

FACULTY OF ENGINEERING & TECHNOLOGY

Syllabus & Evaluation Scheme

(Effective from Session 2018-2019)

On

Choice Based Credit System (CBCS)

Computer Science and Engineering

Bachelor of Technology (B.Tech.)

3rd Year (V & VI Semester)



NEHRU GRAM BHARATI

(DEEMED TO BE UNIVERSITY)

KOTAWA-JAMUNIPUR-DUBAWAL

ALLAHABAD

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REVISED SYLLABUS & EVALUATION SCHEME

B.Tech. (Computer Science and Engineering)

[Effective from the session 2018-19]

Year-3rd, Semester-V

S. No.	Subject Code	Subject	Periods			Evaluation Scheme				Subject Total	Credits
			L	T	P	Sessional Exam.			ESE		
						CT	Assig/Att.	Total			
THEORY											
1.	EAS-501	Managerial Economics	3	0	0	20	10	30	70	100	3
2.	EAS-502/ EUC501	Industrial Sociology/ Cyber Security	3	0	0	20	10	30	70	100	3
3.	ECS-501	Database Management Systems	3	0	0	20	10	30	70	100	3
4.	ECS-502	Design and Analysis of Algorithms	3	1	0	20	10	30	70	100	4
5.	ECS-503	Principles of Programming Languages	3	0	0	20	10	30	70	100	3
6.	EIT-011, 012 and ECS-011, 012	Deptt. Elective Course-I	3	1	0	20	10	30	70	100	4
PRACTICAL / TRAINING / PROJECT											
7.	ECS-551	Database Management Systems Lab	0	0	2	-	50	50	50	100	1
8.	ECS-552	Design and Analysis of Algorithms Lab	0	0	2	-	50	50	50	100	1
9.	ECS-553	Principles of Programming Languages Lab	0	0	2	-	50	50	50	100	1
10.	ECS-554	Web Technologies Lab	0	0	2	-	50	50	50	100	1
		Total	18	2	8	120	260	380	620	1000	24

L - Lecture

T - Tutorial

P - Practical

CT - Cumulative Test

Assig/Att. - Assessment/Assignment/Attendance

ESE - End Semester Exam.

Deptt. Elective Course-I:

1. EIT-011: Software Project Management
2. EIT-012: Software Testing and Audit
3. ECS-011: Operation Research
4. ECS-012: Web Technologies

REVISED SYLLABUS & EVALUATION SCHEME

B.Tech. (Computer Science and Engineering)

[Effective from the session 2018-19]

Year-3rd, Semester-VI

S. No.	Subject Code	Subject	Periods			Evaluation Scheme				Subject Total	Credits
			L	T	P	Sessional Exam.			ESE		
						CT	Assig/Att.	Total			
THEORY											
1.	EAS-601	Industrial Management	3	0	0	20	10	30	70	100	3
2.	EAS-602/ EUC-601	Cyber Security / Industrial Sociology	3	0	0	20	10	30	70	100	3
3.	ECS-601	Computer Networks	3	0	0	20	10	30	70	100	3
4.	ECS-601	Compiler Design	3	1	0	20	10	30	70	100	4
5.	ECS-601	Computer Graphics	3	0	0	20	10	30	70	100	3
6.	EIT-021, 022 and ECS-021, 022	Deptt. Elective Course-II	3	1	0	20	10	30	70	100	4
PRACTICAL / TRAINING / PROJECT											
7.	ECS-651	Computer Networks Lab	0	0	2	-	50	50	50	100	1
8.	ECS-652	Compiler Design Lab	0	0	2	-	50	50	50	100	1
9.	ECS-653	Computer Graphics Lab	0	0	2	-	50	50	50	100	1
10.	ECS-654	Data Warehousing & Data Mining Lab	0	0	2	-	50	50	50	100	1
		Total	18	2	8	120	260	380	620	1000	24

L - Lecture

T - Tutorial

P - Practical

CT - Cumulative Test

Assig/Att. - Assessment/Assignment/Attendance

ESE - End Semester Exam.

Deptt. Elective Course-II:

1. EIT-021: Design and Development of Applications
2. EIT-022: Data Warehousing and Data Mining
3. ECS-021: Internet of Things
4. ECS-022: Neural Network

EAS-501: MANAGERIAL ECONOMICS

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Unit – I

Introduction of Engineering Economics and Demand Analysis: Meaning and nature of Economics, Relation between science, engineering, technology and economics; Meaning of Demand, Determinants of Demand, Shifts in demand, Law of Demand, Price Elasticity of Demand & Types, Income Elasticity, Cross price Elasticity, Determinants of Elasticity, uses and importance of elasticity.

Unit - II

Concept of Supply: Law of Supply, Factors affecting Supply, Elasticity of supply.

Demand Forecasting: Introduction, Meaning and Forecasting, Methods or Techniques of Demand Forecasting, Criteria for Good Demand Forecasting, Demand Forecasting for a New Product;

Unit – III

Cost Analysis: Introduction, Types of Costs, Cost-Output Relationship: Cost Function, Cost-Output Relationships in the Short Run, and Cost-Output Relationships in the Long Run; Short run and long run, Break- Even Analysis; Production functions: laws of variable proportions, law of returns; Economies of scale: Internal and external.

Unit – IV

Market Structure: Market Structure Perfect Competition, Imperfect competition – Monopolistic, Oligopoly, duopoly sorbent features of price determination and various market conditions.

Unit - V

Nature and characteristics of Indian economy, concepts of LPG, elementary concepts of National Income, Inflation and Business Cycles ,Concept of N.I. and Measurement., Meaning of Inflation, Types and causes , Phases of business cycle .Investment decisions for boosting economy(National income and per capital income)

Reference Books:

1. Premvir Kapoor, Sociology and Economics for Engineers, Khanna Publishing House (Edition 2018)
2. Salvatore D, "Principles of Microeconomics", Oxford University Press.
3. Koutsoyiannis A, "Modern Microeconomic", Macmillan Education Ltd.
4. Dwivedi DN, "Principles of Microeconomics", Pearson Education.
5. Cowell, FA, "Microeconomic Principles and Analysis", Oxford University Press.

EAS-502/ EAS-602: INDUSTRIAL SOCIOLOGY

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Unit – I

Industrial Sociology: Nature, Scope and Importance of Industrial Sociology. Social Relations in Industry, Social Organisation in Industry- Bureaucracy, Scientific Management and Human Relations.

Unit – II

Rise and Development of Industry: Early Industrialism – Types of Productive Systems – The Manorial or Feudal system. The Guild system, The domestic or putting-out system, and the Factory system. Characteristics of the factory system. Causes and Consequences of industrialization. Obstacles to and Limitations of Industrialization.

Unit – III

Industrialization in India. Industrial Policy Resolutions – 1956.Science. Technology and Innovation Policy of India 2013.

Unit – IV

Contemporary Issues: Grievances and Grievance handling Procedure. Industrial Disputes: causes, Strikes and Lockouts. Preventive Machinery of Industrial Disputes: Schemes of Workers Participation in

Management- Works Committee, Collective Bargaining, Bi-partite & Tri-partite Agreement, Code of Discipline, Standing Orders. Labour courts & Industrial Tribunals.

Unit – V

Visualizing the future: Models of industrialization- Collectivist, anarchist, free market, environmentalist, etc. Cultural issues, consumer society and sociological concerns.

References:

1. PREMVIK KAPOOR, Sociology & Economics for Engineers, Khanna Publishing House (Edition 2018).
2. GISBERT PASCAL, Fundamentals of Industrial sociology, Tata McGraw Hill, New Delhi, 1972.
3. SCHNEIDER ENGNO V., Industrial Sociology 2nd Ed., McGraw Hill Publishing Co., New Delhi, 1979.
4. MAMORIA C.B. And MAMORIA S., Dynamics of Industrial Relations in India.
5. SINHA G.P. and P.R.N. SINHA, Industrial Relations and Labour Legislations, New Delhi, Oxford and IBH Publishing Co., 1977.
6. S.C. SHARMA, Industrial Safety and Health Management, Khanna Book Publishing Co. (P) Ltd., Delhi (ISBN: 978-93-86173-188)
6. NADKARNI, LAKSHMI, Sociology of Industrial Worker, Rawat, Jaipur, 1998.
7. BHOWMICK SHARIT, Industry, Labour and Society, Orient, 2012.
8. RICHARD BROWN, JOHN CHILD, AND S R PARKER, The Sociology of Industry 1st Edition, Rutledge, 2015.

ECS-501: DATABASE MANAGEMENT SYSTEMS

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Unit – I

Introduction: Overview, Database System vs File System, Database System Concept and Architecture, Data Model Schema and Instances, Data Independence and Database Language and Interfaces, Data Definitions Language, DML, Overall Database Structure. Data Modeling Using the Entity Relationship Model: ER Model Concepts, Notation for ER Diagram, Mapping Constraints, Keys, Concepts of Super Key, Candidate Key, Primary Key, Generalization, Aggregation, Reduction of an ER Diagrams to Tables, Extended ER Model, Relationship of Higher Degree.

Unit – II

Relational data Model and Language: Relational Data Model Concepts, Integrity Constraints, Entity Integrity, Referential Integrity, Keys Constraints, Domain Constraints, Relational Algebra, Relational Calculus, Tuple and Domain Calculus. Introduction on SQL: Characteristics of SQL, Advantage of SQL. SQL Data Type and Literals. Types of SQL Commands. SQL Operators and Their Procedure. Tables, Views and Indexes. Queries and Sub Queries. Aggregate Functions. Insert, Update and Delete Operations, Joins, Unions, Intersection, Minus, Cursors, Triggers, Procedures in SQL/PL SQL

Unit – III

Data Base Design & Normalization: Functional dependencies, normal forms, first, second, 8 third normal forms, BCNF, inclusion dependence, loss less join decompositions, normalization using FD, MVD, and JDs, alternative approaches to database design.

Unit – IV

Transaction Processing Concept: Transaction System, Testing of Serializability, Serializability of Schedules, Conflict & View Serializable Schedule, Recoverability, Recovery from Transaction Failures, Log Based Recovery, Checkpoints, Deadlock Handling. Distributed Database: Distributed Data Storage, Concurrency Control, Directory System.

Unit - V

Concurrency Control Techniques: Concurrency Control, Locking Techniques for Concurrency Control, Time Stamping Protocols for Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent Transaction, Case Study of Oracle.

References:

1. Korth, Silbertz, Sudarshan, "Database Concepts", McGraw Hill
2. Date C J, "An Introduction to Database Systems", Addison Wesley
3. Elmasri, Navathe, "Fundamentals of Database Systems", Addison Wesley
4. O'Neil, Databases, Elsevier Pub.
5. RAMAKRISHNAN "Database Management Systems", McGraw Hill
6. Leon & Leon, "Database Management Systems", Vikas Publishing House
7. Bipin C. Desai, "An Introduction to Database Systems", Gargotia Publications
8. Majumdar & Bhattacharya, "Database Management System", TMH
9. R.P. Mahapatra, Database Management System, Khanna Publishing House

10. Course on 'PHP & MySQL', Spoken Tutorial MOOC

ECS-502: DESIGN AND ANALYSIS OF ALGORITHM

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Unit – I

Introduction: Algorithms, Analyzing Algorithms, Complexity of Algorithms, Growth of Functions, Performance Measurements, Sorting and Order Statistics - Shell Sort, Quick Sort, Merge Sort, Heap Sort, Comparison of Sorting Algorithms, Sorting in Linear Time.

Unit – II

Advanced Data Structures: Red-Black Trees, B – Trees, Binomial Heaps, Fibonacci Heaps, Tries, Skip List

Unit – III

Divide and Conquer with Examples Such as Sorting, Matrix Multiplication, Convex Hull and Searching.
Greedy Methods with Examples Such as Optimal Reliability Allocation, Knapsack, Minimum Spanning Trees – Prim's and Kruskal's Algorithms, Single Source Shortest Paths - Dijkstra's and Bellman Ford Algorithms.

Unit – IV

Dynamic Programming with Examples Such as Knapsack. All Pair Shortest Paths – Warshal's and Floyd's Algorithms, Resource Allocation Problem. Backtracking, Branch and Bound with Examples Such as Travelling Salesman Problem, Graph Coloring, n-Queen Problem, Hamiltonian Cycles and Sum of Subsets.

Unit – V

Selected Topics: Algebraic Computation, Fast Fourier Transform, String Matching, Theory of NP-Completeness, Approximation Algorithms and Randomized Algorithms

References:

1. Thomas H. Cormen, Charles E. Leiserson and Ronald L. Rivest, "Introduction to Algorithms", Printice Hall of India.
2. E. Horowitz & S Sahni, "Fundamentals of Computer Algorithms",
3. Aho, Hopcraft, Ullman, "The Design and Analysis of Computer Algorithms" Pearson Education, 2008.
4. LEE "Design & Analysis of Algorithms (POD)", McGraw Hill

5. Gajendra Sharma, Design & Analysis of Algorithms, Khanna Publishing House
6. Richard E. Neapolitan "Foundations of Algorithms" Jones & Bartlett Learning
7. Jon Kleinberg and Éva Tardos, Algorithm Design, Pearson, 2005.
8. Michael T Goodrich and Roberto Tamassia, Algorithm Design: Foundations, Analysis, and Internet Examples, Second Edition, Wiley, 2006.
9. Harry R. Lewis and Larry Denenberg, Data Structures and Their Algorithms, Harper Collins, 1997
10. Robert Sedgewick and Kevin Wayne, Algorithms, fourth edition, Addison Wesley, 2011.
11. Harsh Bhasin, "Algorithm Design and Analysis", First Edition, Oxford University Press.
12. Gilles Brassard and Paul Bratley, Algorithmics: Theory and Practice, Prentice Hall, 1995.

ECS-503: PRINCIPLES OF PROGRAMMING LANGUAGES

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Unit – I

Introduction: Role of Programming Languages: Why Programming Languages, Towards Higher-Level Languages, Programming Paradigms, Programming Environments Language Description: Syntactic Structure, Language Translation Issues: Programming Language Syntax, Stages in Translation, Formal Translation Models.

Unit – II

Data, Data Types, and Basic Statements: Names , Variables , Binding, Type Checking, Scope, Scope Rules , Lifetime and Garbage Collection, Primitive Data Types, Strings, Array Types, Associative Arrays ,Record Types, Union Types, Pointers and References , Arithmetic Expressions , Overloaded Operators, Type Conversions , Relational and Boolean Expressions, Assignment Statements, Mixed Mode Assignments, Control Structures, Selection ,Iterations, Branching, Guarded Statements.

Unit – III

Subprograms and Implementations: Subprograms, Design Issues, Local Referencing, Parameter Passing, Overloaded Methods, Generic Methods, Design Issues for Functions , Semantics of Call and Return, Implementing Simple Subprograms, Stack and Dynamic Local Variables, Nested Subprograms, Dynamic Scoping.

Unit – IV

Object-Oriented, Concurrency, and Event Handling: Grouping of Data and Operations — Constructs for Programming Structures, Abstraction Information Hiding, Program Design with Modules, Defined Types, Object Oriented Programming — Concept of Object, Inheritance, Derived Classes and Information Hiding – Templates, Semaphores, Monitors, Message Passing, Threads, Statement Level Concurrency Exception Handling (Using C++ and Java as Example Language).

Unit – V

Functional and Logic Programming Languages: Introduction to Lambda Calculus , Fundamentals of Functional Programming Languages, Programming with Programming with ML, Introduction to Logic and Logic Programming – Programming with Prolog.

References:

1. "Programming Languages: Design and Implementations" , Terrance W.Pratt, Marvin V. Zelkowitz, T.V.Gopal, Fourth ed., Prentice Hall.
2. "Programming Language Design Concept", David A. Watt, Willey India.
3. "Programming languages: Concepts and Constucts", Ravi Sethi, Second Ed.,Pearson.
4. "Types and programming Languages", Benjamin C. Pierce. The MIT Press Cambridge, Massachusetts London, England.
5. Concepts of Programming Languages, Robert W. Sebesta, 10th Ed.,Pearson.

ECS-551: DATABASE MANAGEMENT SYSTEMS LAB

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Objectives:

1. Installing oracle/ MYSQL.
2. Creating Entity-Relationship Diagram using case tools.
3. Writing SQL statements Using ORACLE /MYSQL.
 - a) Writing basic SQL SELECT statements.
 - b) Restricting and sorting data.
 - c) Displaying data from multiple tables.
 - d) Aggregating data using group function.
 - e) Manipulating data.
 - f) Creating and managing tables.
4. Normalization.
5. Creating cursor.
6. Creating procedure and functions.
7. Creating packages and triggers.
8. Design and implementation of payroll processing system.
9. Design and implementation of Library Information System.
10. Design and implementation of Student Information System.
11. Automatic Backup of Files and Recovery of Files.

ECS-552: DESIGN AND ANALYSIS OF ALGORITHM LAB

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Objective:-

1. Program for Recursive Binary & Linear Search.
2. Program for Heap Sort.
3. Program for Merge Sort.
4. Program for Selection Sort.
5. Program for Insertion Sort.
6. Program for Quick Sort.
7. Knapsack Problem using Greedy Solution
8. Perform Travelling Salesman Problem
9. Find Minimum Spanning Tree using Kruskal's Algorithm
10. Implement N Queen Problem using Backtracking

DEPARTMENTAL ELECTIVE COURSE-I

EIT-011: SOFTWARE PROJECT MANAGEMENT

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Unit – I

Introduction and Software Project Planning: Fundamentals of Software Project Management (SPM), Need Identification, Vision and Scope Document, Project Management Cycle, SPM Objectives, Management Spectrum, SPM Framework, Software Project Planning, Planning Objectives, Project Plan, Types of Project Plan, Structure of a Software Project Management Plan, Software Project Estimation, Estimation Methods, Estimation Models, Decision Process.

Unit – II

Project Organization and Scheduling Project Elements: Work Breakdown Structure (WBS), Types of WBS, Functions, Activities and Tasks, Project Life Cycle and Product Life Cycle, Ways to Organize Personnel, Project Schedule, Scheduling Objectives, Building the Project Schedule, Scheduling Terminology and Techniques, Network Diagrams: PERT, CPM, Bar Charts: Milestone Charts, Gantt Charts.

Unit – III

Project Monitoring and Control: Dimensions of Project Monitoring & Control, Earned Value Analysis, Earned Value Indicators: Budgeted Cost for Work Scheduled (BCWS), Cost Variance (CV), Schedule Variance (SV), Cost Performance Index (CPI), Schedule Performance Index (SPI), Interpretation of Earned Value Indicators, Error Tracking, Software Reviews, Types of Review: Inspections, Deskchecks, Walkthroughs, Code Reviews, Pair Programming.

Unit – IV

Software Quality Assurance and Testing Objectives: Testing Principles, Test Plans, Test Cases, Types of Testing, Levels of Testing, Test Strategies, Program Correctness, Program Verification & Validation, Testing Automation & Testing Tools, Concept of Software Quality, Software Quality Attributes, Software Quality Metrics and Indicators, The SEI Capability Maturity Model (CMM), SQA Activities, Formal SQA Approaches: Proof of Correctness, Statistical Quality Assurance, Cleanroom Process.

Unit – V

Project Management and Project Management Tools Software Configuration Management: Software Configuration Items and Tasks, Baselines, Plan for Change, Change Control, Change Requests Management, Version Control, Risk Management: Risks and Risk Types, Risk Breakdown Structure (RBS), Risk Management Process: Risk Identification, Risk Analysis, Risk Planning, Risk Monitoring, Cost Benefit Analysis, Software Project Management Tools: CASE Tools, Planning and Scheduling Tools, MS-Project.

References:

1. M. Cotterell, Software Project Management, Tata McGraw-Hill Publication.
2. Royce, Software Project Management, Pearson Education.
3. Kieron Conway, Software Project Management, Dreamtech Press.
4. S. A. Kelkar, Software Project Management, PHI Publication.
5. Harold R. Kerzner, Project Management "A Systems Approach to Planning, Scheduling, and Controlling" Wiley.
6. Mohapatra, Software Project Management, Cengage Learning.
7. P.K. Agarwal, SAM R., Software Project Management, Khanna Publishing House.

EIT-012: SOFTWARE TESTING AND AUDIT

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Unit – I

Review of Software Engineering: Overview of Software Evolution, SDLC, Testing Process, Terminologies in Testing: Error, Fault, Failure, Verification, Validation, Difference Between Verification and Validation, Test Cases, Testing Suite, Test ,Oracles, Impracticality of Testing All Data; Impracticality of Testing AllPaths.

Verification: Verification Methods, SRS Verification, Source Code Reviews, User Documentation Verification, Software, Project Audit, Tailoring Software Quality Assurance Program by Reviews, Walkthrough, Inspection and Configuration Audits.

Unit – II

Functional Testing: Boundary Value Analysis, Equivalence Class Testing, Decision Table Based Testing, Cause Effect Graphing Technique.

Structural Testing: Control Flow Testing, Path Testing, Independent Paths, Generation of Graph from Program, Identification of Independent Paths, Cyclomatic Complexity, Data Flow Testing, Mutation Testing.

Unit – III

Regression Testing: What is Regression Testing? Regression Test cases selection, Reducing the number of test cases, Code coverage prioritization technique.

Reducing the number of test cases: Prioritization guidelines, Priority category, Scheme, Risk Analysis.

Unit – IV

Software Testing Activities: Levels of Testing, Debugging, Testing techniques and their applicability, Exploratory Testing

Automated Test Data Generation: Test Data, Approaches to test data generation, test data generation using genetic algorithm, Test Data Generation Tools, Software Testing Tools, and Software test Plan.

Unit – V

Object Oriented Testing: Definition, Issues, Class Testing, Object Oriented Integration and System Testing.

Testing Web Applications: Web Testing, User Interface Testing, Usability Testing, Security Testing, Performance Testing, Database testing, Post Deployment Testing.

References:

1. Yogesh Singh, "Software Testing", Cambridge University Press, New York, 2012
2. K.K. Aggarwal & Yogesh Singh, "Software Engineering", New Age International Publishers, New Delhi, 2003.
3. Roger S. Pressman, "Software Engineering – A Practitioner's Approach", Fifth Edition, McGraw-Hill International Edition, New Delhi, 2001.
4. Marc Roper, "Software Testing", McGraw-Hill Book Co., London, 1994.
5. M.C. Trivedi, Software Testing & Audit, Khanna Publishing House
6. Boris Beizer, "Software System Testing and Quality Assurance", Van Nostrand Reinhold, New York, 1984.

ECS-011: OPERATION RESEARCH

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Unit – I

Definition and Scope of Operations Research (OR), OR Model, Solving the OR Model, Art of Modelling, Phases of OR Study.

Linear Programming: Two Variable Linear Programming Model and Graphical Method of Solution, Simplex Method, Dual Simplex Method, Special Cases of Linear Programming, Duality, Sensitivity Analysis.

Unit – II

Transportation Problems: Types of Transportation Problems, Mathematical Models, Transportation Algorithms, Assignment: Allocation and Assignment Problems and Models, Processing of Job through Machines.

Unit – III

Network Techniques: Shortest Path Model, Minimum Spanning Tree Problem, Max- Flow Problem and Min- Cost Problem.

Project Management: Phases of Project Management, Guidelines for Network Construction, CPM and PERT

Unit – IV

Theory of Games: Rectangular Games, Minimax Theorem, Graphical Solution of $2 \times n$ or $m \times 2$ Games, Game with Mixed Strategies, Reduction to Linear Programming Model. Quality Systems: Elements of Queuing Model, Generalized Poisson Queuing Model, Single Server Models.

Unit – V

Control: Models of Inventory, Operation of Inventory System, Quantity Discount. Replacement Models: Equipment's that Deteriorate with Time, Equipment's that Fail with Time.

References:

1. Wayne L. Winston, "Operations Research" Thomson Learning, 2003.
2. Hamdy H. Taha, "Operations Research- An Introduction" Pearson Education, 2003.
3. R. Panneer Seevam, "Operations Research" PHI Learning, 2008.
4. V.K.Khanna, "Total Quality Management" New Age International, 2008.
5. T.Veerarajan "Operation Research" Universities Press

ECS-012: WEB TECHNOLOGIES

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Unit – I

Introduction: Introduction and Web Development Strategies, History of Web and Internet, Protocols Governing Web, Writing Web Projects, Connecting to Internet, Introduction to Internet services and tools, Introduction to client-server computing. Core Java: Introduction, Operator, Data type, Variable, Arrays, Methods & Classes, Inheritance, Package and Interface, Exception Handling, Multithread programming, I/O, Java Applet, String handling, Event handling, Introduction to AWT, AWT controls, Layout managers.

Unit – II

Web Page Designing: HTML: List, Table, Images, Frames, forms, CSS, Document type definition, XML: DTD, XML schemes, Object Models, presenting and using XML, Using XML Processors: DOM and SAX, Dynamic HTML.

Unit – III

Scripting: Java script: Introduction, documents, forms, statements, functions, objects; introduction to AJAX.

Networking: Internet Addressing, InetAddress, Factory Methods, Instance Methods, TCP/IP Client Sockets, URL, URL Connection, TCP/IP Server Sockets, Datagram.

Unit – IV

Enterprise Java Bean: Preparing a Class to be a JavaBeans, Creating a JavaBeans, JavaBeans Properties, Types of beans, Stateful Session bean, Stateless Session bean, Entity bean.

Java Database Connectivity (JDBC): Merging Data from Multiple Tables: Joining, Manipulating, Databases with JDBC, Prepared Statements, Transaction Processing, Stored Procedures.

Unit – V

Servlets: Servlet Overview and Architecture, Interface Servlet and the Servlet Life Cycle, Handling HTTP get Requests, Handling HTTP post Requests, Redirecting Requests to Other Resources, Session Tracking, Cookies, Session Tracking with Http Session.

Java Server Pages (JSP): Introduction, Java Server Pages Overview, A First Java Server Page Example, Implicit Objects, Scripting, Standard Actions, Directives, Custom Tag Libraries.

References:

1. Burdman, Jessica, "Collaborative Web Development" Addison Wesley.
2. Xavier, C, " Web Technology and Design" , New Age International.
3. Ivan Bayross," HTML, DHTML, Java Script, Perl & CGI", BPB Publication.
4. Tanveer Alam, Internet & Java Programming, Khanna Publishing House.
5. Bhave, "Programming with Java", Pearson Education.
6. Herbert Schildt, "The Complete Reference:Java", TMH.
7. Hans Bergsten, "Java Server Pages", SPD O'Reilly.
8. Margaret Levine Young, "The Complete Reference Internet", TMH.
9. Naughton, Schildt, "The Complete Reference JAVA2", TMH.
10. Balagurusamy E, "Programming in JAVA", TMH.

ECS-601: COMPUTER NETWORKS

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Unit – I

Introduction Concepts: Goals and Applications of Networks, Network structure and architecture, The OSI reference model, services, Network Topology Design - Delay Analysis, Back Bone Design, Local Access Network Design, Physical Layer Transmission Media, Switching methods, ISDN, Terminal Handling.

Unit – II

Medium Access sub layer: Medium Access sub layer - Channel Allocations, LAN protocols - ALOHA protocols - Overview of IEEE standards - FDDI. Data Link Layer - Elementary Data Link Protocols, Sliding Window protocols, Error Handling.

Unit – III

Network Layer: Network Layer - Point - to Pont Networks, routing, Congestion control Internetworking - TCP / IP, IP packet, IP address, IPv6.

Unit – IV

Transport Layer: Transport Layer - Design issues, connection management, session Layer-Design issues, remote procedure call. Presentation Layer-Design issues, Data compression techniques, cryptography - TCP - Window Management.

Unit – V

Application Layer: Application Layer: File Transfer, Access and Management, Electronic mail, Virtual Terminals, Other application. Example Networks - Internet and Public Networks.

References:

1. Forouzen, "Data Communication and Networking", TMH.
2. A.S. Tanenbaum, Computer Networks, Pearson Education.
3. W. Stallings, Data and Computer Communication, Macmillan Press.
4. Bhavneet Sidhu, An Integrated approach to Computer Networks, Khanna Publishing House.
5. Gary R.Wright,W.Richard Stevens "TCP/IP Illustrated,Volume2 The Implementation" Addison-Wesley.
6. Michael A. Gallo and William M. Hancock "Computer communication and Networking Technology" Cengage Learning.
7. Anuranjan Misra, "Computer Networks", Acme Learning.
8. G. Shanmugarathinam, "Essential of TCP/ IP", Firewall Media.

ECS-602: COMPILER DESIGN

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Unit – I

Introduction to Compiler: Phases and passes, Bootstrapping, Finite state machines and regular expressions and their applications to lexical analysis, Optimization of DFA-Based Pattern Matchers implementation of lexical analyzers, lexical-analyzer generator, LEX compiler, Formal grammars and their application to syntax analysis, BNF notation, ambiguity, YACC. The syntactic specification of programming languages: Context free grammars, derivation and parse trees, capabilities of CFG.

Unit – II

Basic Parsing Techniques: Parsers, Shift reduce parsing, operator precedence parsing, top down parsing, predictive parsers Automatic Construction of efficient Parsers: LR parsers, the canonical Collection of LR(0) items, constructing SLR parsing tables, constructing Canonical LR parsing tables, Constructing LALR parsing tables, using ambiguous grammars, an automatic parser generator, implementation of LR parsing tables.

Unit – III

Syntax-directed Translation: Syntax-directed Translation schemes, Implementation of Syntax-directed Translators, Intermediate code, postfix notation, Parse trees & syntax trees, three address code, quadruple & triples, translation of assignment statements, Boolean expressions, statements that alter the flow of control, postfix translation, translation with a top down parser. More about translation: Array references in arithmetic expressions, procedures call, declarations and case statements.

Unit – IV

Symbol Tables: Data structure for symbols tables, representing scope information. Run-Time Administration: Implementation of simple stack allocation scheme, storage allocation in block structured language. Error Detection & Recovery: Lexical Phase errors, syntactic phase errors semantic errors.

Unit – V

Code Generation: Design Issues, the Target Language. Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, Code Generator. Code optimization: Machine-Independent Optimizations, Loop optimization, DAG representation of basic blocks, value numbers and algebraic laws, Global Data-Flow analysis.

REFERENCES:

1. K. Muneeswaran, Compiler Design, First Edition, Oxford University Press.
2. J.P. Bennet, "Introduction to Compiler Techniques", Second Edition, Tata McGraw-Hill, 2003.
3. Henk Alblas and Albert Nymeyer, "Practice and Principles of Compiler Building with C", PHI, 2001.
4. Aho, Sethi & Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education.
5. V Raghvan, "Principles of Compiler Design", TMH.
6. Kenneth Loudon, "Compiler Construction", Cengage Learning.
7. Charles Fischer and Ricard LeBlanc, "Crafting a Compiler with C", Pearson Education.

ECS-603: COMPUTER GRAPHICS

L T P
3 0 0

Unit – I

Introduction and Line Generation: Types of computer graphics, Graphic Displays- Random scan displays, Raster scan displays, Frame buffer and video controller, Points and lines, Line drawing algorithms, Circle generating algorithms, Mid-point circle generating algorithm, and parallel version of these algorithms.

Unit – II

Transformations: Basic transformation, Matrix representations and homogenous coordinates, Composite transformations, Reflections and shearing.

Windowing and Clipping: Viewing pipeline, Viewing transformations, 2-D Clipping algorithms- Line clipping algorithms such as Cohen Sutherland line clipping algorithm, Liang Barsky algorithm, Line clipping against non rectangular clip windows; Polygon clipping – Sutherland Hodgeman polygon clipping, Weiler and Atherton polygon clipping, Curve clipping, Text clipping.

Unit – III

Three Dimensional: 3-D Geometric Primitives, 3-D Object representation, 3-D Transformation, 3-D viewing, projections, 3-D Clipping.

Unit – IV

Curves and Surfaces: Quadric surfaces, Spheres, Ellipsoid, Blobby objects, Introductory concepts of Spline, Bspline and Bezier curves and surfaces.

Unit – V

Hidden Lines and Surfaces: Back Face Detection algorithm, Depth buffer method, A- buffer method, Scan line method, basic illumination models– Ambient light, Diffuse reflection, Specular reflection and

Phong model, Combined approach, Warn model, Intensity Attenuation, Color consideration, Transparency and Shadows.

REFERENCES:

1. Donald Hearn and M Pauline Baker, "Computer Graphics C Version", Pearson Education
2. Foley, Vandam, Feiner, Hughes – "Computer Graphics principle", Pearson Education.
3. Rogers, " Procedural Elements of Computer Graphics", McGraw Hill
4. W. M. Newman, R. F. Sproull – "Principles of Interactive computer Graphics" – Tata MCGraw Hill.
5. Amrendra N Sinha and Arun D Udai," Computer Graphics", Tata MCGraw Hill.
6. R.K. Maurya, "Computer Graphics " Wiley Dreamtech Publication.
7. M.C. Trivedi, NN Jani, Computer Graphics & Animations, Jaico Publications
1. 8 Rishabh Anand, Computer Graphics- A practical Approach, Khanna Publishing House
8. Mukherjee, Fundamentals of Computer graphics & Multimedia, PHI Learning Private Limited.
9. Donald Hearn and M Pauline Baker, "Computer Graphics with OpenGL", Pearson education

ECS-651: COMPUTER NETWORKS LAB

**L T P
0 0 2**

1. To learn handling and configuration of networking hardware like RJ-45 connector, CAT-6 cable, crimping tool, etc.
2. Configuration of router, hub, switch etc. (using real devices or simulators)
3. Running and using services/commands like ping, trace route, nslookup, arp, telnet, ftp, etc.
4. Network packet analysis using tools like Wireshark, tcpdump, etc.
5. Network simulation using tools like Cisco Packet Tracer, NetSim, OMNeT++, NS2, NS3, etc.
6. Socket programming using UDP and TCP (e.g., simple DNS, data & time client/server, echo client/server, iterative & concurrent servers).
7. Programming using raw sockets.
8. Programming using RPC.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner.

ECS-652: COMPILER DESIGN LAB

**L T P
0 0 2**

1. Implementation of LEXICAL ANALYZER for IF STATEMENT
2. Implementation of LEXICAL ANALYZER for ARITHMETIC EXPRESSION
3. Construction of NFA from REGULAR EXPRESSION
4. Construction of DFA from NFA
5. Implementation of SHIFT REDUCE PARSING ALGORITHM
6. Implementation of OPERATOR PRECEDENCE PARSER
7. Implementation of RECURSIVE DESCENT PARSER
8. Implementation of CODE OPTIMIZATION TECHNIQUES
9. Implementation of CODE GENERATOR

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner.

ECS-653: COMPUTER GRAPHICS LAB

L T P
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1. To implement DDA algorithms for line and circle.
2. To implement Bresenham's algorithms for line, circle and ellipse drawing.
3. To implement Mid Point Circle algorithm using C.
4. To implement Mid Point Ellipse algorithm using C.
5. To perform 2D Transformations such as translation, rotation, scaling, reflection and shearing.
6. To implement Cohen–Sutherland 2D clipping and window–viewport mapping.
7. To implement Liang Barsky Line Clipping Algorithm.
8. To perform 3D Transformations such as translation, rotation and scaling.
9. To convert between color models.
10. To perform animation using any Animation software
11. To perform basic operations on image using any image editing software
12. To draw different shapes such as hut, face, kite, fish etc.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner.

ECS-654: DATA WAREHOUSING & DATA MINING LAB

L T P
0 0 2

It is expected that student should implement concept of Data Mining and Warehousing. The open source Data Mining Tools like Rapid Miner, Weka etc. can be used to implement the concept of Data Mining and Warehousing. Some examples are as follows (Subject Teacher may add more):

1. Implementation of OLAP operations
2. Implementation of Varying Arrays
3. Implementation of Nested Tables
4. Demonstration of any ETL tool
5. Write a program of Apriori algorithm using any programming language.
6. Create data-set in .arff file format. Demonstration of preprocessing on WEKA data-set.
7. Demonstration of Association rule process on data-set contact lenses.arff /supermarket (or any other data set) using apriori algorithm.
8. Demonstration of classification rule process on WEKA data-set using j48 algorithm.
9. Demonstration of classification rule process on WEKA data-set using Naive Bayes algorithm.
10. Demonstration of clustering rule process on data-set iris.arff using simple k-means.

DEPARTMENTAL ELECTIVE COURSE-II

EIT-021: DESIGN AND DEVELOPMENT OF APPLICATIONS

L T P
3 0 0

Unit – I

INTRODUCTION: Introduction to mobile applications – Embedded systems - Market and business drivers for mobile applications – Publishing and delivery of mobile applications – Requirements gathering and validation for mobile applications.

Unit – II

BASIC DESIGN: Introduction – Basics of embedded systems design – Embedded OS - Design constraints for mobile applications, both hardware and software related – Architecting mobile applications – User interfaces for mobile applications – touch events and gestures – Achieving quality constraints – performance, usability, security, availability and modifiability.

Unit – III

ADVANCED DESIGN: Designing applications with multimedia and web access capabilities – Integration with GPS and social media networking applications – Accessing applications hosted in a cloud computing environment – Design patterns for mobile applications.

Unit – IV

TECHNOLOGY I – ANDROID: Introduction – Establishing the development environment – Android architecture – Activities and views – Interacting with UI – Persisting data using SQLite – Packaging and deployment – Interaction with server side applications – Using Google Maps, GPS and Wi-Fi – Integration with social media applications.

Unit – V

TECHNOLOGY II – iOS: Introduction to Objective C – iOS features – UI implementation – Touch frameworks – Data persistence using Core Data and SQLite – Location aware applications using Core Location and Map Kit – Integrating calendar and address book with social media application – Using Wi-Fi - iPhone marketplace. Swift: Introduction to Swift, features of swift.

REFERENCES:

1. Charlie Collins, Michael Galpin and Matthias Kappler, "Android in Practice", DreamTech, 2012.
2. AnubhavPradhan , Anil V Despande Composing Mobile Apps,Learn ,explore, apply.
3. James Dovey and Ash Furrow, "Beginning Objective C", Apress, 2012.
4. Jeff McWherter and Scott Gowell, "Professional Mobile Application Development", Wrox, 2012.
5. David Mark, Jack Nutting, Jeff LaMarche and Frederic Olsson, "Beginning iOS.
6. Development: Exploring the iOS SDK", Apress, 2013.

EIT-022: DATAWAREHOUSING & DATA MINING

L T P
3 0 0

Unit – I

Data Warehousing: Overview, Definition, Data Warehousing Components, Building a Data Warehouse, Warehouse Database, Mapping the Data Warehouse to a Multiprocessor Architecture, Difference between Database System and Data Warehouse, Multi Dimensional Data Model, Data Cubes, Stars, Snow Flakes, Fact Constellations, Concept.

Unit – II

Data Warehouse Process and Technology: Warehousing Strategy, Warehouse /management and Support Processes, Warehouse Planning and Implementation, Hardware and Operating Systems for Data Warehousing, Client/Server Computing Model & Data Warehousing. Parallel Processors & Cluster Systems, Distributed DBMS implementations, Warehousing Software, Warehouse Schema Design.

Unit – III

Data Mining: Overview, Motivation, Definition & Functionalities, Data Processing, Form of Data Pre-processing, Data Cleaning: Missing Values, Noisy Data, (Binning, Clustering, Regression, Computer and Human inspection), Inconsistent Data, Data Integration and Transformation. Data Reduction:-Data Cube Aggregation, Dimensionality reduction, Data Compression, Numerosity Reduction, Discretization and Concept hierarchy generation, Decision Tree.

Unit – IV

Classification: Definition, Data Generalization, Analytical Characterization, Analysis of attribute relevance, Mining Class comparisons, Statistical measures in large Databases, Statistical-Based Algorithms, Distance-Based Algorithms, Decision Tree-Based Algorithms.

Clustering: Introduction, Similarity and Distance Measures, Hierarchical and Partitional Algorithms. Hierarchical Clustering- CURE and Chameleon. Density Based Methods DBSCAN, OPTICS. Grid Based Methods- STING, CLIQUE. Model Based Method – Statistical Approach, Association rules: Introduction, Large Item sets, Basic Algorithms, Parallel and Distributed Algorithms, Neural Network approach.

Unit – V

Data Visualization and Overall Perspective: Aggregation, Historical information, Query Facility, OLAP function and Tools. OLAP Servers, ROLAP, MOLAP, HOLAP, Data Mining interface, Security, Backup and Recovery, Tuning Data Warehouse, Testing Data Warehouse. Warehousing applications and Recent Trends: Types of Warehousing Applications, Web Mining, Spatial Mining and Temporal Mining.

REFERENCES:

1. Alex Berson, Stephen J. Smith "Data Warehousing, Data-Mining & OLAP", TMH.
2. Mark Humphries, Michael W. Hawkins, Michelle C. Dy, " Data Warehousing: Architecture and Implementation", Pearson.
3. I. Singh, Data Mining and Warehousing, Khanna Publishing House.
4. Margaret H. Dunham, S. Sridhar,"Data Mining:Introductory and Advanced Topics" Pearson Education
5. Arun K. Pujari, "Data Mining Techniques" Universities Press.
5. Pieter Adriaans, Dolf Zantinge, "Data-Mining", Pearson Education.

ECS-021: INTERNET OF THINGS

L T P
3 0 0

Unit – I

Internet of Things (IoT): Vision, Definition, Conceptual Framework, Architectural view, technology behind IoT, Sources of the IoT, M2M Communication, IoT Examples.

Design Principles for Connected Devices: IoT/M2M systems layers and design standardization, communication technologies, data enrichment and consolidation, ease of designing and affordability.

Unit – II

Hardware for IoT: Sensors, digital sensors, actuators, radio frequency identification (RFID) technology, wireless sensor networks, participatory sensing technology.

Embedded Platforms for IoT: Embedded computing basics, Overview of IOT supported Hardware platforms such as Arduino, NetArduino, Raspberry pi, Beagle Bone, Intel Galileo boards and ARM cortex.

Unit – III

Network & Communication Aspects in IoT: Wireless medium access issues, MAC protocol survey, Survey routing protocols, Sensor deployment & Node discovery, Data aggregation & dissemination.

Unit – IV

Programming the Arduinio: Arduinio platform boards anatomy, arduino IDE, coding, using emulator, using libraries, additions in arduino, programming the arduino for IoT.

Unit – V

Challenges in IoT Design Challenges: Development challenges, Security challenges, Other challenges.

IoT Applications: Smart metering, e-health, city automation, automotive applications, home automation, smart cards, Communicating data with H/W units, mobiles, tablets, Designing of smart street lights in smart city

References:

1. Olivier Hersent, David Boswarthick, Omar Elloumi "The Internet of Things key applications and protocols", Wiley.
2. Jeeva Jose, Internet of Things, Khanna Publications.
3. Michael Miller "The Internet of Things" by Pearson.
4. Raj Kamal "INTERNET OF THINGS", McGraw-Hill, 1ST Edition, 2016.
5. Arshdeep Bahga, Vijay Madisetti "Internet of Things (A hands on approach)" 1ST edition, VPI publications, 2014.
6. Adrian McEwen, Hakin Cassimally "Designing the Internet of Things" Wiley India.

ECS-022: NEURAL NETWORK

L T P
3 0 0

Unit – I

Neuro Computing and Neuroscience: Historical notes, human Brain, neuron Mode I, Knowledge representation, AI and NN. Learning process: Supervised and unsupervised learning, Error correction learning, competitive learning, adaptation, statistical nature of the learning process.

Unit – II

Data Processing Scaling: Normalization, Transformation (FT/FFT), principal component analysis, regression, co-variance matrix, Eigen values & Eigen vectors. Basic Models of Artificial neurons, activation Functions, aggregation function, single neuron computation, multilayer perception, least mean square algorithm, gradient descent rule, nonlinearly separable problems and bench mark problems in NN.

Unit – III

Multilayered Network Architecture: Back propagation algorithm, heuristics for making BP-algorithm performs better. Accelerated learning BP (like recursive least square, quick prop, RPROP algorithm), approximation properties of RBF networks and comparison with multilayer perceptron.

Unit – IV

Recurrent Network and Temporal Feed-Forward Network: Implementation with BP, self-Organizing map and SOM algorithm, properties of feature map and computer simulation. Principal component and Independent component analysis, application to image and signal processing

Unit – V

Complex Valued NN and Complex Valued BP: Analyticity of activation function, application in 2D information processing. Complexity analysis of network models. Soft computing. Neuro-Fuzzy-genetic algorithm Integration.

References:

1. J.A. Anderson, An Introduction to Neural Networks, MIT.
2. Hagen Demuth Beale, Neural Network Design, Cengage Learning.
3. Laurene V. Fausett, "Fundamentals of Neural Networks: Architectures, Algorithms and Applications", Pearson India.
4. Munesh Chandra Trivedi, NN Jani, Artificial Neural Network Technology, Khanna Publishing House.
5. Kosko, Neural Network and Fuzzy Sets, PHI 5. Hagan, Neural Network Design w/CD, Cengage Learning.
