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| Sl. No | Syllabus | Curriculum | Deployment Strategy andTool | Cross-cutting issuesintegrated | PO, PSO and CO | Attainment Verification |
| 1. | UNIX SYSTEM PROGRAMMING | 1. This course will prepare students to develop software in and for Linux/UNIX environments. Topics to be covered include basic operating system concepts, effective command line usage, shell programming, the C language, programming development tools, system programming, network programming (client-server model and sockets), and GUI programming.2.The course is primarily about system programming. In particular, it covers the following parts of thekernel API: general I/O structure, device and terminal control, the le system interface, process and threadmanagement, signals and inter-process communication methods. It also covers a bit about event drivenprogramming and the curses library.This course devotes a small amount of time to shells and UNIX tools, and significant emphasis on systemprogramming, | 1. Chalk and

Talk method1. PPT
 | * Business

 Ethics* Human

 values | PO1:Engineering KnowledgePO2:Problem AnalysisPO3:Design/Development Of SolutionsPO4:Conduct Investigations Of Complex ProblemsPO5:Modern Tool UsagePO10:COMMUNICATION |  |
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|  |  | PSO1:Professional SkillsPSO2:Problem Solving Skill |
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|  |  | CO1:Analyse the POSIX Standards and API Common Characteristics and Differentiate between ANSI C and C++.CO2:Explain UNIX File System and different UNIX File types.CO3:Apply various process commands like Create process (fork), wait, execute process (exec), exit from the process (exit), etc…in the C program. CO4:Explain Process Relationships and controlling terminals.CO5:Explain with the various UNIX signals with programs and Characteristics of Daemon Process. CO6:Implement Inter-process communications using the various methods like Pipes, FIFO and Message Queues |
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