

MANAGEMENT AND ENTREPRENEURSHIP FOR IT INDUSTRY

[As per Choice Based Credit System (CBCS) scheme]

(Effective from the academic year 2017-2018)

SEMESTER – V

Subject Code	17CS51	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1

	Teaching Hours
Introduction - Meaning, nature and characteristics of management, scope and Functional areas of management, goals of management, levels of management, brief overview of evolution of management theories,. Planning- Nature, importance, types of plans, steps in planning, Organizing- nature and purpose, types of Organization, Staffing- meaning, process of recruitment and selection	10 Hours

Module – 2

Directing and controlling - meaning and nature of directing, leadership styles, motivation Theories, Communication- Meaning and importance, Coordination- meaning and importance, Controlling- meaning, steps in controlling, methods of establishing control.	10 Hours
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Module – 3

Entrepreneur – meaning of entrepreneur, characteristics of entrepreneurs, classification and types of entrepreneurs, various stages in entrepreneurial process, role of entrepreneurs in economic development, entrepreneurship in India and barriers to entrepreneurship. Identification of business opportunities, market feasibility study, technical feasibility study, financial feasibility study and social feasibility study.	10 Hours
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Module – 4

Preparation of project and ERP - meaning of project, project identification, project selection, project report, need and significance of project report, contents, formulation, guidelines by planning commission for project report, Enterprise Resource Planning: Meaning and Importance - ERP and Functional areas of Management – Marketing / Sales- Supply Chain Management – Finance and Accounting – Human Resources – Types of reports and methods of report generation	10 Hours
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Module – 5

Micro and Small Enterprises: Definition of micro and small enterprises, characteristics and advantages of micro and small enterprises, steps in establishing micro and small enterprises, Government of India industrial policy 2007 on micro and small enterprises, case study (Microsoft), Case study(Captain G R Gopinath),case study (N R Narayana Murthy & Infosys), Institutional support: MSME-DI, NSIC, SIDBI, KIADB, KSSIDC, TECSOK, KSFC, DIC and District level single window agency, Introduction to IPR.	10 Hours
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Course outcomes: The students should be able to:

- Define management, organization, entrepreneur, planning, staffing, ERP and outline their importance in entrepreneurship
- Utilize the resources available effectively through ERP
- Make use of IPRs and institutional support in entrepreneurship

Question paper pattern:

The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Principles of Management -P. C. Tripathi, P. N. Reddy; Tata McGraw Hill, 4th / 6th Edition, 2010.
2. Dynamics of Entrepreneurial Development & Management -Vasant Desai Himalaya Publishing House.
3. Entrepreneurship Development -Small Business Enterprises -Poornima M Charantimath Pearson Education – 2006.
4. Management and Entrepreneurship - Kanishka Bedi- Oxford University Press-2017

Reference Books:

1. Management Fundamentals -Concepts, Application, Skill Development Robert Lusier – Thomson.
2. Entrepreneurship Development -S S Khanka -S Chand & Co.
3. Management -Stephen Robbins -Pearson Education /PHI -17th Edition, 2003


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COMPUTER NETWORKS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017-2018)

SEMESTER – V

Subject Code	17CS52	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1

Application Layer: Principles of Network Applications: Network Application Architectures, Processes Communicating, Transport Services Available to Applications, Transport Services Provided by the Internet, Application-Layer Protocols. The Web and HTTP: Overview of HTTP, Non-persistent and Persistent Connections, HTTP Message Format, User-Server Interaction: Cookies, Web Caching, The Conditional GET, File Transfer: FTP Commands & Replies, Electronic Mail in the Internet: SMTP, Comparison with HTTP, Mail Message Format, Mail Access Protocols, DNS; The Internet's Directory Service: Services Provided by DNS, Overview of How DNS Works, DNS Records and Messages, Peer-to-Peer Applications: P2P File Distribution, Distributed Hash Tables.

T1: Chap 2

Teaching Hours

10 Hours

Module – 2

Transport Layer : Introduction and Transport-Layer Services: Relationship Between Transport and Network Layers, Overview of the Transport Layer in the Internet, Multiplexing and Demultiplexing: Connectionless Transport: UDP, UDP Segment Structure, UDP Checksum, Principles of Reliable Data Transfer: Building a Reliable Data Transfer Protocol, Pipelined Reliable Data Transfer Protocols, Go-Back-N, Selective repeat, Connection-Oriented Transport TCP: The TCP Connection, TCP Segment Structure, Round-Trip Time Estimation and Timeout, Reliable Data Transfer, Flow Control, TCP Connection Management, Principles of Congestion Control: The Causes and the Costs of Congestion, Approaches to Congestion Control.

T1: Chap 3

10 Hours

Module – 3

The Network layer: What's Inside a Router?: Input Processing, Switching, Output Processing, Where Does Queuing Occur? Routing control plane, IPv6, A Brief foray into IP Security, Routing Algorithms: The Link-State (LS) Routing Algorithm, The Distance-Vector (DV) Routing Algorithm, Hierarchical Routing, Routing in the Internet, Intra-AS Routing in the Internet: RIP, Intra-AS Routing in the Internet: OSPF, Inter/AS Routing: BGP, Broadcast Routing Algorithms and Multicast.

T1: Chap 4: 4.3-4.7

10 Hours

Module – 4

Wireless and Mobile Networks: Cellular Internet Access: An Overview of Cellular Network Architecture, 3G Cellular Data Networks: Extending the Internet to Cellular subscribers, On to 4G: LTE, Mobility management: Principles,

10 Hours

Addressing, Routing to a mobile node, Mobile IP, Managing mobility in cellular Networks, Routing calls to a Mobile user, Handoffs in GSM, Wireless and Mobility: Impact on Higher-layer protocols. T1: Chap: 6 : 6.4-6.8	
Module – 5	
Multimedia Networking: Properties of video, properties of Audio, Types of multimedia Network Applications, Streaming stored video: UDP Streaming, HTTP Streaming, Adaptive streaming and DASH, content distribution Networks, case study: You Tube. Network Support for Multimedia: Quality-of-Service (QoS) Guarantees: Resource Reservation and Call Admission T1: Chap: 7	10 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Explain principles of application layer protocols • Outline transport layer services and infer UDP and TCP protocols • Classify routers, IP and Routing Algorithms in network layer • Explain the Wireless and Mobile Networks covering IEEE 802.11 Standard • Define Multimedia Networking and Network Management 	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
1. James F Kurose and Keith W Ross, Computer Networking, A Top-Down Approach, Sixth edition, Pearson, 2017 .	
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 3. Andrew S Tanenbaum, Computer Networks, fifth edition, Pearson 4. Mayank Dave, Computer Networks, Second edition, Cengage Learning	


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DATABASE MANAGEMENT SYSTEM
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017-2018)

SEMESTER – V

Subject Code	17CS53	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1

	Teaching Hours
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, Specialization and Generalization. Textbook 1: Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.10	10 Hours

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. 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. Textbook 1: Ch4.1 to 4.5, 5.1 to 5.3, 6.1 to 6.5, 8.1; Textbook 2: 3.5	10 Hours
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Module – 3

SQL : Advances Queries: More complex SQL retrieval queries, Specifying constraints as assertions and action triggers, Views in SQL, Schema change statements in SQL. Database Application Development: Accessing databases from applications, An introduction to JDBC, JDBC classes and interfaces, SQLJ, Stored procedures, Case study: The internet Bookshop. Internet Applications: The three-Tier application architecture, The presentation layer, The Middle Tier Textbook 1: Ch7.1 to 7.4; Textbook 2: 6.1 to 6.6, 7.5 to 7.7.	10 Hours
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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. 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	10 Hours
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Textbook 1: Ch14.1 to 14.7, 15.1 to 15.6

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. **Introduction to Database Recovery Protocols:** Recovery Concepts, NO-UNDO/REDO recovery based on Deferred update, Recovery techniques based on immediate update, Shadow paging, Database backup and recovery from catastrophic failures

10 Hours

Textbook 1: 20.1 to 20.6, 21.1 to 21.7, 22.1 to 22.4, 22.7.

Course outcomes: The students should be able to:

- Summarize the concepts of database objects; enforce integrity constraints on a database using RDBMS.
- Use Structured Query Language (SQL) for database manipulation.
- Design simple database systems
- Design code for some application to interact with databases.

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

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

Reference Books:

1. Silberschatz Korth and Sudharshan, Database System Concepts, 6th Edition, McGrawHill, 2013.
2. Coronel, Morris, and Rob, Database Principles Fundamentals of Design, Implementation and Management, Cengage Learning 2012.



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AUTOMATA THEORY AND COMPUTABILITY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017-2018)

SEMESTER – V

Subject Code	17CS54	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1

	Teaching Hours
<p>Why study the Theory of Computation, Languages and Strings: Strings, Languages. A Language Hierarchy, Computation, Finite State Machines (FSM): Deterministic FSM, Regular languages, Designing FSM, Nondeterministic FSMs, From FSMs to Operational Systems, Simulators for FSMs, Minimizing FSMs, Canonical form of Regular languages, Finite State Transducers, Bidirectional Transducers.</p> <p>Textbook 1: Ch 1,2, 3,4, 5.1 to 5.10</p>	10 Hours

Module – 2

<p>Regular Expressions (RE): what is a RE?, Kleene's theorem, Applications of REs, Manipulating and Simplifying REs. Regular Grammars: Definition, Regular Grammars and Regular languages. Regular Languages (RL) and Non-regular Languages: How many RLs, To show that a language is regular, Closure properties of RLs, to show some languages are not RLs.</p> <p>Textbook 1: Ch 6, 7, 8: 6.1 to 6.4, 7.1, 7.2, 8.1 to 8.4</p>	10 Hours
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Module – 3

<p>Context-Free Grammars (CFG): Introduction to Rewrite Systems and Grammars, CFGs and languages, designing CFGs, simplifying CFGs, proving that a Grammar is correct, Derivation and Parse trees, Ambiguity, Normal Forms. Pushdown Automata (PDA): Definition of non-deterministic PDA, Deterministic and Non-deterministic PDAs, Non-determinism and Halting, alternative equivalent definitions of a PDA, alternatives that are not equivalent to PDA.</p> <p>Textbook 1: Ch 11, 12: 11.1 to 11.8, 12.1, 12.2, 12.4, 12.5, 12.6</p>	10 Hours
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Module – 4

<p>Context-Free and Non-Context-Free Languages: Where do the Context-Free Languages (CFL) fit, Showing a language is context-free, Pumping theorem for CFL, Important closure properties of CFLs, Deterministic CFLs. Algorithms and Decision Procedures for CFLs: Decidable questions, Un-decidable questions. Turing Machine: Turing machine model, Representation, Language acceptability by TM, design of TM, Techniques for TM construction.</p> <p>Textbook 1: Ch 13: 13.1 to 13.5, Ch 14: 14.1, 14.2, Textbook 2: Ch 9.1 to 9.6</p>	10 Hours
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Module – 5

<p>Variants of Turing Machines (TM), The model of Linear Bounded automata: Decidability: Definition of an algorithm, decidability, decidable languages, Undecidable languages, halting problem of TM, Post correspondence problem. Complexity: Growth rate of functions, the classes of P and NP, Quantum Computation: quantum computers, Church-Turing thesis.</p> <p>Textbook 2: Ch 9.7 to 9.8, 10.1 to 10.7, 12.1, 12.2, 12.8, 12.8.1, 12.8.2</p>	10 Hours
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Course outcomes: The students should be able to:

- Tell the core concepts in automata theory and Theory of Computation

- Explain how to translate between different models of Computation (e.g., Deterministic and Non-deterministic and Software models).
- Interpret Grammars and Automata (recognizers) for different language classes and become knowledgeable about restricted models of Computation (Regular, Context Free) and their relative powers.
- Develop skills in formal reasoning and reduction of a problem to a formal model, with an emphasis on semantic precision and conciseness.
- Classify a problem with respect to different models of Computation.

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Elaine Rich, Automata, Computability and Complexity, 1st Edition, Pearson Education, 2012/2013
2. K L P Mishra, N Chandrasekaran, 3rd Edition, Theory of Computer Science, PHI, 2012.

Reference Books:

1. John E Hopcroft, Rajeev Motwani, Jeffery D Ullman, Introduction to Automata Theory, Languages, and Computation, 3rd Edition, Pearson Education, 2013
2. Michael Sipser : Introduction to the Theory of Computation, 3rd edition, Cengage learning, 2013
3. John C Martin, Introduction to Languages and The Theory of Computation, 3rd Edition, Tata McGraw –Hill Publishing Company Limited, 2013
4. Peter Linz, "An Introduction to Formal Languages and Automata", 3rd Edition, Narosa Publishers, 1998
5. Basavaraj S. Anami, Karibasappa K G, Formal Languages and Automata theory, Wiley India, 2012
6. C K Nagpal, Formal Languages and Automata Theory, Oxford University press, 2012.



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OBJECT ORIENTED MODELING AND DESIGN
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017-2018)

SEMESTER – V

Subject Code	17CS551	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1

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; Advanced Class Modelling, Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived Data; Packages.

Text Book-1: Ch 1, 2, 3 and 4

Teaching Hours

8 Hours

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

8 Hours

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

8 Hours

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

8 Hours

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.

8 Hours

Course outcomes: The students should be able to:

- Describe the concepts of object-oriented and basic class modelling.
- Draw class diagrams, sequence diagrams and interaction diagrams to solve problems.
- Choose and apply a befitting design pattern for the given problem.

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

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 Books:

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



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ADVANCED JAVA AND J2EE
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017-2018)
SEMESTER – V

Subject Code	17CS553	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	Teaching Hours
Enumerations, Autoboxing and Annotations(metadata): Enumerations, Enumeration fundamentals, the values() and valueOf() Methods, java enumerations are class types, enumerations Inherits Enum, example, type wrappers, Autoboxing, Autoboxing and 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.	8 Hours
Module – 2	
The collections and Framework: Collections Overview, Recent Changes to Collections, The Collection Interfaces, The Collection Classes, Accessing a collection Via an Iterator, Storing User Defined Classes in Collections, The Random Access Interface, Working With Maps, Comparators, The Collection Algorithms, Why Generic Collections?, The legacy Classes and Interfaces, Parting Thoughts on Collections.	8 Hours
Module – 3	
String Handling : The String Constructors, String Length, Special String Operations, String Literals, String Concatenation, String Concatenation with Other Data Types, String Conversion and toString() Character Extraction, charAt(), getChars(), getBytes() toCharArray(), String Comparison, equals() and equalsIgnoreCase(), regionMatches() startsWith() and endsWith(), equals() Versus == , compareTo() Searching Strings, Modifying a String, substring(), concat(), replace(), trim(), Data Conversion Using valueOf(), Changing the Case of Characters Within a String, Additional String Methods, StringBuffer , StringBuffer Constructors, length() and capacity(), ensureCapacity(), setLength(), charAt() and setCharAt(), getChars(),append(), insert(), reverse(), delete() and deleteCharAt(), replace(), substring(), Additional StringBuffer Methods, StringBuilder Text Book 1: Ch 15	8 Hours
Module – 4	
Background; The Life Cycle of a Servlet; Using Tomcat for Servlet Development; 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, JSP Tags, Tomcat, Request String, User Sessions, Cookies, Session Objects	8 Hours

Text Book 1: Ch 31 Text Book 2: Ch 11	
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. Text Book 2: Ch 06	8 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Interpret the need for advanced Java concepts like enumerations and collections in developing modular and efficient programs • Build client-server applications and TCP/IP socket programs • Illustrate database access and details for managing information using the JDBC API • Describe how servlets fit into Java-based web application architecture • Develop reusable software components using Java Beans 	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books: <ol style="list-style-type: none"> 1. Herbert Schildt: JAVA the Complete Reference, 7th/9th Edition, Tata McGraw Hill, 2007. 2. Jim Keogh: J2EE-TheCompleteReference, McGraw Hill, 2007. 	
Reference Books: <ol style="list-style-type: none"> 1. Y. Daniel Liang: Introduction to JAVA Programming, 7th Edition, Pearson Education, 2007. 2. Stephanie Bodoff et al: The J2EE Tutorial, 2nd Edition, Pearson Education, 2004. 3. Uttam K Roy, Advanced JAVA programming, Oxford University press, 2015. 	



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ARTIFICIAL INTELLIGENCE [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2017 -2018) SEMESTER – V			
Subject Code	17CS562	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Module – 1			Teaching Hours
What is artificial intelligence?, Problems, Problem Spaces and search, Heuristic search technique TextBook1: Ch 1, 2 and 3			8 Hours
Module – 2			Teaching Hours
Knowledge Representation Issues, Using Predicate Logic, Representing knowledge using Rules, TextBoook1: Ch 4, 5 and 6.			8 Hours
Module – 3			Teaching Hours
Symbolic Reasoning under Uncertainty, Statistical reasoning, Weak Slot and Filter Structures. TextBoook1: Ch 7, 8 and 9.			8 Hours
Module – 4			Teaching Hours
Strong slot-and-filler structures, Game Playing. TextBoook1: Ch 10 and 12			8 Hours
Module – 5			Teaching Hours
Natural Language Processing, Learning, Expert Systems. TextBook1: Ch 15,17 and 20			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> Identify the AI based problems Apply techniques to solve the AI problems Define learning and explain various learning techniques Discuss expert systems 			
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.			
Text Books:			
1. E. Rich , K. Knight & S. B. Nair - Artificial Intelligence, 3/e, McGraw Hill.			
Reference Books:			
1. Artificial Intelligence: A Modern Approach, Stuart Rusell, Peter Norving, Pearson Education 2nd Edition.			
1. Dan W. Patterson, Introduction to Artificial Intelligence and Expert Systems – Prentice Hal of India.			
2. G. Luger, “Artificial Intelligence: Structures and Strategies for complex problem			

Solving", Fourth Edition, Pearson Education, 2002.

3. Artificial Intelligence and Expert Systems Development by D W Rolston-Mc Graw hill.
4. N.P. Padhy "Artificial Intelligence and Intelligent Systems", Oxford University Press-2015



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DOT NET FRAMEWORK FOR APPLICATION DEVELOPMENT
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 -2018)

SEMESTER – V

Subject Code	17CS564	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1

Introducing Microsoft Visual C# and Microsoft Visual Studio 2015:
 Welcome to C#, Working with variables, operators and expressions, Writing methods and applying scope, Using decision statements, Using compound assignment and iteration statements, Managing errors and exceptions
T1: Chapter 1 – Chapter 6

Teaching Hours

8 Hours

Module – 2

Understanding the C# object model: Creating and Managing classes and objects, Understanding values and references, Creating value types with enumerations and structures, Using arrays
Textbook 1: Ch 7 to 10

8 Hours

Module – 3

Understanding parameter arrays, Working with inheritance, Creating interfaces and defining abstract classes, Using garbage collection and resource management
Textbook 1: Ch 11 to 14

8 Hours

Module – 4

Defining Extensible Types with C#: Implementing properties to access fields, Using indexers, Introducing generics, Using collections
Textbook 1: Ch 15 to 18

8 Hours

Module – 5

Enumerating Collections, Decoupling application logic and handling events, Querying in-memory data by using query expressions, Operator overloading
Textbook 1: Ch 19 to 22

8 Hours

Course outcomes: The students should be able to:

- Build applications on Visual Studio .NET platform by understanding the syntax and semantics of C#
- Demonstrate Object Oriented Programming concepts in C# programming language
- Design custom interfaces for applications and leverage the available built-in interfaces in building complex applications.
- Illustrate the use of generics and collections in C#
- Compose queries to query in-memory data and define own operator behaviour

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. John Sharp, Microsoft Visual C# Step by Step, 8th Edition, PHI Learning Pvt. Ltd. 2016

Reference Books:

1. Christian Nagel, "C# 6 and .NET Core 1.0", 1st Edition, Wiley India Pvt Ltd, 2016.
Andrew Stellman and Jennifer Greene, "Head First C#", 3rd Edition, O'Reilly Publications, 2013.
2. Mark Michaelis, "Essential C# 6.0", 5th Edition, Pearson Education India, 2016.
3. Andrew Troelsen, "Prof C# 5.0 and the .NET 4.5 Framework", 6th Edition, Apress and Dreamtech Press, 2012.

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Dept. Of Computer Science & Engineering
Alva's Institute of Engg. & Technology
Mijar, MOODBIDRI - 574 225

COMPUTER NETWORK LABORATORY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017-2018)

SEMESTER – V

Subject Code	17CSL57	IA Marks	40
Number of Lecture Hours/Week	01I + 02P	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Description (If any):

For the experiments below 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. Use NS2/NS3.

Lab Experiments:

PART A

1. Implement three nodes point – to – point network with duplex links between them. Set the queue size, vary the bandwidth and find the number of packets dropped.
2. 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.
3. Implement an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination.
4. Implement simple ESS and with transmitting nodes in wire-less LAN by simulation and determine the performance with respect to transmission of packets.
5. Implement and study the performance of GSM on NS2/NS3 (Using MAC layer) or equivalent environment.
6. Implement and study the performance of CDMA on NS2/NS3 (Using stack called Call net) or equivalent environment.

PART B

Implement the following in Java:

7. Write a program for error detecting code using CRC-CCITT (16- bits).
8. Write a program to find the shortest path between vertices using bellman-ford algorithm.
9. Using TCP/IP sockets, write a client – server program to make the client send the file name and to make the server send back the contents of the requested file if present.
10. Write a program on datagram socket for client/server to display the messages on client side, typed at the server side.
11. Write a program for simple RSA algorithm to encrypt and decrypt the data.
12. Write a program for congestion control using leaky bucket algorithm.

Study Experiment / Project:

NIL

Course outcomes: The students should be able to:

- Analyze and Compare various networking protocols.
- Demonstrate the working of different concepts of networking.
- Implement and analyze networking protocols in NS2 / NS3

Conduction of Practical Examination:

1. All laboratory experiments are to be included for practical examination.
2. Students are allowed to pick one experiment from part A and part B with lot.
3. Strictly follow the instructions as printed on the cover page of answer script

4. Marks distribution: Procedure + Conduction + Viva: 100

Part A: 8+35+7 =50

Part B: 8+35+7 =50

5. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.



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DBMS LABORATORY WITH MINI PROJECT
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017-2018)

SEMESTER – V

Subject Code	17CSL58	IA Marks	40
Number of Lecture Hours/Week	01I + 02P	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Description (If any):

PART-A: SQL Programming (Max. Exam Mks. 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.

PART-B: Mini Project (Max. Exam Mks. 30)

- Use Java, C#, PHP, Python, or any other similar front-end tool. All applications must be demonstrated on desktop/laptop as a stand-alone or web based application (Mobile apps on Android/IOS are not permitted.)

Lab Experiments:

Part A: SQL Programming

1	<p>Consider the following schema for a Library Database:</p> <p>BOOK(<u>Book_id</u>, Title, Publisher_Name, Pub_Year)</p> <p>BOOK_AUTHORS(<u>Book_id</u>, Author_Name)</p> <p>PUBLISHER(<u>Name</u>, Address, Phone)</p> <p>BOOK_COPIES(<u>Book_id</u>, <u>Branch_id</u>, No-of_Copies)</p> <p>BOOK_LENDING(<u>Book_id</u>, <u>Branch_id</u>, <u>Card_No</u>, Date_Out, Due_Date)</p> <p>LIBRARY_BRANCH(<u>Branch_id</u>, Branch_Name, Address)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> 1. Retrieve details of all books in the library – id, title, name of publisher, authors, number of copies in each branch, 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.
2	<p>Consider the following schema for Order Database:</p> <p>SALESMAN(<u>Salesman_id</u>, Name, City, Commission)</p> <p>CUSTOMER(<u>Customer_id</u>, Cust_Name, City, Grade, Salesman_id)</p> <p>ORDERS(<u>Ord_No</u>, Purchase_Amt, Ord_Date, Customer_id, Salesman_id)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> 1. 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.
3	<p>Consider the schema for Movie Database:</p> <p>ACTOR(<u>Act_id</u>, Act_Name, Act_Gender)</p> <p>DIRECTOR(<u>Dir_id</u>, Dir_Name, Dir_Phone)</p> <p>MOVIES(<u>Mov_id</u>, Mov_Title, Mov_Year, Mov_Lang, Dir_id)</p> <p>MOVIE_CAST(<u>Act_id</u>, <u>Mov_id</u>, Role)</p> <p>RATING(<u>Mov_id</u>, Rev_Stars)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> 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.
4	<p>Consider the schema for College Database:</p> <p>STUDENT(<u>USN</u>, SName, Address, Phone, Gender)</p> <p>SEMSEC(<u>SSID</u>, Sem, Sec)</p> <p>CLASS(<u>USN</u>, <u>SSID</u>)</p> <p>SUBJECT(<u>Subcode</u>, Title, Sem, Credits)</p> <p>IAMARKS(<u>USN</u>, <u>Subcode</u>, <u>SSID</u>, Test1, Test2, Test3, FinalIA)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> 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 '1BI17CS101' in all subjects. 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.
5	<p>Consider the schema for Company Database:</p> <p>EMPLOYEE(<u>SSN</u>, Name, Address, Sex, Salary, SuperSSN, DNo)</p> <p>DEPARTMENT(<u>DNo</u>, DName, MgrSSN, MgrStartDate)</p> <p>DLOCATION(<u>DNo</u>, <u>DLoc</u>)</p> <p>PROJECT(<u>PNo</u>, PName, PLocation, DNo)</p> <p>WORKS_ON(<u>SSN</u>, <u>PNo</u>, Hours)</p> <p>Write SQL queries to</p> <ol style="list-style-type: none"> 1. 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. 2. Show the resulting salaries if every employee working on the 'IoT' project is given a 10 percent raise. 3. 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

4. Retrieve the name of each employee who works on all the projects controlled by department number 5 (use NOT EXISTS operator).
5. 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.

Part B: Mini project

- For any problem selected, write the ER Diagram, apply ER-mapping rules, normalize the relations, and follow the application development process.
- Make sure that the application should have five or more tables, at least one trigger and one stored procedure, using suitable frontend tool.
- Indicative areas include; health care, education, industry, transport, supply chain, etc.

Course outcomes: The students should be able to:

- Use Structured Query Language (SQL) for database Creation and manipulation.
- Demonstrate the working of different concepts of DBMS
- Implement and test the project developed for an application.

Conduction of Practical Examination:

1. All laboratory experiments from part A are to be included for practical examination.
2. Mini project has to be evaluated for 40 Marks.
3. Report should be prepared in a standard format prescribed for project work.
4. Students are allowed to pick one experiment from the lot.
5. Strictly follow the instructions as printed on the cover page of answer script.
6. Marks distribution:
 - a) Part A: Procedure + Conduction + Viva: 09 + 42 + 09 = 60 Marks
7. Part B: Demonstration + Report + Viva voce = 20 + 14 + 06 = 40 Marks
8. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.



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CRYPTOGRAPHY, NETWORK SECURITY AND CYBER LAW
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)

SEMESTER – VI

Subject Code	17CS61	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1	Teaching Hours
Introduction - Cyber Attacks, Defence Strategies and Techniques, Guiding Principles, Mathematical Background for Cryptography - Modulo Arithmetic's, The Greatest Common Divisor, Useful Algebraic Structures, Chinese Remainder Theorem, Basics of Cryptography - Preliminaries, Elementary Substitution Ciphers, Elementary Transport Ciphers, Other Cipher Properties, Secret Key Cryptography – Product Ciphers, DES Construction.	10 Hours
Module – 2	
Public Key Cryptography and RSA – RSA Operations, Why Does RSA Work?, Performance, Applications, Practical Issues, Public Key Cryptography Standard (PKCS), Cryptographic Hash - Introduction, Properties, Construction, Applications and Performance, The Birthday Attack, Discrete Logarithm and its Applications - Introduction, Diffie-Hellman Key Exchange, Other Applications.	10 Hours
Module – 3	
Key Management - Introduction, Digital Certificates, Public Key Infrastructure, Identity-based Encryption, Authentication-I - One way Authentication, Mutual Authentication, Dictionary Attacks, Authentication – II – Centralised Authentication, The Needham-Schroeder Protocol, Kerberos, Biometrics, IPsec-Security at the Network Layer – Security at Different layers: Pros and Cons, IPsec in Action, Internet Key Exchange (IKE) Protocol, Security Policy and IPSEC, Virtual Private Networks, Security at the Transport Layer - Introduction, SSL Handshake Protocol, SSL Record Layer Protocol, OpenSSL.	10 Hours
Module – 4	
IEEE 802.11 Wireless LAN Security - Background, Authentication, Confidentiality and Integrity, Viruses, Worms, and Other Malware, Firewalls – Basics, Practical Issues, Intrusion Prevention and Detection - Introduction, Prevention Versus Detection, Types of Intrusion Detection Systems, DDoS Attacks Prevention/Detection, Web Service Security – Motivation, Technologies for Web Services, WS- Security, SAML, Other Standards.	10 Hours
Module – 5	
IT act aim and objectives, Scope of the act, Major Concepts, Important provisions, Attribution, acknowledgement, and dispatch of electronic records, Secure electronic records and secure digital signatures, Regulation of certifying authorities: Appointment of Controller and Other officers, Digital Signature certificates, Duties of Subscribers, Penalties and adjudication, The cyber regulations appellate tribunal, Offences, Network service providers not to be liable in certain cases, Miscellaneous Provisions.	10 Hours
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Discuss the cryptography and its need to various applications • Design and Develop simple cryptography algorithms 	

- Understand the cyber security and need cyber Law

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

Each question will have questions covering all the topics under a module.

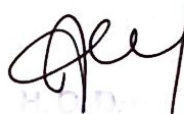
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Cryptography, Network Security and Cyber Laws – Bernard Menezes, Cengage Learning, 2010 edition (Chapters-1,3,4,5,6,7,8,9,10,11,12,13,14,15,19(19.1-19.5),21(21.1-21.2),22(22.1-22.4),25

Reference Books:

1. Cryptography and Network Security- Behrouz A Forouzan, DebdeepMukhopadhyay, Mc-GrawHill, 3rd Edition, 2015
2. Cryptography and Network Security- William Stallings, Pearson Education, 7th Edition
3. Cyber Law simplified- VivekSood, Mc-GrawHill, 11th reprint , 2013
4. Cyber security and Cyber Laws, Alfred Basta, Nadine Basta, Mary brown, ravindrakumar, Cengage learning



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COMPUTER GRAPHICS AND VISUALIZATION
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)

SEMESTER – VI

Subject Code	17CS62	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1

Teaching Hours

10 Hours

Overview: Computer Graphics and OpenGL: Computer Graphics: Basics of computer graphics, Application of Computer Graphics, Video Display Devices: Random Scan and Raster Scan displays, color CRT monitors, Flat panel displays. Raster-scan systems: video controller, raster scan Display processor, graphics workstations and viewing systems, Input devices, graphics networks, graphics on the internet, graphics software. 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), circle generation algorithms (Bresenham's).

Text-1: Chapter -1: 1-1 to 1-9, 2-1 to 2-9 (Excluding 2-5), 3-1 to 3-5, 3-9, 3-20

Module – 2

10 Hours

Fill area Primitives, 2D Geometric Transformations and 2D viewing: Fill area Primitives: Polygon fill-areas, OpenGL polygon fill area functions, fill area attributes, general scan line polygon fill algorithm, OpenGL fill-area attribute functions. 2D Geometric Transformations: Basic 2D Geometric Transformations, matrix representations and homogeneous coordinates. Inverse transformations, 2D Composite transformations, other 2D transformations, raster methods for geometric transformations, OpenGL raster transformations, OpenGL geometric transformations function, 2D viewing: 2D viewing pipeline, OpenGL 2D viewing functions.

Text-1: Chapter 3-14 to 3-16, 4-9, 4-10, 4-14, 5-1 to 5-7, 5-17, 6-1, 6-4

Module – 3

10 Hours

Clipping, 3D Geometric Transformations, Color and Illumination Models: Clipping: clipping window, normalization and viewport transformations, clipping algorithms, 2D point clipping, 2D line clipping algorithms: Cohen-Sutherland line clipping only - polygon fill area clipping: Sutherland-Hodgeman polygon clipping algorithm only. 3D Geometric Transformations: 3D translation, rotation, scaling, composite 3D transformations, other 3D transformations, affine transformations, OpenGL geometric transformations functions. Color Models: Properties of light, color models, RGB and CMY color models. Illumination Models: Light sources, basic illumination models - Ambient light, diffuse reflection, specular and Phong model, Corresponding OpenGL functions.

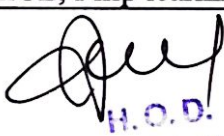
Text-1: Chapter : 6-2 to 6-8 (Excluding 6-4), 5-9 to 5-17 (Excluding 5-15), 12-1, 12-2, 12-4, 12-6, 10-1, 10-3

Module – 4

10 Hours

3D Viewing and Visible Surface Detection: 3D Viewing: 3D viewing concepts, 3D viewing pipeline, 3D viewing coordinate parameters, Transformation from

<p>world to viewing coordinates, Projection transformation, orthogonal projections, perspective projections, The viewport transformation and 3D screen coordinates. OpenGL 3D viewing functions. Visible Surface Detection Methods: Classification of visible surface Detection algorithms, back face detection, depth buffer method and OpenGL visibility detection functions.</p> <p>Text-1:Chapter: 7-1 to 7-10(Excluding 7-7), 9-1 to 9-3, 9-14</p>	
Module – 5	
<p>Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modelling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic-Surface Functions, Bezier Spline Curves, Bezier surfaces, OpenGL curve functions. Corresponding openGL functions.</p> <p>Text-1:Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8-10,8-11,3-8,8-18,13-11,3-2,13-3,13-4,13-10</p> <p>Text-2:Chapter 3: 3-1 to 3.11: Input& interaction</p>	<p>10 Hours</p>
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Design and implement algorithms for 2D graphics primitives and attributes. • Illustrate Geometric transformations on both 2D and 3D objects. • Understand the concepts of clipping and visible surface detection in 2D and 3D viewing, and Illumination Models. • Discuss about suitable hardware and software for developing graphics packages using OpenGL. 	
<p>Question paper pattern:</p> <p>The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
Text Books:	
<ol style="list-style-type: none"> 1. Donald Hearn & Pauline Baker: Computer Graphics with OpenGL Version,3rd/4th Edition, Pearson Education,2011 2. Edward Angel: Interactive Computer Graphics- A Top Down approach with OpenGL, 5th edition. Pearson Education, 2008 	
Reference Books:	
<ol style="list-style-type: none"> 1. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: pearson education 2. Xiang, Plastock : Computer Graphics , sham's outline series, 2nd edition, TMG. 3. Kelvin Sung, Peter Shirley, steven Baer : Interactive Computer Graphics, concepts and applications, Cengage Learning 4. M MRaiker, Computer Graphics using OpenGL, Filip learning/Elsevier 	


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SYSTEM SOFTWARE AND COMPILER DESIGN
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)

SEMESTER – VI

Subject Code	17CS63	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1	Teaching Hours
<p>Introduction to System Software, Machine Architecture of SIC and SIC/XE. Assemblers: Basic assembler functions, machine dependent assembler features, machine independent assembler features, assembler design options. Macroprocessors: Basic macro processor functions, Text book 1: Chapter 1: 1.1,1.2,1.3.1,1.3.2, Chapter2 : 2.1-2.4,Chapter4: 4.1.1,4.1.2</p>	10 Hours
Module – 2	
<p>Loaders and Linkers: Basic Loader Functions, Machine Dependent Loader Features, Machine Independent Loader Features, Loader Design Options, Implementation Examples. Text book 1 : Chapter 3 ,3.1 -3.5</p>	10 Hours
Module – 3	
<p>Introduction: Language Processors, The structure of a compiler, The evaluation of programming languages, The science of building compiler, Applications of compiler technology, Programming language basics Lexical Analysis: The role of lexical analyzer, Input buffering, Specifications of token, recognition of tokens, lexical analyzer generator, Finite automate. Text book 2:Chapter 1 1.1-1.6 Chapter 3 3.1 – 3.6</p>	10 Hours
Module – 4	
<p>Syntax Analysis: Introduction, Role Of Parsers, Context Free Grammars, Writing a grammar, Top Down Parsers, Bottom-Up Parsers, Operator-Precedence Parsing Text book 2: Chapter 4 4.1 4.2 4.3 4.4 4.5 4.6 Text book 1 : 5.1.3</p>	10 Hours
Module – 5	
<p>Syntax Directed Translation, Intermediate code generation, Code generation Text book 2: Chapter 5.1, 5.2, 5.3, 6.1, 6.2, 8.1, 8.2</p>	10 Hours
<p>Course outcomes: The students should be able to:</p> <ul style="list-style-type: none"> • Illustrate system software such as assemblers, loaders, linkers and macroprocessors • Design and develop lexical analyzers, parsers and code generators • Discuss about lex and yacc tools for implementing different concepts of system software 	
<p>Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
<p>Text Books:</p> <p>1. System Software by Leland. L. Beck, D Manjula, 3rd edition, 2012</p>	

2. Compilers-Principles, Techniques and Tools by Alfred V Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman. Pearson, 2nd edition, 2007

Reference Books:

1. Systems programming – Srimanta Pal , Oxford university press, 2016
2. System programming and Compiler Design, K C Loudon, Cengage Learning
3. System software and operating system by D. M. Dhamdhare TMG
4. Compiler Design, K Muneeswaran, Oxford University Press 2013.



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OPERATING SYSTEMS [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2017 - 2018) SEMESTER – VI			
Subject Code	17CS64	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			
Module – 1			Teaching Hours
Introduction to operating systems, System structures: What operating systems do; Computer System organization; Computer System architecture; Operating System structure; Operating System operations; Process management; Memory management; Storage management; Protection and Security; Distributed system; Special-purpose systems; Computing environments. Operating System Services: User - Operating System interface; System calls; Types of system calls; System programs; Operating system design and implementation; Operating System structure; Virtual machines; Operating System generation; System boot. Process Management Process concept; Process scheduling; Operations on processes; Inter process communication			10 Hours
Module – 2			
Multi-threaded Programming: Overview; Multithreading models; Thread Libraries; Threading issues. Process Scheduling: Basic concepts; Scheduling Criteria; Scheduling Algorithms; Multiple-processor scheduling; Thread scheduling. Process Synchronization: Synchronization: The critical section problem; Peterson's solution; Synchronization hardware; Semaphores; Classical problems of synchronization; Monitors.			10 Hours
Module – 3			
Deadlocks : Deadlocks; System model; Deadlock characterization; Methods for handling deadlocks; Deadlock prevention; Deadlock avoidance; Deadlock detection and recovery from deadlock. Memory Management: Memory management strategies: Background; Swapping; Contiguous memory allocation; Paging; Structure of page table; Segmentation.			10 Hours
Module – 4			
Virtual Memory Management: Background; Demand paging; Copy-on-write; Page replacement; Allocation of frames; Thrashing. File System, Implementation of File System: File system: File concept; Access methods; Directory structure; File system mounting; File sharing; Protection: Implementing File system: File system structure; File system implementation; Directory implementation; Allocation methods; Free space management.			10 Hours
Module – 5			
Secondary Storage Structures, Protection: Mass storage structures; Disk structure; Disk attachment; Disk scheduling; Disk management; Swap space management. Protection: Goals of protection, Principles of protection, Domain of protection, Access matrix, Implementation of access matrix, Access control, Revocation of access rights, Capability- Based systems. Case Study: The Linux Operating System: Linux history; Design principles; Kernel modules; Process management; Scheduling; Memory Management; File systems, Input and output;			10 Hours

Inter-process communication.	
Course outcomes: The students should be able to:	
<ul style="list-style-type: none"> • Demonstrate need for OS and different types of OS • Discuss suitable techniques for management of different resources • Illustrate processor, memory, storage and file system commands • Explain the different concepts of OS in platform of usage through case studies 	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
1. Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Principles 7 th edition, Wiley-India, 2006.	
Reference Books	
1. Ann McHoes Ida M Fylnn, Understanding Operating System, Cengage Learning, 6 th Edition 2. D.M Dhamdhare, Operating Systems: A Concept Based Approach 3rd Ed, McGraw-Hill, 2013. 3. P.C.P. Bhatt, An Introduction to Operating Systems: Concepts and Practice 4th Edition, PHI(EEE), 2014. 4. William Stallings Operating Systems: Internals and Design Principles, 6th Edition, Pearson.	

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OPERATIONS RESEARCH [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2017 - 2018) SEMESTER – VI			
Subject Code	17CS653	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Module – 1			Teaching Hours
Introduction, Linear Programming: Introduction: The origin, nature and impact of OR; Defining the problem and gathering data; Formulating a mathematical model; Deriving solutions from the model; Testing the model; Preparing to apply the model; Implementation . Introduction to Linear Programming Problem (LPP): Prototype example, Assumptions of LPP, Formulation of LPP and Graphical method various examples.			8 Hours
Module – 2			
Simplex Method – 1: The essence of the simplex method; Setting up the simplex method; Types of variables, Algebra of the simplex method; the simplex method in tabular form; Tie breaking in the simplex method, Big M method, Two phase method.			8 Hours
Module – 3			
Simplex Method – 2: Duality Theory - The essence of duality theory, Primal dual relationship, conversion of primal to dual problem and vice versa. The dual simplex method.			8 Hours
Module – 4			
Transportation and Assignment Problems: The transportation problem, Initial Basic Feasible Solution (IBFS) by North West Corner Rule method, Matrix Minima Method, Vogel's Approximation Method. Optimal solution by Modified Distribution Method (MODI). The Assignment problem; A Hungarian algorithm for the assignment problem. Minimization and Maximization varieties in transportation and assignment problems.			8 Hours
Module – 5			
Game Theory: Game Theory: The formulation of two persons, zero sum games; saddle point, maximin and minimax principle, Solving simple games- a prototype example; Games with mixed strategies; Graphical solution procedure. Metaheuristics: The nature of Metaheuristics, Tabu Search, Simulated Annealing, Genetic Algorithms.			8 Hours
Course outcomes: The students should be able to:			
<ul style="list-style-type: none"> • Explain optimization techniques for various problems. • Understand the given problem as transportation and assignment problem and solve. • Illustrate game theory for decision support system. 			
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.			

Text Books:

1. D.S. Hira and P.K. Gupta, Operations Research, (Revised Edition), Published by S. Chand & Company Ltd, 2014

Reference Books:

1. S Kalavathy, Operation Research, Vikas Publishing House Pvt Limited, 01-Aug-2002
2. S D Sharma, Operation Research, KedarNath Ram Nath Publishers.



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Mijar, MOODBIDRI - 574 225

MOBILE APPLICATION DEVELOPMENT
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 -2018)

SEMESTER – VI

Subject Code	17CS661	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	Teaching Hours
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Get started, Build your first app, Activities, Testing, debugging and using support libraries	8 Hours
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Module – 2	8 Hours
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User Interaction, Delightful user experience, Testing your UI

Module – 3	8 Hours
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Background Tasks, Triggering, scheduling and optimizing background tasks
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Module – 4	8 Hours
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All about data, Preferences and Settings, Storing data using SQLite, Sharing data with content providers, Loading data using Loaders
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Module – 5	8 Hours
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Permissions, Performance and Security, Firebase and AdMob, Publish
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Course outcomes: The students should be able to:

- Design and Develop Android application by setting up Android development environment
- Implement adaptive, responsive user interfaces that work across a wide range of devices.
- Explain long running tasks and background work in Android applications
- Demonstrate methods in storing, sharing and retrieving data in Android applications
- Discuss the performance of android applications and understand the role of permissions and security
- Describe the steps involved in publishing Android application to share with the world

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Google Developer Training, "Android Developer Fundamentals Course – Concept Reference", Google Developer Training Team, 2017.
<https://www.gitbook.com/book/google-developer-training/android-developer-fundamentals-course-concepts/details> (Download pdf file from the above link)

Reference Books:

1. Erik Hellman, "Android Programming – Pushing the Limits", 1st Edition, Wiley India Pvt Ltd, 2014.
2. Dawn Griffiths and David Griffiths, "Head First Android Development", 1st Edition, O'Reilly SPD Publishers, 2015.
3. J F DiMarzio, "Beginning Android Programming with Android Studio", 4th Edition,

Wiley India Pvt Ltd, 2016. ISBN-13: 978-8126565580

4. AnubhavPradhan, Anil V Deshpande, " Composing Mobile Apps" using Android, Wiley 2014, ISBN: 978-81-265-4660-2



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PYTHON APPLICATION PROGRAMMING
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 -2018)

SEMESTER – VI

Subject Code	17CS664	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	Teaching Hours
Why should you learn to write programs, Variables, expressions and statements, Conditional execution, Functions	8 Hours

Module – 2	8 Hours
Iteration, Strings, Files	

Module – 3	8 Hours
Lists, Dictionaries, Tuples, Regular Expressions	

Module – 4	8 Hours
Classes and objects, Classes and functions, Classes and methods	

Module – 5	8 Hours
Networked programs, Using Web Services, Using databases and SQL	

Course outcomes: The students should be able to:

- Understand Python syntax and semantics and be fluent in the use of Python flow control and functions.
- Demonstrate proficiency in handling Strings and File Systems.
- Implement Python Programs using core data structures like Lists, Dictionaries and use Regular Expressions.
- Interpret the concepts of Object-Oriented Programming as used in Python.
- Implement exemplary applications related to Network Programming, Web Services and Databases in Python.

Question paper pattern:

The question paper will have TEN questions.

There will be TWO questions from each module.

Each question will have questions covering all the topics under a module.

The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Charles R. Severance, "Python for Everybody: Exploring Data Using Python 3", 1st Edition, CreateSpace Independent Publishing Platform, 2016. (http://do1.dr-chuck.com/pythonlearn/EN_us/pythonlearn.pdf) (Chapters 1 – 13, 15)
2. Allen B. Downey, "Think Python: How to Think Like a Computer Scientist", 2nd Edition, Green Tea Press, 2015. (<http://greenteapress.com/thinkpython2/thinkpython2.pdf>) (Chapters 15, 16, 17)(Download pdf files from the above links)

Reference Books:

1. Charles Dierbach, "Introduction to Computer Science Using Python", 1st Edition, Wiley India Pvt Ltd. ISBN-13: 978-8126556014
2. Mark Lutz, "Programming Python", 4th Edition, O'Reilly Media, 2011. ISBN-13: 978-9350232873

3. Wesley J Chun, "Core Python Applications Programming", 3rd Edition, Pearson Education India, 2015. ISBN-13: 978-9332555365
4. Roberto Tamassia, Michael H Goldwasser, Michael T Goodrich, "Data Structures and Algorithms in Python", 1st Edition, Wiley India Pvt Ltd, 2016. ISBN-13: 978-8126562176
5. Reema Thareja, "Python Programming using problem solving approach", Oxford university press, 2017



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SYSTEM SOFTWARE AND OPERATING SYSTEM LABORATORY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)

SEMESTER – VI

Subject Code	17CSL67	IA Marks	40
Number of Lecture Hours/Week	01I + 02P	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Description (If any):

Exercises to be prepared with minimum three files (Where ever necessary):

- Header file.
- Implementation file.
- Application file where main function will be present.

The idea behind using three files is to differentiate between the developer and user sides. In the developer side, all the three files could be made visible. For the user side only header file and application files could be made visible, which means that the object code of the implementation file could be given to the user along with the interface given in the header file, hiding the source file, if required. Avoid I/O operations (printf/scanf) and use *data input file* where ever it is possible

Lab Experiments:

- Write a LEX program to recognize valid *arithmetic expression*. Identifiers in the expression could be only integers and operators could be + and *. Count the identifiers & operators present and print them separately.
 - Write YACC program to evaluate *arithmetic expression* involving operators: +, -, *, and /
- Develop, Implement and Execute a program using YACC tool to recognize all strings ending with *b* preceded by *na*'s using the grammar $a^n b$ (note: input *n* value)
- Design, develop and implement YACC/C program to construct *Predictive / LL(1) Parsing Table* for the grammar rules: $A \rightarrow aBa$, $B \rightarrow bB \mid \epsilon$ Use this table to parse the sentence: *abba*\$
- Design, develop and implement YACC/C program to demonstrate *Shift Reduce Parsing* technique for the grammar rules: $E \rightarrow E+T \mid T$, $T \rightarrow T * F \mid F$, $F \rightarrow (E) \mid id$ and parse the sentence: *id + id * id*.
- Design, develop and implement a C/Java program to generate the machine code using *Triples* for the statement $A = -B * (C + D)$ whose intermediate code in three-address form:

$$T1 = -B$$

$$T2 = C + D$$

$$T3 = T1 + T2$$

$$A = T3$$
- Write a LEX program to eliminate *comment lines* in a C program and copy the

resulting program into a separate file.

b) Write YACC program to recognize valid *identifier, operators and keywords* in the given text (*C program*) file.

7. Design, develop and implement a C/C++/Java program to simulate the working of Shortest remaining time and Round Robin (RR) scheduling algorithms. Experiment with different quantum sizes for RR algorithm.
8. Design, develop and implement a C/C++/Java program to implement Banker's algorithm. Assume suitable input required to demonstrate the results.
9. Design, develop and implement a C/C++/Java program to implement page replacement algorithms LRU and FIFO. Assume suitable input required to demonstrate the results.

Study Experiment / Project:

NIL

Course outcomes: The students should be able to:

- Implement and demonstrate Lexer's and Parser's
- Implement different algorithms required for management, scheduling, allocation and communication used in operating system.

Conduction of Practical Examination:

- All laboratory experiments are to be included for practical examination.
- Students are allowed to pick one experiment from the lot.
- Strictly follow the instructions as printed on the cover page of answer script
- Marks distribution: Procedure + Conduction + Viva: 15 + 70 + 15 (100)
- **Change of experiment is allowed only once and marks allotted to the procedure part to be made zero**



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COMPUTER GRAPHICS LABORATORY WITH MINI PROJECT
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)

SEMESTER – VI

Subject Code	17CSL68	IA Marks	40
Number of Lecture Hours/Week	01I + 02P	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Description (If any):

Lab Experiments:

PART A

Design, develop, and implement the following programs using OpenGL API

1. Implement Brenham's line drawing algorithm for all types of slope.
Refer:Text-1: Chapter 3.5
Refer:Text-2: Chapter 8
2. Create and rotate a triangle about the origin and a fixed point.
Refer:Text-1: Chapter 5-4
3. Draw a colour cube and spin it using OpenGL transformation matrices.
Refer:Text-2: Modelling a Coloured Cube
4. Draw a color cube and allow the user to move the camera suitably to experiment with perspective viewing.
Refer:Text-2: Topic: Positioning of Camera
5. Clip a lines using Cohen-Sutherland algorithm
Refer:Text-1: Chapter 6.7
Refer:Text-2: Chapter 8
6. To draw a simple shaded scene consisting of a tea pot on a table. Define suitably the position and properties of the light source along with the properties of the surfaces of the solid object used in the scene.
Refer:Text-2: Topic: Lighting and Shading
7. Design, develop and implement recursively subdivide a tetrahedron to form 3D sierpinski gasket. The number of recursive steps is to be specified by the user.
Refer: Text-2: Topic:sierpinski gasket.
8. Develop a menu driven program to animate a flag using Bezier Curve algorithm
Refer: Text-1: Chapter 8-10
9. Develop a menu driven program to fill the polygon using scan line algorithm

Project:

PART –B (MINI-PROJECT) :

Student should develop mini project on the topics mentioned below or similar applications using Open GL API. Consider all types of attributes like color, thickness, styles, font, background, speed etc., while doing mini project.

(During the practical exam: the students should demonstrate and answer Viva-Voce)

Sample Topics:

Simulation of concepts of OS, Data structures, algorithms etc.

Course outcomes: The students should be able to:

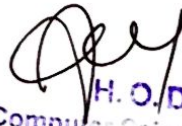
- Apply the concepts of computer graphics
- Implement computer graphics applications using OpenGL
- Implement real world problems using OpenGL

Conduction of Practical Examination:

1. All laboratory experiments from part A are to be included for practical examination.
2. Mini project has to be evaluated for 40 Marks.
3. Report should be prepared in a standard format prescribed for project work.
4. Students are allowed to pick one experiment from the lot.
5. Strictly follow the instructions as printed on the cover page of answer script.
6. Marks distribution:
 - a) Part A: Procedure + Conduction + Viva: $09 + 42 + 09 = 60$ Marks
 - b) Part B: Demonstration + Report + Viva voce = $20 + 14 + 06 = 40$ Marks
7. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.

Reference books:

1. Donald Hearn & Pauline Baker: Computer Graphics-OpenGL Version, 3rd Edition, Pearson Education, 2011
2. Edward Angel: Interactive computer graphics- A Top Down approach with OpenGL, 5th edition. Pearson Education, 2011
3. M M Raikar, Computer Graphics using OpenGL, Fillip Learning / Elsevier, Bangalore / New Delhi (2013)



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