction to Angular JS : <https://www.youtube.com/watch?v=HEbphzK-0xE>
2. Angular JS Modules : <https://www.youtube.com/watch?v=gWmOKmgnOkU>
3. Directives& Building Databases: https://www.youtube.com/watch?v=R_0kHfzgm0
4. Introduction to NODE .JS: <https://www.youtube.com/watch?v=8u1o-0mOeGQ>
5. <https://www.youtube.com/watch?v=7F1nLajs4Eo>
6. <https://www.youtube.com/watch?v=t7x7c-x90FU>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects


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C# AND .NET FRAMEWORK			
Course Code:	21CS582	CIE Marks	50
Teaching Hours/Week	1:0:0:0	SEE Marks	50
Total No. of Hours	12	Total Marks	100
Credits	01	Exam Hours	01
Course Objectives:			
CLO 1. Understand the basics of C# and .NET			
CLO 2. Learn the variables and constants of C#			
CLO 3. Know the object-oriented aspects and applications.			
CLO 4. Learn the basic structure of .NET framework.			
CLO 5. Learn to create a simple project of .NET Core			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.			
<ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
Introduction to C#			
Part-I: Understanding C#, .NET, overview of C#, Variables, Data Types, Operators, Expressions, Branching, Looping, Methods, implicit and explicit casting.			
Teaching-Learning Process	Active learning		
Module-2			
Part-II: Constants, Arrays, Array Class, Array List, String, String Builder, Structure, Enumerations, boxing and unboxing.			
Teaching-Learning Process	Active learning		
Module-3			
Object Oriented Concepts-I:			
Class, Objects, Constructors and its types, inheritance, properties, indexers, index overloading, polymorphism.			
Teaching-Learning Process	Active learning		
Module-4			
Object Oriented Concepts-II:			

Sealed class and methods, interface, abstract class, abstract and interface, operator overloading, delegates, events, errors and exception, Threading.

Teaching-Learning Process Active learning

Module-5

Introduction to .NET FRAMEWORK:

Assemblies, Versioning, Attributes, reflection, viewing meta data, remoting, security in .NET, Environment Setup of .NET Core and create a small project.

Teaching-Learning Process Active learning

Course Outcomes (Course Skill Set)

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

- CO 1. Able to explain how C# fits into the .NET platform.
- CO 2. Describe the utilization of variables and constants of C#
- CO 3. Use the implementation of object-oriented aspects in applications.
- CO 4. Analyze and Set up Environment of .NET Core.
- CO 5. Evaluate and create a simple project application.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of 20 Marks (duration 01 hour)

- 1. First test at the end of 5th week of the semester
- 2. Second test at the end of the 10th week of the semester
- 3. Third test at the end of the 15th week of the semester

Two assignments each of 10 Marks

- 4. First assignment at the end of 4th week of the semester
- 5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)

- 6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 01 hours)

SEE paper will be set for 50 questions of each of 01 marks. The pattern of the question paper is MCQ. The time allotted for SEE is 01 hours

Suggested Learning Resources:

Textbooks

1. Herbert Schildt, "The Complete Reference: C# 4.0", Tata McGraw Hill, 2012.
2. Christian Nagel et al. "Professional C# 2012 with .NET 4.5", Wiley India, 2012.

Reference Books

1. Andrew Troelsen, "Pro C# 2010 and the .NET 4 Platform, Fifth edition, A Press, 2010.
2. Ian Griffiths, Matthew Adams, Jesse Liberty, "Programming C# 4.0", Sixth Edition, O'Reilly, 2010.

Weblinks and Video Lectures (e-Resources):

1. Introduction to C# : <https://www.youtube.com/watch?v=ItoIFCT9P90>
2. Object Oriented Concepts : <https://www.youtube.com/watch?v=LP3llcExPK0>
3. .NET FRAMEWORK : <https://www.youtube.com/watch?v=h7huHkvPoEE>

Tutorial Link:

1. <https://www.tutorialsteacher.com/csharp>
2. <https://www.w3schools.com/cs/index.php>
3. <https://www.javatpoint.com/net-framework>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving using group discussion.



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SOFTWARE ENGINEERING & PROJECT MANAGEMENT			
Course Code	21CS61	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	2:2:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives CLO 1. Outline software engineering principles and activities involved in building large software programs. Identify ethical and professional issues and explain why they are of concern to Software Engineers. CLO 2. Describe the process of requirement gathering, requirement classification, requirement specification and requirements validation. CLO 3. Infer the fundamentals of object oriented concepts, differentiate system models, use UML diagrams and apply design patterns. CLO 4. Explain the role of DevOps in Agile Implementation. CLO 5. Discuss various types of software testing practices and software evolution processes. CLO 6. Recognize the importance Project Management with its methods and methodologies. CLO 7. Identify software quality parameters and quantify software using measurements and metrics. List software quality standards and outline the practices involved			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
Introduction: The evolving role of software, Software, The changing nature of software, Software engineering, A Process Framework, Process Patterns, Process Assessment, Personal and Team Process Models, Process Technology, Product and Process.			
Textbook 1: Chapter 1: 1.1 to 1.3			
Process Models: Prescriptive models, Waterfall model, Incremental process models, Evolutionary process models, Specialized process models.			
Textbook 1: Chapter 2: 2.1, 2.2, 2.4 to 2.7			
Requirements Engineering: Requirements Engineering Task, Initiating the Requirements Engineering process, Eliciting Requirements, Developing use cases, Building the analysis model, Negotiating Requirements, Validating Requirements, Software Requirement Document (Sec 4.2)			
Textbook 1: Chapter 3: 3.1 to 3.6, Textbook 5: Chapter 4: 4.2			

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning
Module-2	
Introduction, Modelling Concepts and Class Modelling: What is Object orientation? What is OO development? OO Themes; Evidence for usefulness of OO development; OO modelling history. Modelling as Design technique: Modelling, abstraction, The Three models. Class Modelling: Object and Class Concept, Link and associations concepts, Generalization and Inheritance, A sample class model, Navigation of class models, Introduction to RUP(Textbook: 5 Sec 2.4) and UML diagrams	
Textbook 2: Chapter 1,2,3	
Building the Analysis Models: Requirement Analysis, Analysis Model Approaches, Data modeling Concepts, Object Oriented Analysis, Scenario-Based Modeling, Flow-Oriented Modeling, class Based Modeling, Creating a Behavioral Model.	
Textbook 1: Chapter 8: 8.1 to 8.8	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-3	
Software Testing: A Strategic Approach to Software Testing, Strategic Issues, Test Strategies for Conventional Software, Test Strategies for Object -Oriented Software, Validation Testing, System Testing, The Art of Debugging.	
Textbook 1: Chapter 13: 13.1 to 13.7	
Agile Methodology & DevOps: Before Agile – Waterfall, Agile Development,	
Self-Learning Section: What is DevOps?, DevOps Importance and Benefits, DevOps Principles and Practices, 7 C's of DevOps Lifecycle for Business Agility, DevOps and Continuous Testing, How to Choose Right DevOps Tools?, Challenges with DevOps Implementation.	
Textbook 4: Chapter 2: 2.1 to 2.9	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-4	
Introduction to Project Management: Introduction, Project and Importance of Project Management, Contract Management, Activities Covered by Software Project Management, Plans, Methods and Methodologies, Some ways of categorizing Software Projects, Stakeholders, Setting Objectives, Business Case, Project Success and Failure, Management and Management Control, Project Management life cycle, Traditional versus Modern Project Management Practices.	
Textbook 3: Chapter 1: 1.1 to 1.17	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-5	
Activity Planning: Objectives of Activity Planning, When to Plan, Project Schedules, Sequencing and Scheduling Activities, Network Planning Models, Forward Pass– Backward Pass, Identifying critical path, Activity Float, Shortening Project Duration, Activity on Arrow Networks.	
Textbook 3: Chapter 6: 6.1 to 6.16	
Software Quality: Introduction, The place of software quality in project planning, Importance of software quality, software quality models, ISO 9126, quality management systems, process capability models, techniques to enhance software quality, quality plans.	
Textbook 3: Chapter 13: (13.1 to 13.6 , 13.9, 13.11, 13.14),	

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Course Outcomes At the end of the course the student will be able to: <ol style="list-style-type: none"> CO 1. Understand the activities involved in software engineering and analyze the role of various process models CO 2. Explain the basics of object-oriented concepts and build a suitable class model using modelling techniques CO 3. Describe various software testing methods and to understand the importance of agile methodology and DevOps CO 4. Illustrate the role of project planning and quality management in software development CO 5. Understand the importance of activity planning and different planning models 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> 1. First test at the end of 5th week of the semester 2. Second test at the end of the 10th week of the semester 3. Third test at the end of the 15th week of the semester Two assignments each of 10 Marks <ol style="list-style-type: none"> 4. First assignment at the end of 4th week of the semester 5. Second assignment at the end of 9th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) <ol style="list-style-type: none"> 6. At the end of the 13th week of the semester The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course). CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course. Semester End Examination: Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours) <ol style="list-style-type: none"> 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks 2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module. The students have to answer 5 full questions, selecting one full question from each module	
Suggested Learning Resources:	
Textbooks <ol style="list-style-type: none"> 1. Roger S. Pressman: Software Engineering-A Practitioners approach, 7th Edition, Tata McGraw Hill. 2. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML, 2nd Edition, Pearson Education, 2005. 	

3. Bob Hughes, Mike Cotterell, Rajib Mall: Software Project Management, 6th Edition, McGraw Hill Education, 2018.
4. Deepak Gaikwad, Viral Thakkar, DevOps Tools From Practitioner's Viewpoint, Wiley.
5. Ian Sommerville: Software Engineering, 9th Edition, Pearson Education, 2012.

Reference:

1. Pankaj Jalote: An Integrated Approach to Software Engineering, Wiley India.

Weblinks and Video Lectures (e-Resources):

1. https://onlinecourses.nptel.ac.in/noc20_cs68/preview
2. https://www.youtube.com/watch?v=WxkP5KR_Emk&list=PLrjKTql3jnm9b5nr-ggx7Pt1G4UAHeFI
3. <http://elearning.vtu.ac.in/econtent/CSE.php>
4. <http://elearning.vtu.ac.in/econtent/courses/video/CSE/15CS42.html>
5. <https://nptel.ac.in/courses/128/106/128106012/> (DevOps)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Case study, Field visit



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FULLSTACK DEVELOPMENT			
Course Code	21CS62	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03
Course Learning Objectives: CLO 1.Explain the use of learning full stack web development. CLO 2. Make use of rapid application development in the design of responsive web pages. CLO 3. Illustrate Models, Views and Templates with their connectivity in Django for full stack web development. CLO 4. Demonstrate the use of state management and admin interfaces automation in Django. CLO 5. Design and implement Django apps containing dynamic pages with SQL databases.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none"> 1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes. 2. Show Video/animation films to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it. 6. Topics will be introduced in a multiple representation. 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1: MVC based Web Designing Web framework, MVC Design Pattern, Django Evolution, Views, Mapping URL to Views, Working of Django URL Confs and Loose Coupling, Errors in Django, Wild Card patterns in URLs.			
Textbook 1: Chapter 1 and Chapter 3			
Laboratory Component: <ol style="list-style-type: none"> 1. Installation of Python, Django and Visual Studio code editors can be demonstrated. 2. Creation of virtual environment, Django project and App should be demonstrated 3. Develop a Django app that displays current date and time in server 4. Develop a Django app that displays date and time four hours ahead and four hours before as an offset of current date and time in server. 			
Teaching-Learning Process		<ol style="list-style-type: none"> 1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples 	
Module-2: Django Templates and Models Template System Basics, Using Django Template System, Basic Template Tags and Filters, MVT Development Pattern, Template Loading, Template Inheritance, MVT Development Pattern.			

Configuring Databases, Defining and Implementing Models, Basic Data Access, Adding Model String Representations, Inserting/Updating data, Selecting and deleting objects, Schema Evolution
Textbook 1: Chapter 4 and Chapter 5

Laboratory Component:

1. Develop a simple Django app that displays an unordered list of fruits and ordered list of selected students for an event
2. Develop a layout.html with a suitable header (containing navigation menu) and footer with copyright and developer information. Inherit this layout.html and create 3 additional pages: contact us, About Us and Home page of any website.
3. Develop a Django app that performs student registration to a course. It should also display list of students registered for any selected course. Create students and course as models with enrolment as ManyToMany field.

Teaching-Learning Process

1. Demonstration using Visual Studio Code
2. PPT/Prezi Presentation for Architecture and Design Patterns
3. Live coding of all concepts with simple examples
4. Case Study: Apply concepts learnt for an Online Ticket Booking System

Module-3: Django Admin Interfaces and Model Forms

Activating Admin Interfaces, Using Admin Interfaces, Customizing Admin Interfaces, Reasons to use Admin Interfaces.

Form Processing, Creating Feedback forms, Form submissions, custom validation, creating Model Forms, URLConf Ticks, Including Other URLConfs.

Textbook 1: Chapters 6, 7 and 8

Laboratory Component:

1. For student and course models created in Lab experiment for Module2, register admin interfaces, perform migrations and illustrate data entry through admin forms.
2. Develop a Model form for student that contains his topic chosen for project, languages used and duration with a model called project.

Teaching-Learning Process

1. Demonstration using Visual Studio Code
2. PPT/Prezi Presentation for Architecture and Design Patterns
3. Live coding of all concepts with simple examples

Module-4: Generic Views and Django State Persistence

Using Generic Views, Generic Views of Objects, Extending Generic Views of objects, Extending Generic Views.

MIME Types, Generating Non-HTML contents like CSV and PDF, Syndication Feed Framework, Sitemap framework, Cookies, Sessions, Users and Authentication.

Textbook 1: Chapters 9, 11 and 12

Laboratory Component:

1. For students enrolment developed in Module 2, create a generic class view which displays list of students and detailview that displays student details for any selected student in the list.
2. Develop example Django app that performs CSV and PDF generation for any models created in previous laboratory component.

Teaching-Learning Process

1. Demonstration using Visual Studio Code
2. PPT/Prezi Presentation for Architecture and Design Patterns

	<ol style="list-style-type: none"> Live coding of all concepts with simple examples Project Work: Implement all concepts learnt for Student Admission Management
Module-5: JQuery and AJAX Integration in Django	
Ajax Solution, Java Script, XMLHttpRequest and Response, HTML, CSS, JSON, iFrames, Settings of Java Script in Django, JQuery and Basic AJAX, JQuery AJAX Facilities, Using JQuery UI Autocomplete in Django	
Textbook 2: Chapters 1, 2 and 7.	
Laboratory Component: <ol style="list-style-type: none"> Develop a registration page for student enrolment as done in Module 2 but without page refresh using AJAX. Develop a search application in Django using AJAX that displays courses enrolled by a student being searched. 	
Teaching-Learning Process	<ol style="list-style-type: none"> Demonstration using Visual Studio Code PPT/Prezi Presentation for Architecture and Design Patterns Live coding of all concepts with simple examples Case Study: Apply the use of AJAX and JQuery for development of EMI calculator.
Course outcome (Course Skill Set) At the end of the course the student will be able to: <ol style="list-style-type: none"> CO 1. Understand the working of MVT based full stack web development with Django. CO 2. Designing of Models and Forms for rapid development of web pages. CO 3. Analyze the role of Template Inheritance and Generic views for developing full stack web applications. CO 4. Apply the Django framework libraries to render nonHTML contents like CSV and PDF. CO 5. Perform JQuery based AJAX integration to Django Apps to build responsive full stack web applications, 	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	
Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) <ol style="list-style-type: none"> First test at the end of 5th week of the semester Second test at the end of the 10th week of the semester Third test at the end of the 15th week of the semester 	
Two assignments each of 10 Marks <ol style="list-style-type: none"> First assignment at the end of 4th week of the semester Second assignment at the end of 9th week of the semester 	

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to 20 marks.

- Rubrics for each Experiment taken average for all Lab components - 15 Marks.
- Viva-Voce- 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be scaled down to 50 marks

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.

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

Suggested Learning Resources:

Textbooks

1. Adrian Holovaty, Jacob Kaplan Moss, The Definitive Guide to Django: Web Development Done Right, Second Edition, Springer-Verlag Berlin and Heidelberg GmbH & Co. KG Publishers, 2009
2. Jonathan Hayward, Django Java Script Integration: AJAX and jQuery, First Edition, Pack Publishing, 2011

Reference Books

1. Aidas Bendroraitis, Jake Kronika, Django 3 Web Development Cookbook, Fourth Edition, Packt Publishing, 2020
2. William Vincent, Django for Beginners: Build websites with Python and Django, First Edition, Amazon Digital Services, 2018
3. Antonio Mele, Django3 by Example, 3rd Edition, Pack Publishers, 2020
4. Arun Ravindran, Django Design Patterns and Best Practices, 2nd Edition, Pack Publishers, 2020.
5. Julia Elman, Mark Lavin, Light weight Django, David A. Bell, 1st Edition, Oreilly Publications, 2014

Weblinks and Video Lectures (e-Resources):

1. MVT architecture with Django: <https://freevideolectures.com/course/3700/django-tutorials>
2. Using Python in Django: <https://www.youtube.com/watch?v=2BqoLiMT3Ao>
3. Model Forms with Django: <https://www.youtube.com/watch?v=gMM1rtTwKxE>
4. Real time Interactions in Django: <https://www.youtube.com/watch?v=3gHmfoeZ45k>
5. AJAX with Django for beginners: <https://www.youtube.com/watch?v=3VaKNyjlxAU>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

1. Real world problem solving - applying the Django framework concepts and its integration with AJAX to develop any shopping website with admin and user dashboards.

Short Preamble on Full Stack Web Development:

Website development is a way to make people aware of the services and/or products they are offering, understand why the products are relevant and even necessary for them to buy or use, and highlight the striking qualities that set it apart from competitors. Other than commercial reasons, a website is also needed for quick and dynamic information delivery for any domain. Development of a well-designed, informative, responsive and dynamic website is need of the hour from any computer science and related engineering graduates. Hence, they need to be augmented with skills to use technology and framework which can help them to develop elegant websites. Full Stack developers are in need by many companies, who knows and can develop all pieces of web application (Front End, Back End and business logic). MVT based development with Django is the cutting-edge framework for Full Stack Web Development. Python has become an easier language to use for many applications. Django based framework in Python helps a web developer to utilize framework and develop rapidly responsive and secure web applications.



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Semester

COMPUTER GRAPHICS AND FUNDAMENTALS OF IMAGE PROCESSING			
Course Code	21CS63	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Objectives:

CLO 1. Overview of Computer Graphics along with its applications.

CLO 2. Exploring 2D and 3D graphics mathematics along with OpenGL API's.

CLO 3. Use of Computer graphics principles for animation and design of GUI's .

CLO 4. Introduction to Image processing and Open CV.

CLO 5. Image segmentation using Open CV.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Overview: Computer Graphics hardware and software and OpenGL: Computer Graphics: Video Display Devices, Raster-Scan Systems Basics of computer graphics, Application of Computer Graphics. 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).

Textbook 1: Chapter -1,2,3, 5(1 and 2 only)

Self-study topics : Input devices, hard copy devices, coordinate representation, graphics functions, fill area primitives, polygon fill areas, pixel arrays, Parallel Line algorithms

Teaching-Learning Process	Chalk & board, Active Learning Virtual Lab
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Module-2

2D and 3D graphics with OpenGL: 2D Geometric Transformations: Basic 2D Geometric Transformations, matrix representations and homogeneous coordinates, 2D Composite transformations, other 2D transformations, raster methods for geometric transformations, OpenGL raster transformations, OpenGL geometric transformations function,

3D Geometric Transformations: Translation, rotation, scaling, composite 3D transformations, other 3D transformations, OpenGL geometric transformations functions

Textbook 1: Chapter -6, 8 Self-study topics: Transformation between 2D coordinate system, OpenGL geometric-transformation, Transformation between 3D coordinate system.	
Teaching-Learning Process	Chalk & board, Active Learning, Problem based learning Virtual Lab:
Module-3	
Interactive Input Methods and Graphical User Interfaces: Graphical Input Data ,Logical Classification of Input Devices, Input Functions for Graphical Data , Interactive Picture-Construction Techniques, Virtual-Reality Environments, OpenGL Interactive Input-Device Functions, OpenGL Menu Functions , Designing a Graphical User Interface.	
Computer Animation : Design of Animation Sequences, Traditional Animation Techniques, General Computer-Animation Functions, Computer-Animation Languages, Character Animation, Periodic Motions, OpenGL Animation Procedures.	
Textbook 1: Chapter -11, 18 Self-study topics: Raster methods for computer animation, Key frame systems, Motion specification.	
Teaching-Learning Process	Chalk & board, MOOC, Active Learning
Module-4	
Introduction to Image processing: overview, Nature of IP, IP and its related fields, Digital Image representation, types of images.	
Digital Image Processing Operations: Basic relationships and distance metrics, Classification of Image processing Operations.	
Text book 2: Chapter 3 <i>(Below topics is for experiential learning only , No questions in SEE)</i> Computer vision and OpenCV: What is computer vision, Evolution of computer vision, Application of Computer vision, Feature of OpenCV, OpenCV library modules, OpenCV environment, Reading, writing and storing images using OpenCV. OpenCV drawing Functions. OpenCV Geometric Transformations.	
<u>(Note : Computer vision and OpenCV for experimental learning or Activity Based Learning using web sources. Preferred for assignments. No questions in SEE)</u> Web Source: https://www.tutorialspoint.com/opencv/	
Teaching-Learning Process	Chalk& board, Problem based learning Lab practice for OpenCV for basic geometric objects and basic image operation
Module-5	
Image Segmentation: Introduction, classification, detection of discontinuities, Edge detection (up to canny edge detection(included)). Text Book 2: Chapter 9: 9.1 to 9.4.4.4	
<i>(Below topics is for experiential learning only , No questions in SEE)</i> Image processing with Open CV: Resizing , Rotation/ Flipping, Blending, Creating region of Interest (ROI), Image Thresholding, Image Blurring and smoothing, Edge Detection, Image contours and Face Detection on images using OpenCV.	

(Note :Image Processing withOpenCV for experimental learning or Activity Based Learning using web sources. Preferred for assignments. No questions in SEE)

Web source: <https://medium.com/analytics-vidhya/introduction-to-computer-vision-opencv-in-python-fb722e805e8b>

Teaching-Learning Process	Chalk & board, MOOC Lab practice on image processing. Virtual Lab:
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Course Outcomes:

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

- CO 1. Construct geometric objects using Computer Graphics principles and OpenGL APIs.
- CO 2. Use OpenGL APIs and related mathematics for 2D and 3D geometric Operations on the objects.
- CO 3. Design GUI with necessary techniques required to animate the created objects
- CO 4. Apply OpenCV for developing Image processing applications.
- CO 5. Apply Image segmentation techniques along with programming, using OpenCV, for developing simple applications.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

- 1. First test at the end of 5th week of the semester
- 2. Second test at the end of the 10th week of the semester
- 3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

- 4. First assignment at the end of 4th week of the semester
- 5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

- 6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(To have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

- 3. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
- 4. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

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

Suggested Learning Resources:

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Textbooks

1. Donald D Hearn, M Pauline Baker and Warren Carithers: Computer Graphics with OpenGL 4th Edition, Pearson, 2014
2. S. Sridhar, Digital Image Processing, second edition, Oxford University press 2016.

Reference Books

1. Edward Angel: Interactive Computer Graphics- A Top Down approach with OpenGL, 5th edition. Pearson Education, 2008
2. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: Pearson education

Web links and Video Lectures (e-Resources):

Web links and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/106/106106090/>
2. <https://nptel.ac.in/courses/106/102/106102063/>
3. <https://nptel.ac.in/courses/106/103/106103224/>
4. <https://nptel.ac.in/courses/106/102/106102065/>
5. <https://www.tutorialspoint.com/opencv/> (Tutorial, Types of Images, Drawing Functions)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

2. Mini project on computer graphics using Open GL/Python/Open CV.



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AGILE TECHNOLOGIES			
Course Code	21CS641	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives:			
<p>CLO 1. To understand basics of agile technologies</p> <p>CLO 2. To explain XP Lifecycle, XP Concepts and Adopting XP</p> <p>CLO 3. To Evaluate on Pair Programming, Root-Cause Analysis, Retrospectives, Planning, Incremental Requirements and Customer Tests</p> <p>CLO 4. To become Mastering in Agility</p> <p>CLO 5. To provide well Deliver Value</p>			
Teaching-Learning Process (General Instructions)			
<p>These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.</p> <ol style="list-style-type: none"> 1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes. 2. Show Video/animation films to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it. 6. Topics will be introduced in a multiple representation. 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
<p>Why Agile? : Understanding Success, Beyond Deadlines, The Importance of Organizational Success, Enter Agility, How to Be Agile?: Agile Methods, Don't Make Your Own Method, The Road to Mastery, Find a Mentor.</p> <p>The Genesis of Agile, Introduction and background, Agile Manifesto, and Principles, Simple Design, User Stories, Agile Testing, Agile Tools</p> <p>Textbook 1: Part I – Ch 1, Ch 2.</p> <p>Textbook 2: Ch 1</p>			
Teaching-Learning Process		<p>Chalk and board, Active Learning</p> <p>https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90klAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview</p>	
Module-2			

Understanding XP: The XP Lifecycle, The XP Team, XP Concepts, Adopting XP: Is XP Right for Us?, Go!, Assess Your Agility

Overview of Extreme Programming, The Practices of Extreme Programming, Conclusion, Bibliography, Planning Initial Exploration, Release Planning, Iteration Planning, Defining "Done", Task Planning Iterating, Tracking.

Textbook 1: Part I: Ch 3, Ch 4.

Textbook 3: Section 1: Ch 1

Teaching-Learning Process

Chalk and board, Active Learning

<https://www.nptelvideos.com/video.php?id=904>

<https://www.youtube.com/watch?v=x90kIAFGYKE>

<http://www.digimat.in/nptel/courses/video/110104073/L02.html>

https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-3

Practicing XP: Thinking: Pair Programming, Energized Work, Informative Workspace, Root Cause Analysis, Retrospectives,

Collaborating: Trust, Sit Together, Real Customer Involvement, Ubiquitous Language, Stand-Up Meetings, Coding Standards, Iteration Demo, Reporting,

Releasing: "Done Done", No Bugs, Version Control, Ten-Minute Build, Continuous Integration, Collective Code Ownership, Documentation. **Planning:** Vision, Release Planning, The Planning Game, Risk Management, Iteration Planning, Slack, Stories, Estimating. **Developing:** Incremental requirements, Customer Tests, Test-Driven Development, Refactoring, Simple Design, Incremental Design and Architecture, Spike Solutions, Performance Optimization, Exploratory Testing

Textbook 1: Part II: Ch 5, Ch 6, Ch 7, Ch 8, Ch 9.

Teaching-Learning Process

Chalk and board, Demonstration

<https://www.nptelvideos.com/video.php?id=904>

<https://www.youtube.com/watch?v=x90kIAFGYKE>

<http://www.digimat.in/nptel/courses/video/110104073/L02.html>

https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-4

Mastering Agility : Values and Principles: Commonalities, About Values, Principles, and Practices, Further Reading, Improve the Process: Understand Your Project, Tune and Adapt, Break the Rules, Rely on People :Build Effective Relationships, Let the Right People Do the Right Things, Build the Process for the People, Eliminate Waste :Work in Small, Reversible Steps, Fail Fast, Maximize Work Not Done, Pursue Throughput

Textbook 1: Part III- Ch 10, Ch 11, Ch 12, Ch 13.

Teaching-Learning Process

Chalk and board

<https://www.nptelvideos.com/video.php?id=904>

<https://www.youtube.com/watch?v=x90kIAFGYKE>

<http://www.digimat.in/nptel/courses/video/110104073/L02.html>

https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-5

Deliver Value: Exploit Your Agility, Only Releasable Code Has Value, Deliver Business Results, Deliver Frequently, Seek Technical Excellence: Software Doesn't Exist, Design Is for Understanding, Design

Trade-offs, Quality with a Name, Great Design, Universal Design Principles, Principles in Practice, Pursue Mastery

Textbook 1: Part IV- Ch 14, Ch 15.

Teaching-Learning Process

Chalk and board

<https://www.nptelvideos.com/video.php?id=904>

<https://www.youtube.com/watch?v=x90kIAFGYKE>

<http://www.digimat.in/nptel/courses/video/110104073/L02.html>

https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Course outcome (Course Skill Set)

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

- CO 1. Understand the fundamentals of agile technologies
- CO 2. Explain XP Lifecycle, XP Concepts and Adopting XP
- CO 3. Apply different techniques on Practicing XP, Collaborating and Releasing
- CO 4. Analyze the Values and Principles of Mastering Agility
- CO 5. Demonstrate the agility to deliver good values

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour)**

- 1. First test at the end of 5th week of the semester
- 2. Second test at the end of the 10th week of the semester
- 3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

- 4. First assignment at the end of 4th week of the semester
- 5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks (duration 01 hours)**

- 6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

- 1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks

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2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

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

Suggested Learning Resources:

Textbooks

1. James shore, Chromatic, O'Reilly, The Art of Agile Development, 2007

Reference Books

1. Ken Schawber, Mike Beedle, "Agile Software Development with Scrum", Pearson, 2008
2. Agile-Principles-Patterns-and-Practices-in-C by Robert C Martin & Mic Martin.

Web links and Video Lectures (e-Resources):

Model wise mentioned

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of the project based on Agile technologies.



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ADVANCED JAVA PROGRAMMING			
Course Code	21CS642	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives CLO 1. Understanding the fundamental concepts of Enumerations and Annotations CLO 2. Apply the concepts of Generic classes in Java programs CLO 3. Demonstrate the fundamental concepts of String operations CLO 4. Design and develop web applications using Java servlets and JSP CLO 5. Apply database interaction through Java database Connectivity			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same program 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
Enumerations, Autoboxing and Annotations: Enumerations, Enumeration fundamentals, the values() and valueOf() methods, Java enumerations are class types, enumerations inherits Enum, example, type wrappers, Autoboxing, Autoboxing 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: Chapter12			
Teaching-Learning Process	Chalk and board, Online demonstration, Problem based learning		
Module-2			
Generics: What are Generics, A Simple Generics Example, A Generic Class with Two Type Parameters, The General Form of a Generic Class, Bounded Types, Using Wildcard Arguments, Bounded Wildcards, Creating a Generic Method, Generic Interfaces, Raw types and Legacy code, Generic Class Hierarchies, Erasure, Ambiguity errors, Some Generic Restrictions			
Textbook 1: Chapter 14			
Teaching-Learning Process	Chalk and board, Online Demonstration		
Module-3			

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, String Buffer, String Builder

Textbook 1: Chapter 15

Teaching-Learning Process	Chalk and board, Online Demonstration
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Module-4

Background; The life cycle of a servlet; 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 tags, Variables and Objects, Methods, Control statements, Loops, Request String, Parsing other information, User sessions, Cookies, Session Objects

Textbook 1: Chapter 31

Textbook 2: Chapter 11

Teaching-Learning Process	Chalk and board, Online Demonstration
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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.

Textbook 2: Chapter 6

Teaching-Learning Process	Chalk and board, Online Demonstration
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Course Outcomes

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

- CO 1. Understanding the fundamental concepts of Enumerations and Annotations
- CO 2. Apply the concepts of Generic classes in Java programs
- CO 3. Demonstrate the concepts of String operations in Java
- CO 4. Develop web based applications using Java servlets and JSP
- CO 5. Illustrate database interaction and transaction processing in Java

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of 20 Marks (duration 01 hour)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of 10 Marks

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.

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

Suggested Learning Resources:**Textbooks**

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

Reference Books:

1. Y. Daniel Liang: Introduction to JAVA Programming, 7th Edition, Pearson Education, 2007.

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/105/106105191/>
2. <https://nptel.ac.in/courses/106/105/106105225/>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Programming exercises



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ADVANCED COMPUTER ARCHITECTURE			
Course Code	21CS643	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			
CLO 1. Describe computer architecture. CLO 2. Measure the performance of architectures in terms of right parameters. CLO 3. Summarize parallel architecture and the software used for them			
Teaching-Learning Process (General Instructions)			
These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same program 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
Theory of Parallelism: Parallel Computer Models, The State of Computing, Multiprocessors and Multicomputer, Multivector and SIMD Computers, PRAM and VLSI Models, Program and Network Properties, Conditions of Parallelism, Program Partitioning and Scheduling, Program Flow Mechanisms, System Interconnect Architectures, Principles of Scalable Performance, Performance Metrics and Measures, Parallel Processing Applications, Speedup Performance Laws. For all Algorithm or mechanism any one example is sufficient.			
Chapter 1 (1.1 to 1.4), Chapter 2 (2.1 to 2.4) Chapter 3 (3.1 to 3.3)			
Teaching-Learning Process	Chalk and board, Online demonstration, Problem based learning		
Module-2			
Hardware Technologies 1: Processors and Memory Hierarchy, Advanced Processor Technology, Superscalar and Vector Processors, Memory Hierarchy Technology, Virtual Memory Technology. For all Algorithms or mechanisms any one example is sufficient.			
Chapter 4 (4.1 to 4.4)			
Teaching-Learning Process	Chalk and board, Online Demonstration		
Module-3			
Hardware Technologies 2: Bus Systems, Cache Memory Organizations, Shared Memory Organizations, Sequential and Weak Consistency Models, Pipelining and Superscalar Techniques, Linear Pipeline Processors, Nonlinear Pipeline Processors. For all Algorithms or mechanisms any one example is sufficient.			

Chapter 5 (5.1 to 5.4) Chapter 6 (6.1 to 6.2)	
Teaching-Learning Process	Chalk and board, Online Demonstration
Module-4	
Parallel and Scalable Architectures: Multiprocessors and Multicomputers, Multiprocessor System Interconnects, Cache Coherence and Synchronization Mechanisms, Message-Passing Mechanisms, Multivector and SIMD Computers, Vector Processing Principles, Multivector Multiprocessors, Compound Vector Processing, Scalable, Multithreaded, and Dataflow Architectures, Latency-Hiding Techniques, Principles of Multithreading, Fine- Grain Multicomputers. For all Algorithms or mechanisms any one example is sufficient.	
Chapter 7 (7.1,7.2 and 7.4) Chapter 8(8.1 to 8.3) Chapter 9(9.1 to 9.3)	
Teaching-Learning Process	Chalk and board, Online Demonstration
Module-5	
Software for parallel programming: Parallel Models, Languages, and Compilers ,Parallel Programming Models, Parallel Languages and Compilers, Dependence Analysis of Data Arrays. Instruction and System Level Parallelism, Instruction Level Parallelism, Computer Architecture, Contents, Basic Design Issues, Problem Definition, Model of a Typical Processor, Compiler-detected Instruction Level Parallelism ,Operand Forwarding ,Reorder Buffer, Register Renaming ,Tomasulo's Algorithm. For all Algorithms or mechanisms any one example is sufficient.	
Chapter 10(10.1 to 10.3) Chapter 12(12.1 to 12.9)	
Teaching-Learning Process	Chalk and board, Online Demonstration
Course Outcomes	
At the end of the course the student will be able to:	
CO 1. Explain the concepts of parallel computing CO 2. Explain and identify the hardware technologies CO 3. Compare and contrast the parallel architectures CO 4. Illustrate parallel programming concepts	
Assessment Details (both CIE and SEE)	
The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	
Continuous Internal Evaluation:	
Three Unit Tests each of 20 Marks (duration 01 hour)	
1. First test at the end of 5 th week of the semester 2. Second test at the end of the 10 th week of the semester 3. Third test at the end of the 15 th week of the semester	
Two assignments each of 10 Marks	
4. First assignment at the end of 4 th week of the semester 5. Second assignment at the end of 9 th week of the semester	
Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)	
6. At the end of the 13 th week of the semester	
The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks (to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).	

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks marks scored will be proportionately reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

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

Suggested Learning Resources:

Textbooks

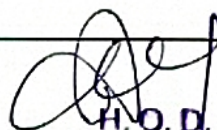
1. Kai Hwang and Naresh Jotwani, Advanced Computer Architecture (SIE): Parallelism, Scalability, Programmability, McGraw Hill Education 3/e. 2015

Reference Books:

1. John L. Hennessy and David A. Patterson, Computer Architecture: A quantitative approach, 5th edition, Morgan Kaufmann Elsevier, 2013

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning



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DATA SCIENCE AND VISUALIZATION			
Course Code	21CS644	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives CLO 1. To introduce data collection and pre-processing techniques for data science CLO 2. Explore analytical methods for solving real life problems through data exploration techniques CLO 3. Illustrate different types of data and its visualization CLO 4. Find different data visualization techniques and tools CLO 5. Design and map element of visualization well to perceive information			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none">1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.2. Use of Video/Animation to explain functioning of various concepts.3. Encourage collaborative (Group Learning) Learning in the class.4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.6. Introduce Topics in manifold representations.7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.			
Module-1			
Introduction to Data Science Introduction: What is Data Science? Big Data and Data Science hype – and getting past the hype, Why now? – Datafication, Current landscape of perspectives, Skill sets. Needed Statistical Inference: Populations and samples, Statistical modelling, probability distributions, fitting a model.			
Textbook 1: Chapter 1			
Teaching-Learning Process	<ol style="list-style-type: none">1. PPT – Recognizing different types of data, Data science process2. Demonstration of different steps, learning definition and relation with data science		
Module-2			
Exploratory Data Analysis and the Data Science Process Basic tools (plots, graphs and summary statistics) of EDA, Philosophy of EDA, The Data Science Process, Case Study: Real Direct (online realestate firm). Three Basic Machine Learning Algorithms: Linear Regression, k-Nearest Neighbours (k- NN), k-means.			
Textbook 1: Chapter 2, Chapter 3			
Teaching-Learning Process	<ol style="list-style-type: none">1. PPT –Plots, Graphs, Summary Statistics2. Demonstration of Machine Learning Algorithms		

Module-3**Feature Generation and Feature Selection**

Extracting Meaning from Data: Motivating application: user (customer) retention. Feature Generation (brainstorming, role of domain expertise, and place for imagination), Feature Selection algorithms. Filters; Wrappers; Decision Trees; Random Forests. Recommendation Systems: Building a User-Facing Data Product, Algorithmic Ingredients of a Recommendation Engine, Dimensionality Reduction, Singular Value Decomposition, Principal Component Analysis, Exercise: build your own recommendation system.

Textbook 1: Chapter 6

Teaching-Learning Process

1. PPT – Feature generation, selection
2. Demonstration recommendation engine

Module-4**Data Visualization and Data Exploration**

Introduction: Data Visualization, Importance of Data Visualization, Data Wrangling, Tools and Libraries for Visualization

Comparison Plots: Line Chart, Bar Chart and Radar Chart; **Relation Plots:** Scatter Plot, Bubble Plot, Correlogram and Heatmap; **Composition Plots:** Pie Chart, Stacked Bar Chart, Stacked Area Chart, Venn Diagram; **Distribution Plots:** Histogram, Density Plot, Box Plot, Violin Plot; **Geo Plots:** Dot Map, Choropleth Map, Connection Map; What Makes a Good Visualization?

Textbook 2: Chapter 1, Chapter 2

Teaching-Learning Process

1. Demonstration of different data visualization tools.

Module-5**A Deep Dive into Matplotlib**

Introduction, Overview of Plots in Matplotlib, **Pyplot Basics:** Creating Figures, Closing Figures, Format Strings, Plotting, Plotting Using pandas DataFrames, Displaying Figures, Saving Figures; **Basic Text and Legend Functions:** Labels, Titles, Text, Annotations, Legends; **Basic Plots:** Bar Chart, Pie Chart, Stacked Bar Chart, Stacked Area Chart, Histogram, Box Plot, Scatter Plot, Bubble Plot; **Layouts:** Subplots, Tight Layout, Radar Charts, GridSpec; **Images:** Basic Image Operations, Writing Mathematical Expressions

Textbook 2: Chapter 3

Teaching-Learning Process

1. PPT – Comparison of plots
2. Demonstration charts

Course Outcomes

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

- CO 1. Understand the data in different forms
- CO 2. Apply different techniques to Explore Data Analysis and the Data Science Process
- CO 3. Analyze feature selection algorithms & design a recommender system.
- CO 4. Evaluate data visualization tools and libraries and plot graphs.
- CO 5. Develop different charts and include mathematical expressions.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of 20 Marks (duration 01 hour)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of 10 Marks

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.

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

Suggested Learning Resources:

Textbooks

1. Doing Data Science, Cathy O'Neil and Rachel Schutt, O'Reilly Media, Inc O'Reilly Media, Inc, 2013
2. Data Visualization workshop, Tim Grobmann and Mario Dobler, Packt Publishing, ISBN 9781800568112

Reference:

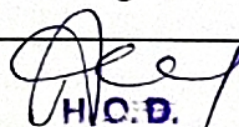
1. Mining of Massive Datasets, Anand Rajaraman and Jeffrey D. Ullman, Cambridge University Press, 2010
2. Data Science from Scratch, Joel Grus, Shroff Publisher /O'Reilly Publisher Media
3. A handbook for data driven design by Andy krik

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/105/106105077/>
2. <https://www.oreilly.com/library/view/doing-data-science/9781449363871/toc01.html>
3. <http://book.visualisingdata.com/>
4. <https://matplotlib.org/>
5. <https://docs.python.org/3/tutorial/>
6. <https://www.tableau.com/>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration using projects


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INTRODUCTION TO DATA STRUCTURES			
Course Code	21CS651	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives <p>CLO 1. Introduce elementary data structures.</p> <p>CLO 2. Analyze Linear Data Structures: Stack, Queues, Lists</p> <p>CLO 3. Analyze Non Linear Data Structures: Trees</p> <p>CLO 4. Assess appropriate data structure during program development/Problem Solving.</p>			
Teaching-Learning Process (General Instructions) <p>These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.</p> <ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them. <p>Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.</p>			
Module-1			
Introduction: Introduction to arrays: one-dimensional arrays, two dimensional arrays, initializing two dimensional arrays, Multidimensional arrays. Introduction to Pointers: Pointer concepts, accessing variables through pointers, Dynamic memory allocation, pointers applications. Introduction to structures and unions: Declaring structures, Giving values to members, structure initialization, arrays of structures, nested structure, unions, size of structures.			
Textbook 1: Ch 8.3 to 8.15, Ch 12.3 to 12.19 Textbook 2: Ch 2.1 to 2.13, 2.51, 2.80 to 2.98			
Teaching-Learning Process	Chalk and board, Active Learning		
Module-2			
Linear Data Structures-Stacks and queues: Introduction, Stack representation in Memory, Stack Operations, Stack Implementation, Applications of Stack. Introduction, Queues-Basic concept, Logical representation of Queues, Queue Operations and its types, Queue Implementation, Applications of Queue.			
Textbook 2: Ch 6.1 to 6.14, Ch 8.1, 8.2			
Teaching-Learning Process	Chalk and board, Active Learning, Problem Based Learning		
Module-3			
Linear Data Structures-Linked List: Introduction, Linked list Basic concept, Logical representation of Linked list, Self-Referential structure, Singly-linked List Operations and Implementation, Circular Linked List, applications of Linked list.			

Textbook 1: Ch 15.1,15.3,15.4,15.8	
Textbook 2: Ch 9.2.9.5	
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning
Module-4	
Non Linear Data Structures – Trees	
Introduction, Basic concept, Binary Tree and its types, Binary Tree Representation, Binary Tree Traversal, Binary Search tree, Expression Trees.	
Textbook1: Ch 16.1,16.2	
Textbook2:Ch 10.1,10.2,10.4,10.6.3	
Teaching-Learning Process	Chalk& board, Active Learning, Problem based learning
Module-5	
Sorting and Searching	
Sorting: Introduction, Bubble sort, Selection sort, Insertion sort	
Searching: Introduction, Linear search, Binary search.	
Textbook1: Ch 17.1,17.2.2, 17.2.4, 17.3.1,17.3.2	
Textbook2: Ch 11.1,11.2,11.3,11.7,11.10.1,11.10.2	
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning
Course Outcomes	
At the end of the course the student will be able to:	
CO 1. Express the fundamentals of static and dynamic data structure.	
CO 2. Summarize the various types of data structure with their operations.	
CO 3. Interpret various searching and sorting techniques.	
CO 4. Choose appropriate data structure in problem solving.	
CO 5. Develop all data structures in a high level language for problem solving.	
Assessment Details (both CIE and SEE)	
The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%.	
The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	
Continuous Internal Evaluation:	
Three Unit Tests each of 20 Marks (duration 01 hour)	
1. First test at the end of 5 th week of the semester	
2. Second test at the end of the 10 th week of the semester	
3. Third test at the end of the 15 th week of the semester	
Two assignments each of 10 Marks	
4. First assignment at the end of 4 th week of the semester	
5. Second assignment at the end of 9 th week of the semester	
Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)	
6. At the end of the 13 th week of the semester	
The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks	
(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).	
CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.	
Semester End Examination:	

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.

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

Suggested Learning Resources:

Textbooks

1. C Programming and data structures, E Balaguruswamy 4th Edition, 2007, McGraw Hill
2. Systematic approach to Data structures using C, A M Padma Reddy, 7th Edition 2007, Sri Nandi Publications.

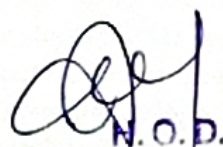
References

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.

Weblinks and Video Lectures (e-Resources):

1. <https://www.youtube.com/watch?v=DFpWCl49i0>
2. <https://www.youtube.com/watch?v=x7t-ULoAZM>
3. <https://www.youtube.com/watch?v=l37kGX-nZEI>
4. <https://www.youtube.com/watch?v=XuChpw6Bj1U>
5. <https://www.youtube.com/watch?v=R9PTBwOzceo>
6. <https://www.youtube.com/watch?v=qH6yxkw0u78>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning
Demonstration of projects developed using Linear/Non-linear data structures



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INTRODUCTION TO DATABASE MANAGEMENT SYSTEMS

Course Code	21CS652	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

- CLO 1. Understand the basic concepts and the applications of database systems.
 CLO 2. Understand the relational database design principles.
 CLO 3. Master the basics of SQL and construct queries using SQL.
 CLO 4. Familiar with the basic issues of transaction processing and concurrency control.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain the functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develops design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

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

Textbook 1: Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.7

Teaching-Learning Process Chalk and board, Active Learning, Problem based learning

Module-2

Relational Model: Relational Model Concepts, Relational Model Constraints and relational database schemas, Update operations, transactions, and dealing with constraint violations.

Relational Algebra: Relational algebra: introduction, Selection and projection, set operations, renaming, Joins, Division, syntax, semantics. Operators, grouping and ungrouping, relational comparison. Examples of Queries in relational algebra.

Mapping Conceptual Design into a Logical Design: Relational Database Design using ER-to-Relational mapping.

Textbook 1: ch5.1 to 5.3, 8.1 to 8.5, 9.1;

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-3	
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. Advances Queries: More complex SQL retrieval queries, Specifying constraints as assertions and action triggers, Views in SQL, Schema change statements in SQL Database Textbook 1: Ch 6.1 to 6.5, 7.1 to 7.4; Textbook 2: 6.1 to 6.6;	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
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. Examples on normal forms. Textbook 1: Ch 14.1 to -14.7, 15.1 to 15.6	
Teaching-Learning Process	Chalk & board, Problem based learning
Module-5	
Transaction management and Concurrency -Control Transaction management: ACID properties, serializability and concurrency control, Lock based concurrency control (2PL, Deadlocks), Time stamping methods, optimistic methods, database recovery management Textbook 1: Ch 20.1 to 20.6, 21.1 to 21.7;	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes At the end of the course the student will be able to: CO 1. Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS CO 2. Use Structured Query Language (SQL) for database manipulation. CO 3. Design and build simple database systems CO 4. Develop application to interact with databases.	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together Continuous Internal Evaluation: Three Unit Tests each of 20 Marks (duration 01 hour) 1. First test at the end of 5 th week of the semester 2. Second test at the end of the 10 th week of the semester 3. Third test at the end of the 15 th week of the semester Two assignments each of 10 Marks 4. First assignment at the end of 4 th week of the semester 5. Second assignment at the end of 9 th week of the semester Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours) 6. At the end of the 13 th week of the semester	

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.

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

Suggested Learning Resources:

Textbooks

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

Weblinks and Video Lectures (e-Resources):

1. <https://www.youtube.com/watch?v=3EJlovevfcA>
2. <https://www.youtube.com/watch?v=9TwMRs3qTcU>
3. <https://www.youtube.com/watch?v=ZW10Xow304I>
4. <https://www.youtube.com/watch?v=4YilEjkNPrQ>
5. <https://www.youtube.com/watch?v=CZTkgMoqVss>
6. <https://www.youtube.com/watch?v=Hl4NZB1XR9c>
7. https://www.youtube.com/watch?v=EGEwkad_IIA
8. <https://www.youtube.com/watch?v=t5hsV9IC1rU>

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Developing and demonstration of models / projects based on DBMS application



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INTRODUCTION TO CYBER SECURITY			
Course Code	21CS653	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives CLO 1. To familiarize cybercrime terminologies and ACTs CLO 2. Understanding cybercrime in mobiles and wireless devices along with the tools for Cybercrime and prevention CLO 3. Understand the motive and causes for cybercrime, cybercriminals, and investigators CLO 4. Understanding criminal case and evidence, detection standing criminal case and evidence.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
Introduction to Cybercrime: Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security, Who are Cybercriminals? Classifications of Cybercrimes, Cybercrime: The Legal Perspectives, Cybercrimes: An Indian Perspective, Cybercrime and the Indian ITA 2000.			
Textbook1:Ch1 (1.1 to 1.8).			
Teaching-Learning Process	Chalk and board, Active Learning		
Module-2			
Cyber offenses: How Criminals Plan Them: Introduction, How Criminals Plan the Attacks, Social Engineering, Cyber stalking, Cybercafe and Cybercrimes. Botnets: The Fuel for Cybercrime, Attack Vector			
Textbook1: Ch2 (2.1 to 2.7).			
Teaching-Learning Process	Chalk and board, Active Learning		
Module-3			
Tools and Methods Used in Cybercrime: Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Key loggers and Spywares, Virus and Worms, Trojan Horses and Backdoors.			

Steganography, DoS and DDoS Attacks, Attacks on Wireless Networks.

Textbook1: Ch4 (4.1 to 4.9, 4.12).

Teaching-Learning Process	Chalk and board, Case studies
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Module-4

Understanding the people on the scene: Introduction, understanding cyber criminals, understanding cyber victims, understanding cyber investigators.

The Computer Investigation process: investigating computer crime.

Understanding Cybercrime Prevention: Understanding Network Security Concepts, Understanding Basic Cryptography Concepts, Making the Most of Hardware and Software Security

Textbook 2:Ch3,Ch 4, Ch 7.

Teaching-Learning Process	Chalk& board, Case studies
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Module-5

Cybercrime Detection Techniques: Security Auditing and Log Firewall Logs, Reports, Alarms, and Alerts, Commercial Intrusion Detection Systems, Understanding E-Mail Headers Tracing a Domain Name or IP Address.

Collecting and preserving digital Evidence: Introduction, understanding the role of evidence in a criminal case, collecting digital evidence, preserving digital evidence, recovering digital evidence, documenting evidence.

TextBook 2:Ch 9, Ch 10.

Teaching-Learning Process	Chalk and board, Case studies
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Course Outcomes

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

- CO 1. Describe the cyber crime terminologies
- CO 2. Analyze cybercrime in mobiles and wireless devices along with the tools for Cybercrime and prevention
- CO 3. Analyze the motive and causes for cybercrime, cybercriminals, and investigators
- CO 4. Apply the methods for understanding criminal case and evidence, detection standing criminal case and evidence.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of 20 Marks (duration 01 hour)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of 10 Marks

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).
CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (duration 03 hours)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.

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

Suggested Learning Resources:

Textbooks

1. SunitBelapure and Nina Godbole, "Cyber Security: Understanding Cyber Crimes, Computer Forensics And Legal Perspectives", Wiley India Pvt Ltd, ISBN: 978-81- 265-21791, 2013
2. Debra Little John Shinder and Michael Cross, "Scene of the cybercrime", 2nd edition, Syngress publishing Inc, Elsevier Inc, 2008

Reference Books:


1. Robert M Slade, "Software Forensics", Tata McGraw Hill, New Delhi, 2005.
2. Bernadette H Schell, Clemens Martin, "Cybercrime", ABC - CLIO Inc, California, 2004.
3. Nelson Phillips and EnfingerSteuart, "Computer Forensics and Investigations", Cengage Learning, New Delhi, 2009.
4. Kevin Mandia, Chris Prosise, Matt Pepe, "Incident Response and Computer Forensics", Tata McGraw -Hill, New Delhi, 2006.

Weblinks and Video Lectures (e-Resources):

1. <https://www.youtube.com/watch?v=cZDzUP1Hcl0>
2. <https://www.youtube.com/watch?v=qS4VlqnjkC8>
3. https://www.trendmicro.com/en_nz/ciso/21/h/cybercrime-today-and-the-future.html

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects related to Cyber security.


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PROGRAMMING IN JAVA			
Course Code	21CS654	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives CLO 1. Learn fundamental features of object oriented language and JAVA. CLO 2. To create, debug and run simple Java programs. CLO 3. Learn object oriented concepts using programming examples. CLO 4. Study the concepts of importing of packages and exception handling mechanism. CLO 5. Discuss the String Handling examples with Object Oriented concepts.			
Teaching-Learning Process (General Instructions) These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes. <ol style="list-style-type: none"> 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes. 2. Use of Video/Animation to explain functioning of various concepts. 3. Encourage collaborative (Group Learning) Learning in the class. 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking. 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it. 6. Introduce Topics in manifold representations. 7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. 			
Module-1			
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			
Textbook 1:Ch 2,Ch 3.			
Teaching-Learning Process	Chalk and board, Problem based learning.		
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.			
Textbook 1:Ch 4,Ch 5.			
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration		
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.

Textbook 1: Ch 6, Ch 7.1-7.9, Ch 8.1-8.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
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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

Textbook 1: Ch 9, Ch 10.

Teaching-Learning Process	Chalk& board, Problem based learning, Demonstration
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Module-5

Enumerations : Enumerations, Type Wrappers.

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.

Textbook 1: Ch 12.1, 12.2, Ch 15.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
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Course Outcomes

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

- CO 1. Develop JAVA programs using OOP principles and proper program structuring.
- CO 2. Develop JAVA program using packages, inheritance and interface.
- CO 3. Develop JAVA programs to implement error handling techniques using exception handling
- CO 4. Demonstrate string handling concepts using JAVA.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

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5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for 20 Marks (duration 01 hours)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be scaled down to 50 marks

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours**)

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module

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

Suggested Learning Resources:

Textbooks

1. Herbert Schildt, Java The Complete Reference, 7th Edition, Tata McGraw Hill, 2007. (Chapters 2, 3, 4, 5, 6,7, 8, 9,10, 12,15)

Reference Books:

1. Mahesh Bhav and Sunil Patekar, "Programming with Java", First Edition, Pearson Education,2008, ISBN:9788131720806.
2. Rajkumar Buyya,SThamarasiselvi, xingchen chu, Object oriented Programming with java, Tata McGraw Hill education private limited.
3. E Balagurusamy, Programming with Java A primer, Tata McGraw Hill companies.
4. Anita Seth and B L Juneja, JAVA One step Ahead, Oxford University Press, 2017.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects developed using JAVA



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COMPUTER GRAPHICS AND IMAGE PROCESSING LABORATORY

Course Code	21CSL66	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	1	Exam Hours	03

Course Objectives:

CLO 1: Demonstrate the use of Open GL.

CLO 2: Demonstrate the different geometric object drawing using OpenGL

CLO 3: Demonstration of 2D/3D transformation on simple objects.

CLO 4: Demonstration of lighting effects on the created objects.

CLO 5: Demonstration of Image processing operations on image/s.

Sl. No.	Practise Programs
	<ul style="list-style-type: none"> • Installation of OpenGL /OpenCV/ Python and required headers • Simple programs using OpenGL (Drawing simple geometric object like line, circle, rectangle, square) • Simple programs using OpenCV (operation on an image/s)
	PART A
	<i>List of problems for which student should develop program and execute in the Laboratory using OpenGL/openCV/ Python</i>
1.	Develop a program to draw a line using Bresenham's line drawing technique
2.	Develop a program to demonstrate basic geometric operations on the 2D object
3.	Develop a program to demonstrate basic geometric operations on the 3D object
4.	Develop a program to demonstrate 2D transformation on basic objects
5.	Develop a program to demonstrate 3D transformation on 3D objects
6.	Develop a program to demonstrate Animation effects on simple objects.
7.	Write a Program to read a digital image. Split and display image into 4 quadrants, up, down, right and left.
8.	Write a program to show rotation, scaling, and translation on an image.
9.	Read an image and extract and display low-level features such as edges, textures using filtering techniques.
10.	Write a program to blur and smoothing an image.
11.	Write a program to contour an image.
12.	Write a program to detect a face/s in an image.
	PART B
	Practical Based Learning
	<p>Student should develop a mini project and it should be demonstrate in the laboratory examination, Some of the projects are listed and it is not limited to:</p> <ul style="list-style-type: none"> ➤ Recognition of License Plate through Image Processing ➤ Recognition of Face Emotion in Real-Time ➤ Detection of Drowsy Driver in Real-Time ➤ Recognition of Handwriting by Image Processing ➤ Detection of Kidney Stone ➤ Verification of Signature ➤ Compression of Color Image ➤ Classification of Image Category ➤ Detection of Skin Cancer ➤ Marking System of Attendance using Image Processing ➤ Detection of Liver Tumor ➤ IRIS Segmentation ➤ Detection of Skin Disease and / or Plant Disease ➤ Biometric Sensing System . ➤ Projects which helps to formers to understand the present developments in agriculture.

	<ul style="list-style-type: none"> ➤ Projects which helps high school/college students to understand the scientific problems. ➤ Simulation projects which helps to understand innovations in science and technology
Course Outcome (Course Skill Set) At the end of the course the student will be able to: CO 1: Use openGL /OpenCV for the development of mini Projects. CO 2: Analyze the necessity mathematics and design required to demonstrate basic geometric transformation techniques. CO 3: Demonstrate the ability to design and develop input interactive techniques. CO 4: Apply the concepts to Develop user friendly applications using Graphics and IP concepts.	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). Continuous Internal Evaluation (CIE): CIE marks for the practical course is 50 Marks. The split-up of CIE marks for record/ journal and test are in the ratio 60:40. <ul style="list-style-type: none"> • Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session. • Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks. • Total marks scored by the students are scaled down to 30 marks (60% of maximum marks). • Weightage to be given for neatness and submission of record/write-up on time. • Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester. • In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce. • The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book • The average of 02 tests is scaled down to 20 marks (40% of the maximum marks). The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student. 	
Semester End Evaluation (SEE): <ul style="list-style-type: none"> • SEE marks for the practical course is 50 Marks. • SEE shall be conducted jointly by the two examiners of the same Institute, examiners are appointed by the University • All laboratory experiments are to be included for practical examination. • (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. OR based on the course requirement evaluation rubrics shall be decided jointly by examiners. • Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly. 	

- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- Students can pick one experiment from the questions lot of PART A with equal choice to all the students in a batch.
- **PART B** : Student should develop a mini project and it should be demonstrated in the laboratory examination (with report and presentation).
- Weightage of marks for **PART A** is 60% and for **PART B** is 40%. General rubrics suggested to be followed for part A and part B.
- Change of experiment is allowed only once (in part A) and marks allotted to the procedure part to be made zero.
- The duration of SEE is 03 hours.

Suggested Learning Resources:

1. Donald Hearn & Pauline Baker: Computer Graphics with OpenGL Version, 3rd/4th Edition, Pearson Education, 2011
2. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: Pearson education

Weblinks and Video Lectures (e-Resources):

1. <https://nptel.ac.in/courses/106/106/106106090/>
2. <https://nptel.ac.in/courses/106/102/106102063/>
3. <https://nptel.ac.in/courses/106/103/106103224/>
4. <https://nptel.ac.in/courses/106/102/106102065/>
5. <https://www.tutorialspoint.com/opencv/>
6. <https://medium.com/analytics-vidhya/introduction-to-computer-vision-opencv-in-python-fb722e805e8b>



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