

27.09.2022

V Semester

OBJECT ORIENTED MODELLING AND DESIGN			
Course Code	21CD51	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 the concepts involved in Object-Oriented modelling and their benefits. CLO 2. Demonstrate concept of use-case model, sequence model and state chart model for a given problem. CLO 3. Explain the facets of the unified process approach to design and build a Software system. CLO 4. Translate the requirements into implementation for Object Oriented design. CLO 5. Choose an appropriate design pattern to facilitate development procedure.			
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) 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			
Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived Data; Packages. State Modeling: Events, States, Transitions and Conditions, State Diagrams, State diagram behaviour. Text Book-1: 4, 5			
Teaching-Learning Process		Chalk and board, Active Learning, Problem based learning	
Module-2			
UseCase Modelling and Detailed Requirements: Overview; Detailed object-oriented Requirements definitions; System Processes-A use case/Scenario view; Identifying Input and outputs-The System sequence diagram; Identifying Object Behaviour-The state chart Diagram; Integrated Object-oriented Models. Text Book-2:Chapter- 6:Page 210 to 250			
Teaching-Learning Process		Chalk and board, Active Learning, Demonstration	
Module-3			
Process Overview, System Conception and Domain Analysis: Process Overview: Development stages; Development life Cycle; System Conception: Devising a system concept; elaborating a concept; preparing			

a problem statement. Domain Analysis: Overview of analysis; Domain Class model: Domain state model; Domain interaction model; Iterating the analysis.	
Text Book-1:Chapter- 10,11,and 12	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
Use case Realization :The Design Discipline within up iterations: Object Oriented Design-The Bridge between Requirements and Implementation; Design Classes and Design within Class Diagrams; Interaction Diagrams-Realizing Use Case and defining methods; Designing with Communication Diagrams; Updating the Design Class Diagram; Package Diagrams-Structuring the Major Components; Implementation Issues for Three-Layer Design.	
Text Book-2: Chapter 8: page 292 to 346	
Teaching-Learning Process	Chalk & board, Problem based learning
Module-5	
Design Patterns: Introduction; what is a design pattern?, Describing design patterns, the catalogue of design patterns, Organizing the catalogue, How design patterns solve design problems, how to select a design patterns, how to use a design pattern; Creational patterns: prototype and singleton (only); structural patterns adaptor and proxy (only).	
Text Book-3: Ch-1: 1.1, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8,Ch-3,Ch-4.	
Teaching-Learning Process	Chalk and board, MOOC
Course Outcomes At the end of the course the student will be able to: CO 1. Describe the concepts of object-oriented and basic class modelling. CO 2. Draw class diagrams, sequence diagrams and interaction diagrams to solve problems. CO 3. Choose and apply a befitting design pattern for the given problem CO 4. Translate the requirements into implementation for Object Oriented design CO 5. Choose an appropriate design pattern to facilitate development procedure	
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. 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. Marks scored out of 100 shall be reduced proportionally to 50 marks
Suggested Learning Resources: Textbooks 1. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML, 2nd Edition, Pearson Education, 2005 2. Satzinger, Jackson and Burd: Object-Oriented Analysis & Design with the Unified Process, Cengage Learning, 2005. 3. Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides: Design Patterns –Elements of Reusable Object-Oriented Software, Pearson Education, 2007. Reference: 1. Grady Booch et. al.: Object-Oriented Analysis and Design with Applications, 3rd Edition, Pearson Education, 2007. 2. Frank Buschmann, Regine Meunier, Hans Rohnert, Peter Sommerlad, Michel Stal: Pattern – Oriented Software Architecture. A system of patterns , Volume 1, John Wiley and Sons. 2007. 3. Booch, Jacobson, Rumbaugh : Object-Oriented Analysis and Design with Applications, 3rd edition, Pearson, Reprint 2013
Weblinks and Video Lectures (e-Resources):
Activity Based Learning (Suggested Activities in Class)/ Practical Based learning Group Activities, quizzes, Puzzles and presentations


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27.09.2022

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.			
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:			
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:			
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: 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: 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) 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 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.
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. Marks scored out of 100 shall be reduced proportionally to 50 marks

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

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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	

27.09.2022

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
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
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
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 <i>relate</i> 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	

27.09.2022

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 Modelling 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=gWmOKmgnQkU 3. Directives& Building Databases: https://www.youtube.com/watch?v=R_0kHflzgm0 4. Introduction to NODE .JS:https://www.youtube.com/watch?v=8u1o-0m0eGQ 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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27.09.2022

V Semester

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.			
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			

27.09.2022

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
Module-4	
Decision Tree learning Bayesian Learning	
Textbook 2: Chapter 6 and 8	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-5	
Artificial neural Network Clustering Algorithms	
Textbook 2: Chapter 10 and 13	
Teaching-Learning Process	Chalk and board, Active Learning.
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)	
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) 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 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.
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. Marks scored out of 100 shall be reduced proportionally to 50 marks

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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V Semester

DATABASE MANAGEMENT SYSTEM LABORATORY WITH MINI PROJECT			
CourseCode	21CSL55	CIEMarks	50
TeachingHours/Week(L:T:P:S)	0:0:2:0	SEEMarks	50
TotalHoursofPedagogy	24	TotalMarks	100
Credits	01	ExamHours	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	Aim: Demonstrating creation of tables, applying the view concepts on the tables. 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) Write SQL queries to 1. Retrieve details of all books in the library – id, title, name of publisher, authors, number of copies in each Programme, etc. 2. Get the particulars of borrowers who have borrowed more than 3 books, but from Jan 2017 to Jun 2017. 3. Delete a book in BOOK table. Update the contents of other tables to reflect this data manipulation operation. 4. Partition the BOOK table based on year of publication. Demonstrate its working with a simple query. 5. Create a view of all books and its number of copies that are currently available in the Library. Reference: https://www.youtube.com/watch?v=AaSU-AOguls https://www.youtube.com/watch?v=-EwEvjxS-Fw		
2	Aim: Discuss the various concepts on constraints and update operations. 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) Write SQL queries to Count the customers with grades above Bangalore's average. 2. Find the name and numbers of all salesman who had more than one customer. 3. List all the salesman and indicate those who have and don't have customers in their cities (Use UNION operation.) 4. Create a view that finds the salesman who has the customer with the highest order of a day. 5. Demonstrate the DELETE operation by removing salesman with id 1000. All his orders must also be deleted. Reference: https://www.youtube.com/watch?v=AA-KL1jbMeY		

3	https://www.youtube.com/watch?v=7S_tz1z_5bA Aim: Demonstrate the concepts of JOIN operations. 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 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. Reference: https://www.youtube.com/watch?v=hSiCUNVKIAo https://www.youtube.com/watch?v=Eod3aQkFz84
4	Aim: Introduce concepts of PLSQL and usage on the table. 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 1. List all the student details studying in fourth semester 'C' section. 2. Compute the total number of male and female students in each semester and in each section. 3. Create a view of Test1 marks of student USN '1BI15CS101' in all Courses. 4. Calculate the FinalIA (average of best two test marks) and update the corresponding table for all students. 5. Categorize students based on the following criterion: If FinalIA = 17 to 20 then CAT = 'Outstanding' If FinalIA = 12 to 16 then CAT = 'Average' If FinalIA < 12 then CAT = 'Weak' Give these details only for 8th semester A, B, and C section students. Reference: https://www.youtube.com/watch?v=horURQewW9c https://www.youtube.com/watch?v=P7-wKbKrAhk
5	Aim: Demonstrate the core concepts on table like nested and correlated nesting queries and also EXISTS and NOT EXISTS keywords. 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 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. Show the resulting salaries if every employee working on the 'IoT' project is given a 10 percent

	raise. 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 Retrieve the name of each employee who works on all the projects controlled by department number 5 (use NOT EXISTS operator). 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. Reference: https://www.youtube.com/watch?v=Dk8f3ejqKts
Pedagogy	For the above experiments the following pedagogy can be considered. Problembasedlearning,Activelearning,MOOC,Chalk&Talk
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.
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). 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	

27.09.2022

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) • <i>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.</i> • <i>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.</i> • 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/EResource https://www.tutorialspoint.com/sql/index.htm


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27.09.2022

V Semester

ANGULAR JS AND NODE JS (Practical based)			
Course Code:	21CSL581	CIE Marks	50
Teaching Hours/Week	0:0:2:0	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.			
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 createdatabase for simple application.
- CO 5. Plan and build webservers with node usingNode.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).

Continuous Internal Evaluation (CIE):

NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above

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 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

27.09.2022

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 Modelling 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=gWmOKmgnQkU 3. Directives& Building Databases: https://www.youtube.com/watch?v=R_0kHflzgm0 4. Introduction to NODE.JS: https://www.youtube.com/watch?v=8u1o-QmOeGQ 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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VI Semester

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. 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 RequirementsEngineering 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 AnalysisModels: Requirement Analysis, Analysis Model Approaches, Data modelling 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:

- 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)**

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.
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. Marks scored out of 100 shall be reduced proportionally to 50 marks.

Suggested Learning Resources:

Textbooks

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.

27.09.2022

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-ggx7Pr1G4UAHeFlj
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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VI Semester

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 fullstack 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. 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: 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	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 3. Live coding of all concepts with simple examples 4. 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:	
1. Develop a registration page for student enrolment as done in Module 2 but without page refresh using AJAX. 2. Develop a search application in Django using AJAX that displays courses enrolled by a student being searched.	
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 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: 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)	
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	
Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to 20 marks.	

27.09.2022

- 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.
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. Marks scored out of 100 shall be reduced proportionally to 50 marks

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.


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VI 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		
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			

27.09.2022

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.	
<u>(Note :Image Processing with OpenCV for experimental learning or Activity Based Learning using web sources, Preferred for assignments. No questions in SEE)</u>	

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**)

1. The question paper will have ten questions. Each question is set for 20 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. Marks scored out of 100 shall be reduced proportionally to 50 marks

Suggested Learning Resources:

Text Books

1. Donald D Hearn, M Pauline Baker and Warren Carithers: Computer Graphics with OpenGL 4th Edition, Pearson, 2014

27.09.2022

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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27.09.2022

VI Semester

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		
	• 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		
	List of problems for which student should develop program and execute in the Laboratory using openGL/openCV/ Python		
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		
	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: ➤ 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. ➤ 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. • 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): • 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.	

27.09.2022

- 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 Hughes 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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VI Semester

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.			
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			

27.09.2022

case of characters within a String, String Buffer, String Builder	
Textbook 1: Chapter 15	
Teaching-Learning Process	Chalk and board, Online Demonstration
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
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
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 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)	

27.09.2022

1. The question paper will have ten questions. Each question is set for 20 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. Marks scored out of 100 shall be reduced proportionally to 50 marks

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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