Subject Code: 10CS44 Hours/Week: 04 Total Hours: 52

I.A. Marks ; 25 Exam Hours; 03 Exam Marks; 100

6 Hours

PART - A

UNIT - 1

The Unix Operating System, The UNIX architecture and Command Usage,
The File System

UNIT - 2 Basic File Attributes, the vi Editor

UNIT - 3 7 Hours

The Shell, The Process, Customizing the environment

UNIT - 4 7 Hours

More file attributes, Simple filters

PART - B

UNIT - 5 6 Hours

Filters using regular expressions,

UNIT – 6 6 Hours

Essential Shell Programming

UNIT-7 7 Hours

awk - An Advanced Filter

UNIT - 8
perl - The Master Manipulator
7 Hours

Text Book:

 Sumitabha Das: UNIX – Concepts and Applications, 4th Edition, Tata McGraw Hill, 2006. (Chapters 1.2, 2, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14, 18, 19)

Reference Books:

- Behrouz A. Forouzan and Richard F. Gilberg: UNIX and Shell Programming, Cengage Learning, 2005.
- M.G. Venkateshmurthy: UNIX & Shell Programming, Pearson Education, 2005.

MICROPROCESSORS

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(Common to CSE & ISE)

Subject Code: 10CS45 Hours/Week: 04 Total Hours: 52

I.A. Marks: 25 Exam Hours: 03 Exam Marks: 100

PART A

UNIT - 1 7 Hours
Introduction, Microprocessor Architecture - 1: A Historical Background,
The Microprocessor-Based Personal Computer Systems.
The Microprocessor and its Architecture: Internal Microprocessor
Architecture, Real Mode Memory Addressing.

UNIT - 2

Microprocessor Architecture - 2, Addressing Modes: Introduction to Protected Mode Memory Addressing, Memory Paging, Flat Mode Memory Addressing Modes: Data Addressing Modes, Program Memory Addressing Modes, Stack Memory Addressing Modes

UNIT-3

Programming - 1: Data Movement Instructions: MOV Revisited, PUSH/POP, Load-Effective Address, String Data Transfers, Miscellaneous Data Transfer Instructions, Segment Override Prefix, Assembler Details. Arithmetic and Logic Instructions: Addition, Subtraction and Comparison, Multiplication and Division.

Programming – 2: Arithmetic and Logic Instructions (continued): BCD and ASCII Arithmetic, Basic Logic Instructions, Shift and Rotate, String Comparisons.

Program Control Instructions: The Jump Group, Controlling the Flow of the Program, Procedures, Introduction to Interrupts, Machine Control and Miscellaneous Instructions.

PART B

UNIT - 5

Programming - 3: Combining Assembly Language with C/C++: Using Assembly Language with C/C++ for 16-Bit DOS Applications and 32-Bit Applications

Modular Programming, Using the Keyboard and Video Display, Data Conversions, Example Programs

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H.O.D.

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UNIT - 6

Hardware Specifications, Memory Interface - 1: Pin-Outs and the Pin Functions, Clock Generator, Bus Buffering and Latching, Bus Timings, Ready and Wait State, Minimum versus Maximum Mode.

Memory Interfacing: Memory Devices

UNIT - 7

Memory Interface - 2, I/O Interface - 1: Memory Interfacing (continued):
Address Decoding, 8088 Memory Interface, 8086 Memory Interface.
Basic I/O Interface: Introduction to I/O Interface, I/O Port Address Decoding.

UNIT 8

1/O Interface - 2, Interrupts, and DMA: I/O Interface (continued): The Programmable Peripheral Interface 82C55, Programmable Interval Timer 8254.

Interrupts: Basic Interrupt Processing, Hardware Interrupts: INTR and INTA/; Direct Memory Access: Basic DMA Operation and Definition.

Text Book:

 Barry B Brey: The Intel Microprocessors, 8th Edition, Pearson Education, 2009.
 (Listed topics only from the Chapters 1 to 13)

Reference Books:

- Douglas V. Hall: Microprocessors and Interfacing, Revised 2nd Edition, TMH, 2006.
- K. Udaya Kumar & B.S. Umashankar: Advanced Microprocessors & IBM-PC Assembly Language Programming, TMH 2003.
- James L. Antonakos: The Intel Microprocessor Family: Hardware and Software Principles and Applications, Cengage Learning, 2007.

COMPUTER ORGANIZATION (Common to CSE & ISE)

Subject Code: 10CS46 I.A. Marks : 25 Hours/Week : 04 Exam Hours: 03 Total Hours : 52 Exam Marks: 100

PART-A

Basic Structure of Computers: Computer Types, Functional Units, Basic Operational Concepts, Bus Structures, Performance – Processor Clock, Basic

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