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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 ProblemsPO10:COMMUNICATIONPO11:Project Management and Finance. |  |
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|  |  | PSO1:Professional SkillsPSO2:Problem Solving Skill |
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|  |  | **CO1:Understand** various Standards (like ANSI C, ANSI C++, POSIX), Feature Test Macros and API Common Characteristics**CO2:Analyse** UNIX File Types and different UNIX File APIs.**CO3:Understand** Process, Process control, Process relationships and controlling terminals, Also **Demonstrate** various process commands like Create process (fork), wait, execute process (exec), exit from the process (exit), etc…in the C program. **CO4:Discuss** the UNIX signals and Daemon Process. **CO5:Demonstrate** Inter-Process Communications using the various methods. |
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