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| Sl. No | Syllabus | Curriculum | Deployment Strategy and  Tool | Cross-cutting issues  integrated | 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 the  kernel API: general I/O structure, device and terminal control, the le system interface, process and thread  management, signals and inter-process communication methods. It also covers a bit about event driven  programming and the curses library.  This course devotes a small amount of time to shells and UNIX tools, and significant emphasis on system  programming, | 1. Chalk and   Talk method   1. PPT | * Business   Ethics   * Human   values | PO1:Engineering Knowledge  PO2:Problem Analysis  PO3:Design/Development Of Solutions  PO4:Conduct Investigations Of Complex Problems  PO5:Modern Tool Usage  PO10:COMMUNICATION |  |
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|  |  | PSO1:Professional Skills  PSO2: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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