VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI

3rd to 8th Semester BE – Computer Science and Engineering

Scheme of Teaching and Examinations

Outcome Based Education (OBE) and Choice Based Credit System (CBCS)
(Effective from the academic year 2018 – 19)

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI

B.E. in Computer Science and Engineering

Scheme of Teaching and Examinations2021

Outcome Based Education(OBE) and Choice Based Credit System (CBCS)

(Effective from the academic year 2021 - 22)

III SEMESTER

Sl. No	Course and Course Code	Course Title	Teaching Department (TD) and Question Paper Setting Board (PSB)	Teaching Hours /Week				Examination				Credits
				Theory Lecture	Tutorial	Practical/ Drawing	Self -Study	Duration in hours	CIE Marks	SEE Marks	Total Marks	
				L	T	P	S					
1	BSC 21MAT31	Transform Calculus, Fourier Series and Numerical Techniques	Maths	3	0	0		03	50	50	100	3
2	IPCC 21CS32	Data Structures and Applications	Any CS Board Department	3	0	2		03	50	50	100	4
3	IPCC 21CS33	Analog and Digital Electronics		3	0	2		03	50	50	100	4
4	PCC 21CS34	Computer Organization and Architecture		3	0	0		03	50	50	100	3
5	PCC 21CSL35	Object Oriented Programming with JAVA Laboratory		0	0	2		03	50	50	100	1
6	UHV 21UH36	Social Connect and Responsibility	Any Department	0	0	2		01	50	50	100	1
7	HSMC 21KSK37/47	Samskrutika Kannada	TD and PSB: HSMC	1	0	0		01	50	50	100	1
	HSMC 21KBK37/47	Balake Kannada										
	OR											
	HSMC 21CIP37/47	Constitution of India and Professional Ethics										
8	AEC 21CS38X/21 CSL38X	Ability Enhancement Course - III	TD: Concerned department PSB: Concerned Board	If offered as Theory Course				01	50	50	100	1
				1	0	0						
				If offered as lab. course				02				
				0	0	2						
								Total	**400**	**400**	**800**	**18**

9	**Scheduled activities for III to VIII semesters**	NMDC 21NS83	National Service Scheme (NSS)	NSS	All students have to register for any one of the course namely National Service Scheme, Physical Education (PE)(Sports and Athletics) and Yoga with the concerned coordinator of the course during the first week of III semester. The activities shall be carried out from (for 5 semesters) between III semester to VIII semester. SEE in the above courses shall be conducted during VIII semester examinations and the accumulated CIE marks shall be added to the SEE marks. Successful completion of the registered course is mandatory for the award of the degree. The events shall be appropriately scheduled by the colleges and the same shall be reflected in the colander prepared for the NSS, PE and Yoga activities.
		NMDC 21PE83	Physical Education (PE)(Sports and Athletics)	PE	
		NMDC 21YO83	Yoga	Yoga	

Course prescribed to lateral entry Diploma holders admitted to III semester B.E./B.Tech programs

1	NCMC 21MATDIP31	Additional Mathematics - I	Maths	02	02	--	--	---	100	---	100	0

Note:BSC: Basic Science Course, **IPCC:** Integrated Professional Core Course, **PCC:** Professional Core Course,**INT** –Internship, **HSMC:** Humanity and Social Science & Management Courses, **AEC**–Ability Enhancement Courses. **UHV:** Universal Human Value Course.
L –Lecture, **T –** Tutorial, P- Practical/ Drawing, **S –** Self Study Component, **CIE:** Continuous Internal Evaluation, **SEE:** Semester End Examination.**TD-**Teaching Department, **PSB**: Paper Setting department

21KSK37/47 Samskrutika Kannada is for students who speak, read and write Kannada and **21KBK37/47**Balake Kannada is for non-Kannada speaking, reading, and writing students.

Integrated Professional Core Course (IPCC): Refers to Professional Theory Core Course Integrated with Practical's of the same course. Credit for IPCC can be 04 and its Teaching–Learning hours (L : T : P) can be considered as (3 : 0 : 2) or (2 : 2 : 2). The theory part of the IPCC shall be evaluated both by CIE and SEE. The practical part shall be evaluated by only CIE (no SEE). However, questions from the practical part of IPCC shall be included in the SEE question paper.For more details, the regulation governing the Degree of Bachelor of Engineering /Technology (BE/B.Tech.) 2021-22 may be referred.

21INT49Inter/Intra Institutional Internship: All the students admitted to engineering programs under the lateral entry category shall have to undergo a mandatory 21INT49 Inter/Intra Institutional Internshipof 03 weeks during the intervening period of III and IV semesters. The internship shall be slated for CIE only and will not have SEE. The letter grade earned through CIE shall be included in the IV semester grade card.The internship shall be considered as a head of passing and shall be considered for vertical progression and for the award of degree. Those, who do not take up / complete the internship shall be declared fail and shall have to complete during subsequently after satisfying the internship requirements. The faculty coordinator or mentor shall monitor the students' internship progress and interact with them for the successful completion of the internship.

Non–credit mandatory courses (NCMC):

(A)Additional Mathematics I and II:

(1) These courses are prescribed for III and IV semesters respectively to lateral entry Diploma holders admitted to III semester of B.E./B.Tech., programs. They shall attend the classes during the respective semesters to complete all the formalities of the course and appear for the Continuous Internal Evaluation (CIE). In case, any student fails to register for the said course/fails to secure the minimum 40 % of the prescribed CIE marks, he/she shall be deemed to have secured an F grade. In such a case, the student has to fulfill the course requirements during subsequent semester/s to earn the qualifying CIE marks. These courses are slated for CIE only and has no SEE.

(2) Additional Mathematics I and II shall not be considered for vertical progression as well as for the calculation of SGPA and CGPA, but completion of the courses shall be mandatory for the award of degree.

(3) Successful completion of the coursesAdditional Mathematics I and IIshall be indicated as satisfactory in the grade card. Non-completion of the coursesAdditional Mathematics I and IIshall be indicated as Unsatisfactory.

(B) National Service Scheme/Physical Education (Sport and Athletics)/ Yoga:

(1) Securing 40 % or more in CIE,35 % or more marks in SEE and 40 % or more in the sum total of CIE + SEE leads to successful completion of the registered course.

(2) In case, students fail to secure 35 % marks in SEE, they have to appear for SEE during the subsequent examinations conducted by the University.

(3) In case, any student fails to register for NSS, PE or Yoga/fails to secure the minimum 40 % of the prescribed CIE marks, he/she shall be deemed to have not completed the requirements of the course. In such a case, the student has to fulfill the course requirements during subsequent semester/s to earn the qualifying CIE marks.

(4) Successful completion of the course shall be indicated as satisfactory in the grade card. Non-completion of the course shall be indicated as Unsatisfactory.

(5) These coursesshall not be considered for vertical progression as well as for the calculation of SGPA and CGPA, but completion of the courses shall be mandatory for the award of degree.

Ability Enhancement Course - III			
21CSL381	Mastering Office	21CS383	
21CS382	Programming IN c++	21CS384	

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Outcome-Based Education(OBE) and Choice Based Credit System (CBCS)

(Effective from the academic year 2021 - 22)

IV SEMESTER

Sl. No	Course and Course Code	Course Title	Teaching Department (TD) and Question Paper Setting Board (PSB)	Teaching Hours /Week				Examination				Credits
				Theory Lecture	Tutorial	Practical/ Drawing	Self -Study	Duration in hours	CIE Marks	SEE Marks	Total Marks	
				L	T	P	S					
1	BSC 21CS41	Mathematical Foundations for Computing	Maths	2	2	0		03	50	50	100	3
2	IPCC 21CS42	Design and Analysis of Algorithms	Any CS Board Department	3	0	2		03	50	50	100	4
3	IPCC 21CS43	Microcontroller and Embedded SystemS		3	0	2		03	50	50	100	4
4	PCC 21CS44	Operating SystemS		2	2	0		03	50	50	100	3
5	AEC 21BE45	Biology For Engineers	BT, CHE, PHY	2	0	0		02	50	50	100	2
6	PCC 21CSL46	Python Programming Laboratory	Any CS Board Department	0	0	2		03	50	50	100	1
7	HSMC 21KSK37/47	Samskrutika Kannada	HSMC	1	0	0		01	50	50	100	1
	HSMC 21KBK37/47	Balake Kannada										
	OR											
	HSMC 21CIP37/47	Constitution of India & Professional Ethics										
8	AEC 21CS48X/21CSL48X	Ability Enhancement Course- IV	TD and PSB: Concerned department	If offered as theory Course: 1	0	0		01	50	50	100	1
				If offered as lab. course: 0	0	2		02				
9	UHV 21UH49	UniversalHumanValues	Any Department	1	0	0		01	50	50	100	1
10	INT 21INT49	Inter/Intra Institutional Internship	Evaluation By the appropriate authorities	Completed during the intervening period ofII and III semesters by students admitted to first year of BE./B.Tech and during the intervening period of III and IV semesters by Lateral entry students admitted to III semester.				3	100	--	100	2
								Total	**550**	**450**	**1000**	**22**

Course prescribed to lateral entry Diploma holders admitted to III semester of Engineering programs

1	NCMC 21MATDIP41	Additional Mathematics - II	Maths	02	02	--	--	--	100	--	100	0

Note: BSC: Basic Science Course, IPCC: Integrated Professional Core Course, PCC: Professional Core Course, AEC –Ability Enhancement Courses, HSMC: Humanity and Social Science and Management Courses, UHV- Universal Human Value Courses.
L –Lecture, T – Tutorial, P- Practical/ Drawing, S – Self Study Component, CIE: Continuous Internal Evaluation, SEE: Semester End Examination.

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Integrated Professional Core Course (IPCC): Refers to Professional Theory Core Course Integrated with Practical's of the same course. Credit for IPCC can be 04 and its Teaching – Learning hours (L : T : P) can be considered as (3 : 0 : 2) or (2 : 2 : 2). The theory part of the IPCC shall be evaluated both by CIE and SEE. The practical part shall be evaluated by only CIE (no SEE). However, questions from practical part of IPCCshall be included in the SEE question paper.For more details the regulation governing the Degree of Bachelor of Engineering /Technology (BE/B.Tech.) 2021-22 may be referred.

Non – credit mandatory course (NCMC):

Additional Mathematics - II:

(1) Lateral entry Diploma holders admitted to III semester of B.E./B.Tech., shall attend the classes during the IV semester to complete all the formalities of the course and appear for the Continuous Internal Evaluation (CIE). In case, any student fails to register for the said course/fails to

secure the minimum 40 % of the prescribed CIE marks, he/she shall be deemed to have secured an F grade. In such a case, the student has to fulfil the course requirements during subsequent semester/s to earn the qualifying CIE marks. These courses are slated for CIE only and has no SEE.

(2) Additional Mathematics I and II shall not be considered for vertical progression as well as for the calculation of SGPA and CGPA, but completion of the courses shall be mandatory for the award of degree.

(3) Successful completion of the course Additional Mathematics IIshall be indicated as satisfactory in the grade card. Non-completion of the coursesAdditional Mathematics IIshall be indicated as Unsatisfactory.

Ability Enhancement Course - IV

21CSL481	Web Programming	21CSL483	R Programming
21CS482	Unix Shell Programming	21CS484	

Internship of 04 weeks during the intervening period of IV and V semesters; 21INT68Innovation/ Entrepreneurship/ Societalbased Internship.

(1) All the students shall have to undergo a mandatory internship of 04 weeks during the intervening period of IV and V semesters. The internship shall be slated for CIE only and will not have SEE. The letter grade earned through CIE shall be included in the VI semester grade card.The internship shall be considered as a head of passing and shall be considered for vertical progression and for the award of degree. Those, who do not take up / complete the internship shall be considered under F (fail) grade and shall have to complete during subsequently after satisfying the internship requirements.

(2) Innovation/ Entrepreneurship Internshipshall be carried out at industry, State and Central Government /Non-government organizations (NGOs), micro, small and medium enterprise (MSME), Innovation centers or Incubation centers. Innovation need not be a single major breakthrough; it can also be a series of small or incremental changes.Innovation of any kind can also happen outside of the business world.

Entrepreneurship internships offers a chance to gain hands on experience in the world of entrepreneurship and helps to learn what it takes to run a small entrepreneurial business by performing intern duties with an established company. This experience can then be applied to future business endeavours.Start-ups and small companies are a preferred place to learn the business tack ticks for future entrepreneurs as learning how a small business operates will serve the intern well when he/she manages his/her own company. Entrepreneurship acts as a catalyst to open the minds to creativity and innovation.Entrepreneurship internship can be from several sectors, including technology, small and medium-sized, and the service sector.

(3) Societal or social internship.

Urbanization is increasing on a global scale; and yet, half the world's population still resides in rural areas and is devoid of many things that urban population enjoy. Rural internship, is a work-based activity in which students will have a chance to solve/reduce the problems of the rural place for better living.

As proposed under the AICTE rural internship programme, activities under Societal or social internship, particularly in rural areas, shall be considered for 40 points under AICTE activity point programme.

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V SEMESTER

Sl. No	Course and Course Code	Course Title	Teaching Department (TD) and Question Paper Setting Board (PSB)	Teaching Hours /Week				Examination				Credits
				Theory Lecture	Tutorial	Practical/ Drawing	Self -Study	Duration in hours	CIE Marks	SEE Marks	Total Marks	
				L	T	P	S					
1	BSC 21CS51	Automata Theory and compiler Design	Any CS Board Department	3	0	0		03	50	50	100	3
2	IPCC 21CS52	Computer Networks		3	0	2		03	50	50	100	4
3	PCC 21CS53	Database Management Systems		3	0	0		03	50	50	100	3
4	PCC 21CS54	Artificial Intelligence and Machine Learning		3	0	0		03	50	50	100	3
5	PCC 21CSL55	Database Management Systems Laboratory with Mini Project		0	0	2		03	50	50	100	1
6	AEC 21XX56	Research Methodology & Intellectual Property Rights	TD: Any Department PSB: As identified by university	2	0	0		02	50	50	100	2
7	HSMC 21CIV57	Environmental Studies	TD: Civil/ Environmental /Chemistry/ Biotech. PSB: Civil Engg	1	0	0		1	50	50	100	1
8	AEC 21CS58X/21 CS58LX	Ability Enhancement Course-V	Concerned Board	If offered as Theory courses: 1	0	0		01	50	50	100	1
				If offered as lab. courses: 0	0	2		02				
								Total	**400**	**400**	**800**	**18**

Ability Enhancement Course - IV

21CSL581	Angular JS and Node JS	21CS583	
21CS582	C# and .Net Framework	21CS584	

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VI SEMESTER

Sl. No	Course and Course Code	Course Title	Teaching Department (TD) and Question Paper Setting Board (PSB)	Teaching Hours /Week				Examination				Credits
				Theory Lecture	Tutorial	Practical/ Drawing	Self -Study	Duration in hours	CIE Marks	SEE Marks	Total Marks	
				L	T	P	S					
1	HSMC 21CS61	Software Engineering & Project Management	Any CS Board Department	2	2	0		03	50	50	100	3
2	IPCC 21CS62	Fullstack Development		3	0	2		03	50	50	100	4
3	PCC 21CS63	Computer Graphics andFundamentals of Image Processing		3	0	0		03	50	50	100	3
4	PEC 21XX64x	Professional Elective Course-I		3	0	0		03	50	50	100	3
5	OEC 21XX65x	Open Elective Course-I	Concerned Department	3	0	0		03	50	50	100	3
6	PCC 21CSL66	Computer Graphics and Image Processing Laboratory	Any CS Board Department	0	0	2		03	50	50	100	1
7	MP 21CSMP67	Mini Project		Two contact hours /week for interaction between the faculty and students.				--	100	--	100	2
8	INT 21INT68	Innovation/Entrepreneurship /Societal Internship	Completed during the intervening period of IV and V semesters.					--	100	--	100	3
								Total	**500**	**300**	**800**	**22**

Professional Elective - I

21CS641	Agile Technology	21CS643	Advanced Computer Architecture
21CS642	Advanced JAVA Programming	21CS644	Data science and Visualization

Open Electives – I offered by the Department to other Department students

21CS651	Introduction to Data Structures	21CS653	Introduction to Cyber Security
21CS652	Introduction to Database Management Systems	21CS654	Programming in JAVA

Note:HSMC: Humanity and Social Science & Management Courses, **IPCC:** Integrated Professional Core Course, **PCC:** Professional Core Course, **PEC:** Professional Elective Courses, OEC–Open Elective Course, **MP** –Mini Project, INT –Internship.
L –Lecture, T – Tutorial, P - Practical / Drawing, S – Self Study Component, CIE: Continuous Internal Evaluation, SEE: Semester End Examination.

Integrated Professional Core Course (IPCC): Refers to Professional Theory Core Course Integrated with Practical of the same course. Credit for IPCC can be 04 and its Teaching – Learning hours (L : T : P) can be considered as (3 : 0 : 2) or (2 : 2 : 2). The theory part of the IPCC shall be evaluated both by CIE and SEE. The practical part shall be evaluated by CIE only and there shall be no SEE. For more details, the regulation governing the Degree of Bachelor of Engineering /Technology (BE/B.Tech) 2021-22 may be referred.

Professional Elective Courses (PEC):

A professional elective (PEC) course is intended to enhance the depth and breadth of educational experience in the Engineering and Technology curriculum. Multidisciplinary courses that are added supplement the latest trend and advanced technology in the selected stream of engineering. Each group will provide an option to select one course out of five courses. The minimum students' strength for offering professional electives is 10. However, this conditional shall not be applicable to cases where the admission to the programme is less than 10.

Open Elective Courses:

Students belonging to a particular stream of Engineering and Technology are not entitled for the open electives offered by their parent Department. However, they can opt an elective offered by other Departments, provided they satisfy the prerequisite condition if any. Registration to open electives shall be documented under the guidance of the Program Coordinator/ Advisor/Mentor.

Selection of an open elective shall **not be allowed** if,

(i) The candidate has studied the same course during the previous semesters of the program.

(ii) The syllabus content of open electives is similar to that of the Departmental core courses or professional electives.

(iii) A similar course, under any category, is prescribed in the higher semesters of the program.

In case, any college is desirous of offering a course (not included in the Open Elective List of the University) from streams such as Law, Business (MBA), Medicine, Arts, Commerce, etc., can seek permission, at least one month before the commencement of the semester, from the University by submitting a copy of the syllabus along with the details of expertise available to teach the same in the college.
The minimum students' strength for offering open electives is 10. However, this conditional shall not be applicable to cases where the admission to the programme is less than 10.

Mini-project work: Mini Project is a laboratory-oriented course which will provide a platform to students to enhance their practical knowledge and skills by the development of small systems/applications.
Based on the ability/abilities of the student/s and recommendations of the mentor, a single discipline or a multidisciplinary Mini- project can be assigned to an individual student or to a group having not more than 4 students.
CIE procedure for Mini-project:
(i) Single discipline: The CIE marks shall be awarded by a committee consisting of the Head of the concerned Department and two faculty members of the Department, one of them being the Guide. The CIE marks awarded for the Mini-project work shall be based on the evaluation of project report, project presentation skill, and question and answer session in the ratio of 50:25:25. The marks awarded for the project report shall be the same for all the batch mates.
(ii) Interdisciplinary: Continuous Internal Evaluation shall be group-wise at the college level with the participation of all the guides of the project.
The CIE marks awarded for the Mini-project, shall be based on the evaluation of project report, project presentation skill, and question and answer session in the ratio 50:25:25. The marks awarded for the project report shall be the same for all the batch mates.
No SEE component for Mini-Project.

VII semester Classwork and Research Internship /Industry Internship (21INT82)

Swapping Facility
Institutions can swap VII and VIII Semester Scheme of Teaching and Examinations to accommodate research internship/ industry internship after the VI semester**.**
(2) Credits earned for the courses of VII and VIII Semester Scheme of Teaching and Examinations shall be counted against the corresponding semesters whether VII or VIII semester is completed during the beginning of IV year or later part of IV year of the program.
Elucidation:
At the beginning of IV year of the programme i.e., after VI semester, VII semester classwork and VIII semester Research Internship /Industrial Internship shall be permitted to be operated simultaneously by the University so that students have ample opportunity for internship. In other words, a good percentage of the class shall attend VII semester classwork and similar percentage of others shall attend to Research Internship or Industrial Internship.
Research/Industrial Internship shall be carried out at an Industry, NGO, MSME, Innovation centre, Incubation centre, Start-up, Centers of Excellence (CoE), Study Centre established in the parent institute and /or at reputed research organizations / institutes. The internship can also be rural internship.
The mandatory Research internship /Industry internship is for 24 weeks. The internship shall be considered as a head of passing and shall be considered for the award of degree. Those, who do not take up/complete the internship shall be declared fail and shall have to complete during the subsequent University examination after satisfying the internship requirements.

INT21INT82Research Internship/ Industry Internship/Rural Internship
Research internship:A research internship is intended to offer the flavour of current research going on in the research field. It helps students get familiarized with the field and imparts the skill required for carrying out research.
Industry internship: Is an extended period of work experience undertaken by students to supplement their degree for professional development. It also helps them learn to overcome unexpected obstacles and successfully navigate organizations, perspectives, and cultures. Dealing with contingencies helps students recognize, appreciate, and adapt to organizational realities by tempering their knowledge with practical constraints.
Rural internship:A long-term goal, as proposed under the AICTE rural internship programme, shall be counted as rural internship activity.
The student can take up Interdisciplinary Research Internship or Industry Internship.
The faculty coordinator or mentor has to monitor the students' internship progress and interact with them to guide for the successful completion of the internship.
The students are permitted to carry out the internship anywhere in India or abroad. University shall not bear any expenses incurred in respect of internship.

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Swappable VII and VIII SEMESTER

VII SEMESTER

Sl. No	Course and Course Code	Course Title	Teaching Department (TD) and Question Paper Setting Board (PSB)	Teaching Hours /Week				Examination				Credits
				Theory Lecture	Tutorial	Practical/ Drawing	Self -Study	Duration in hours	CIE Marks	SEE Marks	Total Marks	
				L	T	P	S					
1	PCC 21CS71	Big Data Analytics	Any CS Board Department	3	0	0		3	50	50	100	3
2	PCC 21CS72	Cloud Computing		2	0	0		3	50	50	100	2
3	PEC 21XX73X	Professional elective Course-II		3	0	0		3	50	50	100	3
4	PEC 21XX74X	Professional elective Course-III		3	0	0		3	50	50	100	3
5	OEC 21XX75X	Open elective Course-II	Concerned Department	3	0	0		3	50	50	100	3
6	Project 21CSP76	Project work		Two contact hours /week for interaction between the faculty and students.				3	100	100	200	10
								Total	**350**	**350**	**700**	**24**

VIII SEMESTER

Sl. No	Course and Course Code		Course Title	Teaching Department	Teaching Hours /Week				Examination				Credits
					Theory Lecture	Tutorial	Practical/ Drawing	Self -Study	Duration in hours	CIE Marks	SEE Marks	Total Marks	
					L	T	P	S					
1	Seminar 21CS81		Technical Seminar		One contact hour /week for interaction between the faculty and students.				--	100	--	100	01
2	INT 21INT82		Research Internship/ Industry Internship		Two contact hours /week for interaction between the faculty and students.				03 (Batch wise)	100	100	200	15
3	NCMC	21NS83	National Service Scheme (NSS)	NSS	Completed during the intervening period of III semester toVIII semester.				--	50	50	100	0
		21PE83	Physical Education (PE) (Sports and Athletics)	PE									
		21YO83	Yoga	Yoga									
									Total	**250**	**150**	**400**	**16**

Professional Elective - II

21CS731	Object oriented Modelling and Design	21CS734	Blockchain Technology
21CS732	Digital Image Processing	21CS735	Internet of Things
21CS733	Cryptography and Network Security		

Professional Elective - III

21CS741	Software Architecture and Design Patterns	21CS744	Robotic Process Automation Design and Development
21CS742	Multiagent Systems	21CS745	NoSQL Data Base
21CS743	Deep Learning		

Open Electives - II offered by the Department to other Department students			
21CS751	Programming in Python	21CS754	Introduction to Data Science
21CS752	Introduction to AI and ML	21CS755	
21CS753	Introduction to Big Data		

Note: PCC: Professional Core Course, **PEC:** Professional Elective Courses, **OEC**–Open Elective Course, **AEC** –Ability Enhancement Courses.
L –Lecture, T – Tutorial, P- Practical / Drawing, S – Self Study Component, CIE: Continuous Internal Evaluation, SEE: Semester End Examination.

Note: VII and VIII semesters of IV year of the programme

(1) Institutions can swap VII and VIII Semester Scheme of Teaching and Examinations to accommodate research internship/ industry internship after the VI semester**.**

(2) Credits earned for the courses of VII and VIII Semester Scheme of Teaching and Examinations shall be counted against the corresponding semesters whether VII or VIII semester is completed during the beginning of IV year or later part of IV year of the programme.

PROJECT WORK (21XXP76): The objective of the Project work is

(i) To encourage independent learning and the innovative attitude of the students.
(ii) To develop interactive attitude, communication skills, organization, time management, and presentation skills.
(iii) To impart flexibility and adaptability.
(iv) To inspire team working.
(v) To expand intellectual capacity, credibility, judgment and intuition.
(vi) To adhere to punctuality, setting and meeting deadlines.
(vii) To instil responsibilities to oneself and others.
(viii) To train students to present the topic of project work in a seminar without any fear, face the audience confidently, enhance communication skills, involve in group discussion to present and exchange ideas.

CIE procedure for Project Work:

(1) Single discipline: The CIE marks shall be awarded by a committee consisting of the Head of the concerned Department and two senior faculty members of the Department, one of whom shall be the Guide.

The CIE marks awarded for the project work, shall be based on the evaluation of project work Report, project presentation skill, and question and answer session in the ratio 50:25:25. The marks awarded for the project report shall be the same for all the batch mates.

(2) Interdisciplinary: Continuous Internal Evaluation shall be group-wise at the college level with the participation of all guides of the college. Participation of external guide/s, if any, is desirable. The CIE marks awarded for the project work, shall be based on the evaluation of project work Report, project presentation skill, and question and answer session in the ratio 50:25:25. The marks awarded for the project report shall be the same for all the batch mates.

SEE procedure for Project Work: SEE for project work will be conducted by the two examiners appointed by the University. The SEE marks awarded for the project work, shall be based on the evaluation of project work Report, project presentation skill, and question and answer session in the ratio 50:25:25.

TECHNICAL SEMINAR (21XXS81): The objective of the seminar is to inculcate self-learning, present the seminar topic confidently, enhance communication skill, involve in group discussion for exchange of ideas. Each student, under the guidance of a Faculty, shall choose, preferably, a recent topic of his/her interest relevant to the programme of Specialization.

(i) Carry out literature survey, systematically organize the content.
(ii) Prepare the report with own sentences, avoiding a cut and paste act.
(iii) Type the matter to acquaint with the use of Micro-soft equation and drawing tools or any such facilities.
(iv) Present the seminar topic orally and/or through PowerPoint slides.
(v) Answer the queries and involve in debate/discussion.
(**vi)** Submit a typed report with a list of references.

The participants shall take part in the discussion to foster a friendly and stimulating environment in which the students are motivated to reach high standards and become self-confident.

Evaluation Procedure:

The CIE marks for the seminar shall be awarded (based on the relevance of the topic, presentation skill, participation in the question and answer session, and quality of report) by the committee constituted for the purpose by the Head of the Department. The committee shall consist of three teachers from the department with the senior-most acting as the Chairman.

Marks distribution for CIE of the course:

Seminar Report:50 marks
Presentation skill:25 marks
Question and Answer: 25 marks. ■No SEE component for Technical Seminar

Non – credit mandatory courses (NCMC):

National Service Scheme/Physical Education (Sport and Athletics)/ Yoga:

(1) Securing 40 % or more in CIE,35 % or more marks in SEE and 40 % or more in the sum total of CIE + SEE leads to successful completion of the registered course.

(2) In case, students fail to secure 35 % marks in SEE, they has to appear for SEE during the subsequent examinations conducted by the University.

(3) In case, any student fails to register for NSS, PE or Yoga/fails to secure the minimum 40 % of the prescribed CIE marks, he/she shall be deemed to have not completed the requirements of the course. In such a case, the student has to fulfill the course requirements during subsequently to earn the qualifying CIE marks subject to the maximum programme period.

(4) Successful completion of the course shall be indicated as satisfactory in the grade card. Non-completion of the course shall be indicated as Unsatisfactory.

(5) Thesecourses shall not be considered for vertical progression as well as for the calculation of SGPA and CGPA, but completion of the courses shall be mandatory for the award of degree.

V Semester

AUTOMATA THEORY AND COMPILER DESIGN			
Course Code	**21CS51**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Introduce the fundamental concepts of Automata Theory, Formal Languages and compiler design
CLO 2. Principles Demonstrate Application of Automata Theory and Formal Languages in the field of compiler design
CLO 3. Develop understanding of computation through Push Down Automata and Turing Machines
CLO 4. Introduce activities carried out in different phases of Phases compiler
CLO 5. Identify the undecidability problems.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) needs not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different approaches and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Automata Theory: Central Concepts of Automata theory, Deterministic Finite Automata(DFA), Non- Deterministic Finite Automata(NFA) ,Epsilon- NFA, NFA to DFA Conversion, Minimization of DFA

Introduction to Compiler Design: Language Processors, Phases of Compilers

Textbook 1: Chapter1 – 1.5, Chapter2 – 2.2,2.3,2.5 Chapter4 –4.4
Textbook 2: Chapter1 – 1.1 and 1.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Regular Expressions and Languages: Regular Expressions, Finite Automata and Regular Expressions, Proving Languages Not to Be Regular

Lexical Analysis Phase of compiler Design: Role of Lexical Analyzer, Input Buffering , Specification of Token, Recognition of Token.

Textbook 1: Chapter3 – 3.1, 3.2, Chapter4- 4.1 **Textbook 2: Chapter3- 3.1 to 3.4**	
Teaching-Learning Process	Chalk and board, Active Learning, Demonstration
Module-3	
Context Free Grammars: Definition and designing CFGs, Derivations Using a Grammar, Parse Trees, Ambiguity and Elimination of Ambiguity, Elimination of Left Recursion, Left Factoring. **Syntax Analysis Phase of Compilers: part-1:** Role of Parser , Top-Down Parsing **Textbook 1: Chapter 5 – 5.1.1 to 5.1.6, 5.2 (5.2.1, 5.2.2), 5.4** **Textbook 2: Chapter 4 – 4.1, 4.2, 4.3 (4.3.2 to 4.3.4) ,4.4**	
Teaching-Learning Process	**Chalk and board, Problem based learning, Demonstration**
Module-4	
Push Down Automata: Definition of the Pushdown Automata, The Languages of a PDA. **Syntax Analysis Phase of Compilers: Part-2:** Bottom-up Parsing, Introduction to LR Parsing: SLR, More Powerful LR parsers **Textbook1: Chapter 6 – 6.1, 6.2** **Textbook2: Chapter 4 – 4.5, 4.6, 4.7 (Up to 4.7.4)**	
Teaching-Learning Process	Chalk & board, Problem based learning
Module-5	
Introduction to Turing Machine: Problems that Computers Cannot Solve, The Turing machine, problems, Programming Techniques for Turing Machine, Extensions to the Basic Turing Machine **Undecidability :** A language That Is Not Recursively Enumerable, An Undecidable Problem That Is RE. **Other Phases of Compilers: Syntax Directed Translation**- Syntax-Directed Definitions, Evaluation Orders for SDD's. **Intermediate-Code Generation**- Variants of Syntax Trees, Three-Address Code. **Code Generation**- Issues in the Design of a Code Generator **Textbook1: Chapter 8 – 8.1, 8.2,8.3,8.4 Chapter 9 – 9.1,9.2** **Textbook2: Chapter 5 – 5.1, 5.2, Chapter 6- 6.1,6.2 Chapter 8- 8.1**	
Teaching-Learning Process	**Chalk and board, MOOC**

Course Outcomes

At the end of the course the student will be able to:

CO 1. Acquire fundamental understanding of the core concepts in automata theory and Theory of Computation

CO 2. Design and develop lexical analyzers, parsers and code generators

CO 3. Design Grammars and Automata (recognizers) for different language classes and become knowledgeable about restricted models of Computation (Regular, Context Free) and their relative powers.

CO 4. Acquire fundamental understanding of the structure of a Compiler and Apply concepts automata theory and Theory of Computation to design Compilers

CO 5. Design computations models for problems in Automata theory and adaptation of such model in the field of compilers

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/

course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

1. First assignment at the end of 4th week of the semester
2. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

1. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks and Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.
3. The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. John E Hopcroft, Rajeev Motwani, Jeffrey D. Ullman," Introduction to Automata Theory, Languages and Computation", Third Edition, Pearson.
2. Alfred V.Aho, Monica S.Lam,Ravi Sethi, Jeffrey D. Ullman, " Compilers Principles, Techniques and Tools", Second Edition,Perason.

Reference:

1. Elain Rich, "Automata,Computability and complexity", 1st Edition, Pearson Education,2018.
2. K.L.P Mishra, N Chandrashekaran , 3rd Edition , 'Theory of Computer Science",PHI,2012.
3. Peter Linz, "An introduction to Formal Languages and Automata ", 3rd Edition, Narosa Publishers,1998.
4. K Muneeswaran, "Compiler Design", Oxford University Press 2013.

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/106/106106049/#
2. https://nptel.ac.in/courses/106/104/106104123/
3. https://www.jflap.org/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Group Activities, quizzes, Puzzles and presentations

V Semester

COMPUTER NETWORKS			
Course Code:	21CS52	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40T + 20P	Total Marks	100
Credits	04	Exam Hours	03

Course Objectives:

CLO 1. Fundamentals of data communication networks.
CLO 2. Software and hardware interfaces
CLO 3. Application of various physical components and protocols
CLO 4. Communication challenges and remedies in the networks.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to networks: Network hardware, Network software, Reference models,

Physical Layer: Guided transmission media, Wireless transmission

Textbook 1: Ch.1.2 to 1.4, Ch.2.2 to 2.3

Laboratory Component:

1. Implement Three nodes point – to – point network with duplex links between them for different topologies. 1Set the queue size, vary the bandwidth, and find the number of packets dropped for various iterations.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-2

The Data link layer: Design issues of DLL, Error detection and correction, Elementary data link protocols, Sliding window protocols.

The medium access control sublayer: The channel allocation problem, Multiple access protocols.

Textbook 1: Ch.3.1 to 3.4, Ch.4.1 and 4.2

Laboratory Component:

1. Implement simple ESS and with transmitting nodes in wire-less LAN by simulation and determine the throughput with respect to transmission of packets

2. Write a program for error detecting code using CRC-CCITT (16- bits).

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-3

The Network Layer:
Network Layer Design Issues, Routing Algorithms, Congestion Control Algorithms, QoS.

Textbook 1: Ch 5.1 to 5.4

Laboratory Component:

1. 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 in the network.
2. Write a program to find the shortest path between vertices using bellman-ford algorithm.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

The Transport Layer: The Transport Service, Elements of transport protocols, Congestion control, The internet transport protocols.

Textbook 1: Ch 6.1 to 6.4 and 6.5.1 to 6.5.7

Laboratory Component:

1. Implement an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination.
2. Write a program for congestion control using leaky bucket algorithm.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-5

Application Layer: Principles of Network Applications, The Web and HTTP, Electronic Mail in the Internet, DNS—The Internet's Directory Service.

Textbook 2: Ch 2.1 to 2.4

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Learn the basic needs of communication system.
CO 2. Interpret the communication challenges and its solution.
CO 3. Identify and organize the communication system network components
CO 4. Design communication networks for user requirements.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**

(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks:

1. Computer-Networks- Andrew S. Tanenbaum and David J. Wetherall, Pearson Education, 5th-Edition. (www.pearsonhighered.com/tanenbaum)
2. Computer Networking A Top-Down Approach -James F. Kurose and Keith W. RossPearson Education 7th Edition.

Reference Books:

1. Behrouz A Forouzan, Data and Communications and Networking, Fifth Edition, McGraw Hill,Indian Edition
2. Larry L Peterson and Brusce S Davie, Computer Networks, fifth edition, ELSEVIER

Weblinks and Video Lectures (e-Resources):

1. https://www.digimat.in/nptel/courses/video/106105183/L01.html
2. http://www.digimat.in/nptel/courses/video/106105081/L25.html
3. https://nptel.ac.in/courses/106105081
4. VTU e-Shikshana Program

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Simulation of Personal area network, Home area network, achieve QoS etc.

Note: For the Simulation experiments 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 using NS2. Installation procedure of the required software must be demonstrated, carried out in groups, and documented in the report. Non simulation programs can be implemented using Java

V Semester

DATABASE MANAGEMENT SYSTEMS			
Course Code	21CS53	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Course Learning Objectives			

CLO 1. Provide a strong foundation in database concepts, technology, and practice.
CLO 2. Practice SQL programming through a variety of database problems.
CLO 3. Demonstrate the use of concurrency and transactions in database
CLO 4. Design and build database applications for real world problems.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

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

Textbook 1: Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.7

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

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.

Textbook 1:, Ch 5.1 to 5.3, 8.1 to 8.5, 9.1;

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

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.

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.

Textbook 1: Ch 6.1 to 6.5, 7.1 to 7.4; Textbook 2: 6.1 to 6.6;

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

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. Examples on normal forms.

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

Textbook 1: Ch 14.1 to -14.7, 15.1 to 15.6

Teaching-Learning Process	Chalk& board, Problem based learning

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.

Textbook 1: Ch 20.1 to 20.6, 21.1 to 21.7;

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

- CO 1. Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS
- CO 2. Use Structured Query Language (SQL) for database manipulation and also demonstrate the basic of query evaluation.
- CO 3. Design and build simple database systems and *relate* the concept of transaction, concurrency control and recovery in database
- CO 4. Develop application to interact with databases, relational algebra expression.
- CO 5. Develop applications using tuple and domain relation expression from queries.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

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. Abraham Silberschatz, Henry F. Korth and S. Sudarshan's Database System Concepts 6th EditionTata Mcgraw Hill Education Private Limited

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=3EJlovevfcA
2. https://www.youtube.com/watch?v=9TwMRs3qTcU
3. https://www.youtube.com/watch?v=ZWl0Xow304I
4. https://www.youtube.com/watch?v=4YilEjkNPrQ
5. https://www.youtube.com/watch?v=CZTkgMoqVss
6. https://www.youtube.com/watch?v=Hl4NZB1XR9c
7. https://www.youtube.com/watch?v=EGEwkad_llA
8. https://www.youtube.com/watch?v=t5hsV9lC1rU

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration of real time Database projects - E-commerce Platform, Inventory Management, Railway System, College Data Management, Library Data Management, Solution for Saving Student Records, Hospital Data Management, Blood Donation Management.

V Semester

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING			
Course Code	21CS54	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Gain a historical perspective of AI and its foundations
CLO 2. Become familiar with basic principles of AI toward problem solving
CLO 3. Familiarize with the basics of Machine Learning & Machine Learning process, basics of Decision Tree, and probability learning
CLO 4. Understand the working of Artificial Neural Networks and basic concepts of clustering algorithms

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction: What is AI? Foundations and History of AI

Problem-solving: Problem-solving agents, Example problems, Searching for Solutions, Uninformed Search Strategies: Breadth First search, Depth First Search,

Textbook 1: Chapter 1- 1.1, 1.2, 1.3
Textbook 1: Chapter 3- 3.1, 3.2, 3.3, 3.4.1, 3.4.3

Teaching-Learning Process	Chalk and board, Active Learning. Problem based learning

Module-2

Informed Search Strategies: Greedy best-first search, A*search, Heuristic functions.
Introduction to Machine Learning , Understanding Data

Textbook 1: Chapter 3 - 3.5, 3.5.1, 3.5.2, 3.6
Textbook 2: Chapter 1 and 2

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Basics of Learning theory
Similarity Based Learning
Regression Analysis

Textbook 2: Chapter 3 - 3.1 to 3.4, Chapter 4, chapter 5.1 to 5.4	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-4	
Decision Tree learning Bayesian Learning **Textbook 2: Chapter 6 and 8**	
Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration
Module-5	
Artificial neural Network Clustering Algorithms **Textbook 2: Chapter 10 and 13**	
Teaching-Learning Process	Chalk and board, Active Learning.

Course Outcomes Course Skill Set)

At the end of the course the student will be able to:

CO 1. Apply the knowledge of searching and reasoning techniques for different applications.
CO 2. Have a good understanding of machine leaning in relation to other fields and fundamental issues and challenges of machine learning.
CO 3. Apply the knowledge of classification algorithms on various dataset and compare results
CO 4. Model the neuron and Neural Network, and to analyze ANN learning and its applications.
CO 5. Identifying the suitable clustering algorithm for different pattern

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**) **OR** Suitable Programming experiments based on the syllabus contents can be given to the students to submit the same as laboratory work(for example; Implementation of concept learning, implementation of decision tree learning algorithm for suitable data set, etc…)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks.
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Stuart J. Russell and Peter Norvig, Artificial Intelligence, 3rd Edition, Pearson,2015
2. S. Sridhar, M Vijayalakshmi "Machine Learning". Oxford ,2021

Reference:

1. Elaine Rich, Kevin Knight, Artificial Intelligence, 3rdedition, Tata McGraw Hill,2013
2. George F Lugar, Artificial Intelligence Structure and strategies for complex, Pearson Education, 5th Edition, 2011
3. Tom Michel, Machine Learning, McGrawHill Publication.

Weblinks and Video Lectures (e-Resources):

1. https://www.kdnuggets.com/2019/11/10-free-must-read-books-ai.html
2. https://www.udacity.com/course/knowledge-based-ai-cognitive-systems--ud409
3. https://nptel.ac.in/courses/106/105/106105077/
4. https://www.javatpoint.com/history-of-artificial-intelligence
5. https://www.tutorialandexample.com/problem-solving-in-artificial-intelligence
6. https://techvidvan.com/tutorials/ai-heuristic-search/
7. https://www.analyticsvidhya.com/machine-learning/
8. https://www.javatpoint.com/decision-tree-induction
9. https://www.hackerearth.com/practice/machine-learning/machine-learning-algorithms/ml-decision-tree/tutorial/
10. https://www.javatpoint.com/unsupervised-artificial-neural-networks

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Role play for strategies– DFS & BFS, Outlier detection in Banking and insurance transaction for identifying fraudulent behaviour etc. Uncertainty and reasoning Problem- reliability of sensor used to detect pedestrians using Bayes Rule

V Semester

DATABASE MANAGEMENT SYSTEM LABORATORY WITH MINI PROJECT			
Course Code	**21CSL55**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	0:0:2:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	01	Exam Hours	03

Course Learning Objectives:

CLO 1. Foundation knowledge in database concepts, technology and practice to groom students into well-informed database application developers.

CLO 2. Strong practice in SQL programming through a variety of database problems.

CLO 3. Develop database applications using front-end tools and back-end DBMS..

Sl. No.	PART-A: SQL Programming (Max. Exam Marks. 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.
1	Aim: Demonstrating creation of tables, applying the view concepts on the tables. ProgramConsider the following schema for a Library Database: **BOOK(Book_id, Title, Publisher_Name, Pub_Year)** **BOOK_AUTHORS(Book_id, Author_Name)** **PUBLISHER(Name, Address, Phone)** **BOOK_COPIES(Book_id, Programme_id, No-of_Copies)** **BOOK_LENDING(Book_id, Programme_id, Card_No, Date_Out, Due_Date)** **LIBRARY_PROGRAMME(Programme_id, Programme_Name, Address)** Write SQL queries to 1. Retrieve details of all books in the library – id, title, name of publisher, authors, number of copies in each Programme, 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. Reference: https://www.youtube.com/watch?v=AaSU-AOguls https://www.youtube.com/watch?v=-EwEvJxS-Fw
2	Aim: Discuss the various concepts on constraints and update operations. Program: Consider the following schema for Order Database: **SALESMAN(Salesman_id, Name, City, Commission)** **CUSTOMER(Customer_id, Cust_Name, City, Grade, Salesman_id)** **ORDERS(Ord_No, Purchase_Amt, Ord_Date, Customer_id, Salesman_id)** Write SQL queries to 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. Reference: https://www.youtube.com/watch?v=AA-KL1jbMeY

	https://www.youtube.com/watch?v=7S_tz1z_5bA
3	Aim: Demonstrate the concepts of JOIN operations. Program: Consider the schema for Movie Database: **ACTOR(Act_id, Act_Name, Act_Gender)** **DIRECTOR(Dir_id, Dir_Name, Dir_Phone)** **MOVIES(Mov_id, Mov_Title, Mov_Year, Mov_Lang, Dir_id)** **MOVIE_CAST(Act_id, Mov_id, Role)** **RATING(Mov_id, Rev_Stars)** Write SQL queries to 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. Reference: https://www.youtube.com/watch?v=hSiCUNVKJAo https://www.youtube.com/watch?v=Eod3aQkFz84
4	Aim: Introduce concepts of PLSQL and usage on the table. Program: Consider the schema for College Database: **STUDENT(USN, SName, Address, Phone, Gender)** **SEMSEC(SSID, Sem, Sec)** **CLASS(USN, SSID)** **COURSE(Subcode, Title, Sem, Credits)** **IAMARKS(USN, Subcode, SSID, Test1, Test2, Test3, FinalIA)** Write SQL queries to 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 '1BI15CS101' in all Courses. 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. Reference: https://www.youtube.com/watch?v=horURQewW9c https://www.youtube.com/watch?v=P7-wKbKrAhk
5	Aim: Demonstrate the core concepts on table like nested and correlated nesting queries and also EXISTS and NOT EXISTS keywords. Program: Consider the schema for Company Database: **EMPLOYEE(SSN, Name, Address, Sex, Salary, SuperSSN, DNo)** **DEPARTMENT(DNo, DName, MgrSSN, MgrStartDate)** **DLOCATION(DNo,DLoc)** **PROJECT(PNo, PName, PLocation, DNo)** **WORKS_ON(SSN, PNo, Hours)** Write SQL queries to 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.

	Show the resulting salaries if every employee working on the 'IoT' project is given a 10 percent raise. 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 Retrieve the name of each employee who works on all the projects controlled by department number 5 (use NOT EXISTS operator). 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. **Reference:** https://www.youtube.com/watch?v=Dk8f3ejqKts
Pedagogy	For the above experiments the following pedagogy can be considered. Problem based learning, Active learning, MOOC, Chalk &Talk
PART B	
	Mini project: For any problem selected, make sure that the application should have five or more tables. Indicative areas include: Organization, health care, Ecommerce etc.

Course Outcomes:

At the end of the course the student will be able to:

CO 1. Create, Update and query on the database.
CO 2. Demonstrate the working of different concepts of DBMS
CO 3. Implement, analyze and evaluate the project developed for an application.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). The student has to secure a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

Each experiment to be evaluated for conduction with an observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.

Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.

Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).

Weightage to be given for neatness and submission of record/write-up on time.

Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.

In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.

The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book

The average of 02 tests is scaled down to 20 marks (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.
- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- *Students can pick one experiment from the questions lot of PART A with an equal choice to all the students in a batch. For PART B, the project group (Maximum of 4 students per batch) should demonstrate the mini-project.*
- *Weightage of marks for PART A is 60% and for PART B is 40%. General rubrics suggested to be followed for part A and part B.*
- Change of experiment is allowed only once and Marks allotted to the procedure part to be made zero (Not allowed for Part B).
- The duration of SEE is 03 hours

Rubrics suggested in Annexure-II of Regulation book

Textbooks:

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

Suggested Weblinks/ E Resource

https://www.tutorialspoint.com/sql/index.htm

V Semester

ANGULAR JS AND NODE JS (Practical based)			
Course Code:	**21CSL581**	CIE Marks	50
Teaching Hours/Week	1:0:0:0	SEE Marks	50
Total No. of Hours	12T + 12P	Total Marks	100
Credits	01	Exam Hours	02

Course Objectives: The student should be made to:

CLO 1. To learn the basics of Angular JS.
CLO 2. To understand the Angular JS Modules.
CLO 3. To implement Forms, inputs and Services
CLO 4. To implement Directives and Databases
CLO 5. To understand basics of Node JS.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1	
Introduction To Angular JS: Introduction – Features – Angular JSModel-View-Controller – Expression -Directives and Controllers.	
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
Module-2	
Angular JS Modules: Arrays –Working with ng-model – Working with Forms – Form Validation – Error Handling with Forms – Nested Forms with ng-form – Other Form Controls.	
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
Module-3	
Directives& Building Databases: **Part I-** Filters – Using Filters in Controllers and Services – Angular JS Services – Internal Angular JS Services – Custom Angular JS Services	
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
Module-4	
Directives& Building Databases: **Part-II-** Directives – Alternatives to Custom Directives – Understanding the Basic options – Interacting with Server –HTTP Services – Building Database, Front End and BackEnd	
Teaching-Learning Process	Chalk and board, Active Learning, practical based learning
Module-5	
Introduction to NODE .JS: Introduction –Using the Terminals – Editors –Building a Webserver with Node – The HTTPModule – Views and Layouts.	

Teaching-Learning Process	Chalk and board, Active Learning, practical based learning

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Describe the features of Angular JS.
CO 2. Recognize the form validations and controls.
CO 3. Implement Directives and Controllers.
CO 4. Evaluate and create database for simple application.
CO 5. Plan and build webservers with node using Node .JS.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE). The student has to secure a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation (CIE):

NOTE: List of experiments to be prepared by the faculty based on the syllabus mentioned above

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).

The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.

- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- The duration of SEE is 02 hours

Rubrics suggested in Annexure-II of Regulation book

Suggested Learning Resources:

Textbooks

1. Adam Freeman - ProAngular JS, Apress, First Edition, 2014.
2. ShyamSeshadri, Brad Green –"AngularJS: Up and Running: Enhanced Productivity with Structured Web Apps", Apress, O'Reilly Media, Inc.
3. AgusKurniawan–"AngularJS Programming by Example", First Edition, PE Press, 2014.

Reference Books

1. Brad Dayley, "Learning Angular JS", Addison-Wesley Professional, First Edition, 2014.
2. Steve Hoberman, "Data Modeling for MongoDB", Technics Publication, First Edition, 2014..

Weblinks and Video Lectures (e-Resources):

1. Introduction to Angular JS : https://www.youtube.com/watch?v=HEbphzK-0xE
2. Angular JS Modules : https://www.youtube.com/watch?v=gWmOKmgnQkU
3. Directives& Building Databases: https://www.youtube.com/watch?v=R_okHflzgm0
4. Introduction to NODE .JS: https://www.youtube.com/watch?v=8u1o-OmOeGQ
5. https://www.youtube.com/watch?v=7F1nLajs4Eo
6. https://www.youtube.com/watch?v=t7x7c-x90FU

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of simple projects

V Semester

C# AND .NET FRAMEWORK			
Course Code:	**21CS582**	CIE Marks	50
Teaching Hours/Week	1:0:0:0	SEE Marks	50
Total No. of Hours	12	Total Marks	100
Credits	01	Exam Hours	01

Course Objectives:

CLO 1. Understand the basics of C# and .NET
CLO 2. Learn the variables and constants of C#
CLO 3. Know the object-oriented aspects and applications.
CLO 4. Learn the basic structure of .NET framework.
CLO 5. Learn to create a simple project of .NET Core

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to C#
Part-I: Understanding C#, .NET, overview of C#, Variables, Data Types, Operators, Expressions, Branching, Looping, Methods, implicit and explicit casting.

Teaching-Learning Process	Active learning

Module-2

Part-II: Constants, Arrays, Array Class, Array List, String, String Builder, Structure, Enumerations, boxing and unboxing.

Teaching-Learning Process	Active learning

Module-3

Object Oriented Concepts-I:
Class, Objects, Constructors and its types, inheritance, properties, indexers, index overloading, polymorphism.

Teaching-Learning Process	Active learning

Module-4

Object Oriented Concepts-II:

Sealed class and methods, interface, abstract class, abstract and interface, operator overloading, delegates, events, errors and exception, Threading.	
Teaching-Learning Process	Active learning
Module-5	
Introduction to .NET FRAMEWORK: Assemblies, Versoning, Attributes, reflection, viewing meta data, remoting, security in .NET, Environment Setup of .NET Core and create a small project.	
Teaching-Learning Process	Active learning

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Able to explain how C# fits into the .NET platform.
CO 2. Describe the utilization of variables and constants of C#
CO 3. Use the implementation of object-oriented aspects in applications.
CO 4. Analyze and Set up Environment of .NET Core.
CO 5. Evaluate and create a simple project application.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50)in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 01 hours)**

SEE paper will be set for 50 questions of each of 01 marks. The pattern of the question paper is MCQ. The time allotted for SEE is 01 hours

Suggested Learning Resources:

Textbooks

1. Herbert Schildt, "The Complete Reference: C# 4.0", Tata McGraw Hill, 2012.
2. Christian Nagel et al. "Professional C# 2012 with .NET 4.5", Wiley India, 2012.

Reference Books

1. Andrew Troelsen , "Pro C# 2010 and the .NET 4 Platform, Fifth edition, A Press, 2010.
2. Ian Griffiths, Matthew Adams, Jesse Liberty, "Programming C# 4.0", Sixth Edition, O"Reilly, 2010.

Weblinks and Video Lectures (e-Resources):

1. Introduction to C# : https://www.youtube.com/watch?v=ItoIFCT9P90
2. Object Oriented Concepts : https://www.youtube.com/watch?v=LP3llcExPK0
3. .NET FRAMEWORK : https://www.youtube.com/watch?v=h7huHkvPoEE

Tutorial Link:

1. https://www.tutorialsteacher.com/csharp
2. https://www.w3schools.com/cs/index.php
3. https://www.javatpoint.com/net-framework

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving using group discussion.

VI Semester

SOFTWARE ENGINEERING & PROJECT MANAGEMENT			
Course Code	**21CS61**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	2:2:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Outline software engineering principles and activities involved in building large software programs. Identify ethical and professional issues and explain why they are of concern to Software Engineers.
CLO 2. Describe the process of requirement gathering, requirement classification, requirement specification and requirements validation.
CLO 3. Infer the fundamentals of object oriented concepts, differentiate system models, use UML diagrams and apply design patterns.5
CLO 4. Explain the role of DevOps in Agile Implementation.
CLO 5. Discuss various types of software testing practices and software evolution processes.
CLO 6. Recognize the importance Project Management with its methods and methodologies.
CLO 7. Identify software quality parameters and quantify software using measurements and metrics. List software quality standards and outline the practices involved

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction: The evolving role of software, Software, The changing nature of software, Software engineering, A Process Framework, Process Patterns, Process Assessment, Personal and Team Process Models, Process Technology, Product and Process.

Textbook 1: Chapter 1: 1.1 to 1.3

Process Models: Prescriptive models, Waterfall model, Incremental process models, Evolutionary process models, Specialized process models.

Textbook 1: Chapter 2: 2.1, 2.2, 2.4 to 2.7

Requirements Engineering: Requirements Engineering Task, Initiating the Requirements Engineering process, Eliciting Requirements, Developing use cases, Building the analysis model, Negotiating Requirements, Validating Requirements, Software Requirement Document **(Sec 4.2)**

Textbook 1: Chapter 3: 3.1 to 3.6, Textbook 5: Chapter 4: 4.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

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, Introduction to RUP**(Textbook: 5 Sec 2.4)** and UML diagrams

Textbook 2: Chapter 1,2,3

Building the Analysis Models: Requirement Analysis, Analysis Model Approaches, Data modeling Concepts, Object Oriented Analysis, Scenario-Based Modeling, Flow-Oriented Modeling, class Based Modeling, Creating a Behavioral Model.

Textbook 1: Chapter 8: 8.1 to 8.8

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Software Testing: A Strategic Approach to Software Testing, Strategic Issues, Test Strategies for Conventional Software, Test Strategies for Object -Oriented Software, Validation Testing, System Testing, The Art of Debugging.

Textbook 1: Chapter 13: 13.1 to 13.7

Agile Methodology & DevOps: Before Agile – Waterfall, Agile Development,

Self-Learning Section:
What is DevOps?, DevOps Importance and Benefits, DevOps Principles and Practices, 7 C's of DevOps Lifecycle for Business Agility, DevOps and Continuous Testing, How to Choose Right DevOps Tools?, Challenges with DevOps Implementation.

Textbook 4: Chapter 2: 2.1 to 2.9

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-4

Introduction to Project Management:
Introduction, Project and Importance of Project Management, Contract Management, Activities Covered by Software Project Management, Plans, Methods and Methodologies, Some ways of categorizing Software Projects, Stakeholders, Setting Objectives, Business Case, Project Success and Failure, Management and Management Control, Project Management life cycle, Traditional versus Modern Project Management Practices.

Textbook 3: Chapter 1: 1.1 to 1.17

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-5

Activity Planning:
Objectives of Activity Planning, When to Plan, Project Schedules, Sequencing and Scheduling Activities, Network Planning Models, Forward Pass– Backward Pass, Identifying critical path, Activity Float, Shortening Project Duration, Activity on Arrow Networks.

Textbook 3: Chapter 6: 6.1 to 6.16

Software Quality:
Introduction, The place of software quality in project planning, Importance of software quality, software quality models, ISO 9126, quality management systems, process capability models, techniques to enhance software quality, quality plans.

Textbook 3: Chapter 13: (13.1 to 13.6 , 13.9, 13.11, 13.14),

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand the activities involved in software engineering and analyze the role of various process models

CO 2. Explain the basics of object-oriented concepts and build a suitable class model using modelling techniques

CO 3. Describe various software testing methods and to understand the importance of agile methodology and DevOps

CO 4. Illustrate the role of project planning and quality management in software development

CO 5. Understand the importance of activity planning and different planning models

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Roger S. Pressman: Software Engineering-A Practitioners approach, 7th Edition, Tata McGraw Hill.
2. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML, 2nd Edition, Pearson Education, 2005.

3. Bob Hughes, Mike Cotterell, Rajib Mall: Software Project Management, 6th Edition, McGraw Hill Education, 2018.
4. Deepak Gaikwad, Viral Thakkar, DevOps Tools From Practitioner's Viewpoint, Wiley.
5. Ian Sommerville: Software Engineering, 9th Edition, Pearson Education, 2012.

Reference:

1. Pankaj Jalote: An Integrated Approach to Software Engineering, Wiley India.

Weblinks and Video Lectures (e-Resources):

1. https://onlinecourses.nptel.ac.in/noc20_cs68/preview
2. https://www.youtube.com/watch?v=WxkP5KR_Emk&list=PLrjkTql3jnm9b5nr-ggx7Pt1G4UAHeFlJ
3. http://elearning.vtu.ac.in/econtent/CSE.php
4. http://elearning.vtu.ac.in/econtent/courses/video/CSE/15CS42.html
5. https://nptel.ac.in/courses/128/106/128106012/ (DevOps)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Case study, Field visit

VI Semester

FULLSTACK DEVELOPMENT			
Course Code	21CS62	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50
Total Hours of Pedagogy	40 T + 20 P	Total Marks	100
Credits	04	Exam Hours	03

Course Learning Objectives:

CLO 1. Explain the use of learning full stack web development.
CLO 2. Make use of rapid application development in the design of responsive web pages.
CLO 3. Illustrate Models, Views and Templates with their connectivity in Django for full stack web development.
CLO 4. Demonstrate the use of state management and admin interfaces automation in Django.
CLO 5. Design and implement Django apps containing dynamic pages with SQL databases.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1: MVC based Web Designing

Web framework, MVC Design Pattern, Django Evolution, Views, Mapping URL to Views, Working of Django URL Confs and Loose Coupling, Errors in Django, Wild Card patterns in URLS.

Textbook 1: Chapter 1 and Chapter 3

Laboratory Component:

1. Installation of Python, Django and Visual Studio code editors can be demonstrated.
2. Creation of virtual environment, Django project and App should be demonstrated
3. Develop a Django app that displays current date and time in server
4. Develop a Django app that displays date and time four hours ahead and four hours before as an offset of current date and time in server.

Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples

Module-2: Django Templates and Models

Template System Basics, Using Django Template System, Basic Template Tags and Filters, MVT Development Pattern, Template Loading, Template Inheritance, MVT Development Pattern.

Configuring Databases, Defining and Implementing Models, Basic Data Access, Adding Model String Representations, Inserting/Updating data, Selecting and deleting objects, Schema Evolution

Textbook 1: Chapter 4 and Chapter 5

Laboratory Component:

1. Develop a simple Django app that displays an unordered list of fruits and ordered list of selected students for an event
2. Develop a layout.html with a suitable header (containing navigation menu) and footer with copyright and developer information. Inherit this layout.html and create 3 additional pages: contact us, About Us and Home page of any website.
3. Develop a Django app that performs student registration to a course. It should also display list of students registered for any selected course. Create students and course as models with enrolment as ManyToMany field.

Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples 4. Case Study: Apply concepts learnt for an Online Ticket Booking System

Module-3: Django Admin Interfaces and Model Forms

Activating Admin Interfaces, Using Admin Interfaces, Customizing Admin Interfaces, Reasons to use Admin Interfaces.

Form Processing, Creating Feedback forms, Form submissions, custom validation, creating Model Forms, URLConf Ticks, Including Other URLConfs.

Textbook 1: Chapters 6, 7 and 8

Laboratory Component:

1. For student and course models created in Lab experiment for Module2, register admin interfaces, perform migrations and illustrate data entry through admin forms.
2. Develop a Model form for student that contains his topic chosen for project, languages used and duration with a model called project.

Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples

Module-4: Generic Views and Django State Persistence

Using Generic Views, Generic Views of Objects, Extending Generic Views of objects, Extending Generic Views.

MIME Types, Generating Non-HTML contents like CSV and PDF, Syndication Feed Framework, Sitemap framework, Cookies, Sessions, Users and Authentication.

Textbook 1: Chapters 9, 11 and 12

Laboratory Component:

1. For students enrolment developed in Module 2, create a generic class view which displays list of students and detailview that displays student details for any selected student in the list.
2. Develop example Django app that performs CSV and PDF generation for any models created in previous laboratory component.

Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns

	3. Live coding of all concepts with simple examples 4. Project Work: Implement all concepts learnt for Student Admission Management.

Module-5: jQuery and AJAX Integration in Django

Ajax Solution, Java Script, XHTMLHttpRequest and Response, HTML, CSS, JSON, iFrames, Settings of Java Script in Django, jQuery and Basic AJAX, jQuery AJAX Facilities, Using jQuery UI Autocomplete in Django

Textbook 2: Chapters 1, 2 and 7.

Laboratory Component:

1. Develop a registration page for student enrolment as done in Module 2 but without page refresh using AJAX.
2. Develop a search application in Django using AJAX that displays courses enrolled by a student being searched.

Teaching-Learning Process	1. Demonstration using Visual Studio Code 2. PPT/Prezi Presentation for Architecture and Design Patterns 3. Live coding of all concepts with simple examples 4. Case Study: Apply the use of AJAX and jQuery for development of EMI calculator.

Course outcome (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Understand the working of MVT based full stack web development with Django.
CO 2. Designing of Models and Forms for rapid development of web pages.
CO 3. Analyze the role of Template Inheritance and Generic views for developing full stack web applications.
CO 4. Apply the Django framework libraries to render nonHTML contents like CSV and PDF.
CO 5. Perform jQuery based AJAX integration to Django Apps to build responsive full stack web applications,

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Practical Sessions need to be assessed by appropriate rubrics and viva-voce method. This will contribute to **20 marks**.

- Rubrics for each Experiment taken average for all Lab components – 15 Marks.
- Viva-Voce– 5 Marks (more emphasized on demonstration topics)

The sum of three tests, two assignments, and practical sessions will be out of 100 marks and will be **scaled down to 50 marks**
(to have a less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Adrian Holovaty, Jacob Kaplan Moss, The Definitive Guide to Django: Web Development Done Right, Second Edition, Springer-Verlag Berlin and Heidelberg GmbH & Co. KG Publishers, 2009
2. Jonathan Hayward, Django Java Script Integration: AJAX and jQuery, First Edition, Pack Publishing, 2011

Reference Books

1. Aidas Bendroraitis, Jake Kronika, Django 3 Web Development Cookbook, Fourth Edition, Packt Publishing, 2020
2. William Vincent, Django for Beginners: Build websites with Python and Django, First Edition, Amazon Digital Services, 2018
3. Antonio Mele, Django3 by Example, 3rd Edition, Pack Publishers, 2020
4. Arun Ravindran, Django Design Patterns and Best Practices, 2nd Edition, Pack Publishers, 2020.
5. Julia Elman, Mark Lavin, Light weight Django, David A. Bell, 1st Edition, Oreily Publications, 2014

Weblinks and Video Lectures (e-Resources):

1. MVT architecture with Django: https://freevideolectures.com/course/3700/django-tutorials
2. Using Python in Django: https://www.youtube.com/watch?v=2BqoLiMT3Ao
3. Model Forms with Django: https://www.youtube.com/watch?v=gMM1rtTwKxE
4. Real time Interactions in Django: https://www.youtube.com/watch?v=3gHmfoeZ45k
5. AJAX with Django for beginners: https://www.youtube.com/watch?v=3VaKNyjlxAU

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

1. Real world problem solving - applying the Django framework concepts and its integration with AJAX to develop any shopping website with admin and user dashboards.

Short Preamble on Full Stack Web Development:

Website development is a way to make people aware of the services and/or products they are offering, understand why the products are relevant and even necessary for them to buy or use, and highlight the striking qualities that set it apart from competitors. Other than commercial reasons, a website is also needed for quick and dynamic information delivery for any domain. Development of a well-designed, informative, responsive and dynamic website is need of the hour from any computer science and related engineering graduates. Hence, they need to be augmented with skills to use technology and framework which can help them to develop elegant websites. Full Stack developers are in need by many companies, who knows and can develop all pieces of web application (Front End, Back End and business logic). MVT based development with Django is the cutting-edge framework for Full Stack Web Development. Python has become an easier language to use for many applications. Django based framework in Python helps a web developer to utilize framework and develop rapidly responsive and secure web applications.

VI Semester

COMPUTER GRAPHICS AND FUNDAMENTALS OF IMAGE PROCESSING			
Course Code	**21CS63**	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Objectives:

CLO 1. Overview of Computer Graphics along with its applications.
CLO 2. Exploring 2D and 3D graphics mathematics along with OpenGL API's.
CLO 3. Use of Computer graphics principles for animation and design of GUI's .
CLO 4. Introduction to Image processing and Open CV.
CLO 5. Image segmentation using Open CV.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyse information rather than simply recall it.
6. IntroduceTopicsin manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Overview: Computer Graphics hardware and software and OpenGL: Computer Graphics: Video Display Devices, Raster-Scan Systems Basics of computer graphics, Application of Computer Graphics. 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).

Textbook 1: Chapter -1,2,3, 5(1 and 2 only)
Self-study topics : Input devices, hard copy devices, coordinate representation, graphics functions, fill area primitives, polygon fill areas, pixel arrays, Parallel Line algorithms

Teaching-Learning Process	Chalk & board, Active Learning Virtual Lab

Module-2

2D and 3D graphics with OpenGL: 2D Geometric Transformations: Basic 2D Geometric Transformations, matrix representations and homogeneous coordinates, 2D Composite transformations, other 2D transformations, raster methods for geometric transformations, OpenGL raster transformations, OpenGL geometric transformations function,

3D Geometric Transformations: Translation, rotation, scaling, composite 3D transformations, other 3D transformations, OpenGL geometric transformations functions

Textbook 1: Chapter -6, 8
Self-study topics: Transformation between 2D coordinate system, OpenGL geometric-transformation, Transformation between 3D coordinate system.

Teaching-Learning Process	Chalk & board, Active Learning, Problem based learning Virtual Lab:

Module-3

Interactive Input Methods and Graphical User Interfaces: Graphical Input Data ,Logical Classification of Input Devices, Input Functions for Graphical Data , Interactive Picture-Construction Techniques, Virtual-Reality Environments, OpenGL Interactive Input-Device Functions, OpenGL Menu Functions , Designing a Graphical User Interface.

Computer Animation : Design of Animation Sequences, Traditional Animation Techniques, General Computer-Animation Functions, Computer-Animation Languages, Character Animation, Periodic Motions, OpenGL Animation Procedures.

Textbook 1: Chapter -11, 18
Self-study topics: Raster methods for computer animation, Key frame systems, Motion specification.

Teaching-Learning Process	Chalk & board, MOOC, Active Learning

Module-4

Introduction to Image processing: overview, Nature of IP, IP and its related fields, Digital Image representation, types of images.

Digital Image Processing Operations: Basic relationships and distance metrics, Classification of Image processing Operations.
Text book 2: Chapter 3

(Below topics is for experiential learning only , No questions in SEE)
Computer vision and OpenCV*: What is computer vision, Evolution of computer vision, Application of Computer vision, Feature of OpenCV, OpenCV library modules, OpenCV environment, Reading, writing and storing images using OpenCV. OpenCV drawing Functions. OpenCV Geometric Transformations*.

(Note : Computer vision and OpenCV for experimental learning or Activity Based Learning using web sources, Preferred for assignments. No questions in SEE)
Web Source: https://www.tutorialspoint.com/opencv/

Teaching-Learning Process	Chalk& board, Problem based learning Lab practice for OpenCV for basic geometric objects and basic image operation

Module-5

Image Segmentation: Introduction, classification, detection of discontinuities, Edge detection (up to canny edge detection(included)).
Text Book 2: Chapter 9: 9.1 to 9.4.4.4

(Below topics is for experiential learning only , No questions in SEE)
Image processing with Open CV: *Resizing , Rotation/ Flipping, Blending, Creating region of Interest (ROI), Image Thresholding, Image Blurring and smoothing, Edge Detection, Image contours and Face Detection on images using OpenCV.*

(Note :Image Processing withOpenCV for experimental learning or Activity Based Learning using web sources, Preferred for assignments. No questions in SEE)

Web source: https://medium.com/analytics-vidhya/introduction-to-computer-vision-opencv-in-python-fb722e805e8b

Teaching-Learning Process	Chalk & board, MOOC Lab practice on image processing. Virtual Lab:

Course Outcomes:

At the end of the course the student will be able to:

CO 1. Construct geometric objects using Computer Graphics principles and OpenGL APIs.
CO 2. Use OpenGL APIs and related mathematics for 2D and 3D geometric Operations on the objects.
CO 3. Design GUI with necessary techniques required to animate the created objects
CO 4. Apply OpenCV for developing Image processing applications.
CO 5. Apply Image segmentation techniques along with programming, using OpenCV, for developing simple applications.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50)in the semester-end examination(SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together.

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(To have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper is designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

3. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
4. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module.

Suggested Learning Resources:

Textbooks

1. Donald D Hearn, M Pauline Baker and WarrenCarithers: Computer Graphics with OpenGL 4th Edition, Pearson, 2014
2. S. Sridhar, Digital Image Processing, second edition, Oxford University press 2016.

Reference Books

1. Edward Angel: Interactive Computer Graphics- A Top Down approach with OpenGL, 5th edition. Pearson Education, 2008
2. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: Pearson education

Web links and Video Lectures (e-Resources):

Web links and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/106/106106090/
2. https://nptel.ac.in/courses/106/102/106102063/
3. https://nptel.ac.in/courses/106/103/106103224/
4. https://nptel.ac.in/courses/106/102/106102065/
5. https://www.tutorialspoint.com/opencv/ (Tutorial, Types of Images, Drawing Functions)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

2. Mini project on computer graphics using Open GL/Python/Open CV.

VI Semester

AGILE TECHNOLOGIES			
Course Code	21CS641	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives:

CLO 1. To understand basics of agile technologies
CLO 2. To explain XP Lifecycle, XP Concepts and Adopting XP
CLO 3. To Evaluate on Pair Programming, Root-Cause Analysis, Retrospectives, Planning, Incremental Requirements and Customer Tests
CLO 4. To become Mastering in Agility
CLO 5. To provide well Deliver Value

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Why Agile? : Understanding Success, Beyond Deadlines, The Importance of Organizational Success, Enter Agility, How to Be Agile?: Agile Methods, Don't Make Your Own Method, The Road to Mastery, Find a Mentor.

The Genesis of Agile, Introduction and background, Agile Manifesto, and Principles, Simple Design, User Stories, Agile Testing, Agile Tools

Textbook 1: Part I – Ch 1, Ch 2.

Textbook 2: Ch 1

Teaching-Learning Process	Chalk and board, Active Learning https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-2

Understanding XP: The XP Lifecycle, The XP Team, XP Concepts, Adopting XP: Is XP Right for Us?, Go!, Assess Your Agility

Overview of Extreme Programming, The Practices of Extreme Programming, Conclusion, Bibliography, Planning Initial Exploration, Release Planning, Iteration Planning, Defining "Done", Task Planning Iterating, Tracking.

Textbook 1: Part I: Ch 3, Ch 4.

Textbook 3: Section 1: Ch 1

Teaching-Learning Process	Chalk and board, Active Learning https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-3

Practicing XP: Thinking: Pair Programming, Energized Work, Informative Workspace, Root Cause Analysis, Retrospectives,

Collaborating: Trust, Sit Together, Real Customer Involvement, Ubiquitous Language, Stand-Up Meetings, Coding Standards, Iteration Demo, Reporting,

Releasing: "Done Done", No Bugs, Version Control, Ten-Minute Build, Continuous Integration, Collective Code Ownership, Documentation. Planning: Vision, Release Planning, The Planning Game, Risk Management, Iteration Planning, Slack, Stories, Estimating. Developing: Incremental requirements, Customer Tests, Test-Driven Development, Refactoring, Simple Design, Incremental Design and Architecture, Spike Solutions, Performance Optimization, Exploratory Testing

Textbook 1: Part II: Ch 5, Ch 6, Ch 7, Ch 8, Ch 9.

Teaching-Learning Process	Chalk and board, Demonstration https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-4

Mastering Agility : Values and Principles: Commonalities, About Values, Principles, and Practices, Further Reading, Improve the Process: Understand Your Project, Tune and Adapt, Break the Rules, Rely on People :Build Effective Relationships, Let the Right People Do the Right Things, Build the Process for the People, Eliminate Waste :Work in Small, Reversible Steps, Fail Fast, Maximize Work Not Done, Pursue Throughput

Textbook 1: Part III- Ch 10, Ch 11, Ch 12, Ch 13.

Teaching-Learning Process	Chalk and board https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Module-5

Deliver Value: Exploit Your Agility, Only Releasable Code Has Value, Deliver Business Results, Deliver Frequently, Seek Technical Excellence: Software Doesn't Exist, Design Is for Understanding, Design

Trade-offs, Quality with a Name, Great Design, Universal Design Principles, Principles in Practice, Pursue Mastery

Textbook 1: Part IV- Ch 14, Ch 15.

Teaching-Learning Process	Chalk and board https://www.nptelvideos.com/video.php?id=904 https://www.youtube.com/watch?v=x90kIAFGYKE http://www.digimat.in/nptel/courses/video/110104073/L02.html https://onlinecourses.nptel.ac.in/noc19_mg30/preview

Course outcome (Course Skill Set)

At the end of the course the student will be able to:

CO 1. Understand the fundamentals of agile technologies
CO 2. Explain XP Lifecycle, XP Concepts and Adopting XP
CO 3. Apply different techniques on Practicing XP, Collaborating and Releasing
CO 4. Analyze the Values and Principles of Mastering Agility
CO 5. Demonstrate the agility to deliver good values

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks

2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. James shore, Chromatic, O'Reilly, The Art of Agile Development, 2007

Reference Books

1. Ken Schawber, Mike Beedle, "Agile Software Development with Scrum",Pearson, 2008
2. Agile-Principles-Patterns-and-Practices-in-C by Robert C Martin & Mic Martin.

Web links and Video Lectures (e-Resources):

Model wise mentioned

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Demonstration of the project based on Agile technologies.

VI Semester

ADVANCED JAVA PROGRAMMING			
Course Code	21CS642	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understanding the fundamental concepts of Enumerations and Annotations
CLO 2. Apply the concepts of Generic classes in Java programs
CLO 3. Demonstrate the fundamental concepts of String operations
CLO 4. Design and develop web applications using Java servlets and JSP
CLO 5. Apply database interaction through Java database Connectivity

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same program
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Enumerations, Autoboxing and Annotations:
Enumerations, Ednumeration fundamentals, the values() and valueOf() methods, Java enumerations are class types, enumerations inherits Enum, example, type wrappers, Autoboxing, Autoboxing 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

Textbook 1: Chapter12

Teaching-Learning Process	Chalk and board, Online demonstration, Problem based learning

Module-2

Generics: What are Generics, A Simple Generics Example, A Generic Class with Two Type Parameters, The General Form of a Generic Class, Bounded Types, Using Wildcard Arguments, Bounded Wildcards, Creating a Generic Method, Generic Interfaces, Raw types and Legacy code, Generic Class Hierarchies, Erasure, Ambiguity errors, Some Generic Restrictions

Textbook 1: Chapter 14

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-3

String Handling: The String Constructors, String Length, Special String Operations, Character Extraction, String Comparison, Searching Strings, Modifying a String, Data Conversion Using valueOf(), Changing the case of characters within a String, String Buffer, String Builder

Textbook 1: Chapter 15

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-4

Background; The life cycle of a servlet; 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 tags, Variables and Objects, Methods, Control statements, Loops, Request String, Parsing other information, User sessions, Cookies, Session Objects

Textbook 1: Chapter 31
Textbook 2: Chapter 11

Teaching-Learning Process	Chalk and board, Online Demonstration

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.

Textbook 2: Chapter 6

Teaching-Learning Process	Chalk and board, Online Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understanding the fundamental concepts of Enumerations and Annotations
CO 2. Apply the concepts of Generic classes in Java programs
CO 3. Demonstrate the concepts of String operations in Java
CO 4. Develop web based applications using Java servlets and JSP
CO 5. Illustrate database interaction and transaction processing in Java

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Herbert Schildt: JAVA the Complete Reference. 9th Edition, Tata McGraw-Hill
2. Jim Keogh, The Complete Reference J2EE, Tata McGraw-Hill

Reference Books:

1. Y. Daniel Liang: Introduction to JAVA Programming, 7th Edition, Pearson Education, 2007.

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/105/106105191/
2. https://nptel.ac.in/courses/106/105/106105225/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Programming exercises

VI Semester

ADVANCED COMPUTER ARCHITECTURE			
Course Code	21CS643	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Describe computer architecture.
CLO 2. Measure the performance of architectures in terms of right parameters.
CLO 3. Summarize parallel architecture and the software used for them

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same program
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Theory of Parallelism: Parallel Computer Models, The State of Computing, Multiprocessors and Multicomputer, Multivector and SIMD Computers, PRAM and VLSI Models, Program and Network Properties, Conditions of Parallelism, Program Partitioning and Scheduling, Program Flow Mechanisms, System Interconnect Architectures, Principles of Scalable Performance, Performance Metrics and Measures, Parallel Processing Applications, Speedup
Performance Laws. For all Algorithm or mechanism any one example is sufficient.

Chapter 1 (1.1to 1.4), Chapter 2(2.1 to 2.4) Chapter 3 (3.1 to 3.3)

Teaching-Learning Process	Chalk and board, Online demonstration, Problem based learning

Module-2

Hardware Technologies 1: Processors and Memory Hierarchy, Advanced Processor Technology, Superscalar and Vector Processors, Memory Hierarchy Technology, Virtual Memory Technology. For all Algorithms or mechanisms any one example is sufficient.

Chapter 4 (4.1 to 4.4)

Teaching-Learning Process	Chalk and board, Online Demonstration

Module-3

Hardware Technologies 2: Bus Systems, Cache Memory Organizations, Shared Memory Organizations, Sequential and Weak Consistency Models, Pipelining and Superscalar Techniques, Linear Pipeline Processors, Nonlinear Pipeline Processors. For all Algorithms or mechanisms any one example is sufficient.

Chapter 5 (5.1 to 5.4) Chapter 6 (6.1 to 6.2)	
Teaching-Learning Process	Chalk and board, Online Demonstration
Module-4	
Parallel and Scalable Architectures: Multiprocessors and Multicomputers, Multiprocessor System Interconnects, Cache Coherence and Synchronization Mechanisms, Message-Passing Mechanisms, Multivector and SIMD Computers, Vector Processing Principles, Multivector Multiprocessors, Compound Vector Processing, Scalable, Multithreaded, and Dataflow Architectures, Latency-Hiding Techniques, Principles of Multithreading, Fine- Grain Multicomputers. For all Algorithms or mechanisms any one example is sufficient. **Chapter 7 (7.1,7.2 and 7.4) Chapter 8(8.1 to 8.3) Chapter 9(9.1 to 9.3)**	
Teaching-Learning Process	Chalk and board, Online Demonstration
Module-5	
Software for parallel programming: Parallel Models, Languages, and Compilers ,Parallel Programming Models, Parallel Languages and Compilers, Dependence Analysis of Data Arrays. Instruction and System Level Parallelism, Instruction Level Parallelism, Computer Architecture, Contents, Basic Design Issues, Problem Definition, Model of a Typical Processor, Compiler-detected Instruction Level Parallelism ,Operand Forwarding ,Reorder Buffer, Register Renaming ,Tomasulo's Algorithm. For all Algorithms or mechanisms any one example is sufficient. **Chapter 10(10.1 to 10.3) Chapter 12(12.1 to 12.9)**	
Teaching-Learning Process	Chalk and board, Online Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Explain the concepts of parallel computing
CO 2. Explain and identify the hardware technologies
CO 3. Compare and contrast the parallel architectures
CO 4. Illustrate parallel programming concepts

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks marks scored will be proportionately reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Kai Hwang and Naresh Jotwani, Advanced Computer Architecture (SIE): Parallelism, Scalability, Programmability, McGraw Hill Education 3/e. 2015

Reference Books:

1. John L. Hennessy and David A. Patterson, Computer Architecture: A quantitative approach, 5th edition, Morgan Kaufmann Elseveir, 2013

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VI Semester

DATA SCIENCE AND VISUALIZATION			
Course Code	21CS644	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To introduce data collection and pre-processing techniques for data science
CLO 2. Explore analytical methods for solving real life problems through data exploration techniques
CLO 3. Illustrate different types of data and its visualization
CLO 4. Find different data visualization techniques and tools
CLO 5. Design and map element of visualization well to perceive information

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Data Science

Introduction: What is Data Science? Big Data and Data Science hype – and getting past the hype, Why now? – Datafication, Current landscape of perspectives, Skill sets. Needed Statistical Inference: Populations and samples, Statistical modelling, probability distributions, fitting a model.

Textbook 1: Chapter 1

Teaching-Learning Process	1. PPT – Recognizing different types of data, Data science process 2. Demonstration of different steps, learning definition and relation with data science

Module-2

Exploratory Data Analysis and the Data Science Process

Basic tools (plots, graphs and summary statistics) of EDA, Philosophy of EDA, The Data Science Process, Case Study: Real Direct (online realestate firm). Three Basic Machine Learning Algorithms: Linear Regression, k-Nearest Neighbours (k- NN), k-means.

Textbook 1: Chapter 2, Chapter 3

Teaching-Learning Process	1. PPT –Plots, Graphs, Summary Statistics 2. Demonstration of Machine Learning Algorithms

Module-3

Feature Generation and Feature Selection

Extracting Meaning from Data: Motivating application: user (customer) retention. Feature Generation (brainstorming, role of domain expertise, and place for imagination), Feature Selection algorithms. Filters; Wrappers; Decision Trees; Random Forests. Recommendation Systems: Building a User-Facing Data Product, Algorithmic ingredients of a Recommendation Engine, Dimensionality Reduction, Singular Value Decomposition, Principal Component Analysis, Exercise: build your own recommendation system.

Textbook 1: Chapter 6

Teaching-Learning Process	1. PPT – Feature generation, selection 2. Demonstration recommendation engine

Module-4

Data Visualization and Data Exploration

Introduction: Data Visualization, Importance of Data Visualization, Data Wrangling, Tools and Libraries for Visualization

Comparison Plots: Line Chart, Bar Chart and Radar Chart; **Relation Plots:** Scatter Plot, Bubble Plot , Correlogram and Heatmap; **Composition Plots:** Pie Chart, Stacked Bar Chart, Stacked Area Chart, Venn Diagram; **Distribution Plots:** Histogram, Density Plot, Box Plot, Violin Plot; **Geo Plots:** Dot Map, Choropleth Map, Connection Map; What Makes a Good Visualization?

Textbook 2: Chapter 1, Chapter 2

Teaching-Learning Process	1. Demonstration of different data visualization tools.

Module-5

A Deep Dive into Matplotlib

Introduction, Overview of Plots in Matplotlib, **Pyplot Basics:** Creating Figures, Closing Figures, Format Strings, Plotting, Plotting Using pandas DataFrames, Displaying Figures**,** Saving Figures; **Basic Text and Legend Functions:** Labels, Titles, Text, Annotations, Legends**; Basic Plots:**Bar Chart, Pie Chart, Stacked Bar Chart, Stacked Area Chart, Histogram, Box Plot, Scatter Plot, Bubble Plot; **Layouts:** Subplots, Tight Layout, Radar Charts, GridSpec; **Images:** Basic Image Operations, Writing Mathematical Expressions

Textbook 2: Chapter 3

Teaching-Learning Process	1. PPT – Comparison of plots 2. Demonstration charts

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand the data in different forms
CO 2. Apply different techniques to Explore Data Analysis and the Data Science Process
CO 3. Analyze feature selection algorithms & design a recommender system.
CO 4. Evaluate data visualization tools and libraries and plot graphs.
CO 5. Develop different charts and include mathematical expressions.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Doing Data Science, Cathy O'Neil and Rachel Schutt, O'Reilly Media, Inc O'Reilly Media, Inc, 2013
2. Data Visualization workshop, Tim Grobmann and Mario Dobler, Packt Publishing, ISBN 9781800568112

Reference:

1. Mining of Massive Datasets, Anand Rajaraman and Jeffrey D. Ullman, Cambridge University Press, 2010
2. Data Science from Scratch, Joel Grus, Shroff Publisher /O'Reilly Publisher Media
3. A handbook for data driven design by Andy krik

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/105/106105077/
2. https://www.oreilly.com/library/view/doing-data-science/9781449363871/toc01.html
3. http://book.visualisingdata.com/
4. https://matplotlib.org/
5. https://docs.python.org/3/tutorial/
6. https://www.tableau.com/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration using projects

VI Semester

INTRODUCTION TO DATA STRUCTURES			
Course Code	21CS651	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Introduce elementary data structures.
CLO 2. Analyze Linear Data Structures: Stack, Queues, Lists
CLO 3. Analyze Non Linear Data Structures: Trees
CLO 4. Assess appropriate data structure during program development/Problem Solving.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.

Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction:
Introduction to arrays: one-dimensional arrays, two dimensional arrays, initializing two dimensional arrays, Multidimensional arrays.
Introduction to Pointers: Pointer concepts, accessing variables through pointers, Dynamic memory allocation, pointers applications.
Introduction to structures and unions: Declaring structures, Giving values to members, structure initialization, arrays of structures, nested structure, unions, size of structures.

Textbook 1: Ch 8.3 to 8.15,Ch 12.3 to 12.19
Textbook 2:Ch 2.1 to2.13,2.51 ,2.80 to 2.98

Teaching-Learning Process	Chalk and board, Active Learning

Module-2

Linear Data Structures-Stacks and queues:
Introduction, Stack representation in Memory, Stack Operations, Stack Implementation, Applications of Stack. Introduction, Queues-Basic concept, Logical representation of Queues, Queue Operations and its types, Queue Implementation, Applications of Queue.

Textbook 2: Ch 6.1 to 6.14 ,Ch 8.1,8.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem Based Learning

Module-3

Linear Data Structures-Linked List:
Introduction, Linked list Basic concept, Logical representation of Linked list, Self-Referential structure, Singly-linked List Operations and Implementation, Circular Linked List, applications of Linked list.

Textbook 1: Ch 15.1 ,15.3,15.4,15.8 **Textbook 2: Ch 9.2.9.5**	
Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-4

Non Linear Data Structures – Trees

Introduction, Basic concept, Binary Tree and its types, Binary Tree Representation, Binary Tree Traversal, Binary Search tree, Expression Trees.

Textbook1: Ch 16.1,16.2
Textbook2:Ch 10.1,10.2,10.4,10.6.3

Teaching-Learning Process	Chalk& board, Active Learning, Problem based learning

Module-5

Sorting and Searching

Sorting: Introduction, Bubble sort, Selection sort, Insertion sort
Searching: Introduction, Linear search, Binary search.

Textbook1: Ch 17.1,17.2.2, 17.2.4, 17.3.1,17.3.2
Textbook2: Ch 11.1.,11.2,11.3,11.7,11.10.1,11.10.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Course Outcomes

At the end of the course the student will be able to:

CO 1. Express the fundamentals of static and dynamic data structure.
CO 2. Summarize the various types of data structure with their operations.
CO 3. Interpret various searching and sorting techniques.
CO 4. Choose appropriate data structure in problem solving.
CO 5. Develop all data structures in a high level language for problem solving.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. C Programming and data structures, E Balaguruswamy 4th Edition, 2007, McGraw Hill
2. Systematic approach to Data structures using C, A M Padma Reddy, 7thEdition 2007, Sri Nandi Publications.

References

1. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures in C, 2nd Ed, Universities Press, 2014.
2. Seymour Lipschutz, Data Structures Schaum's Outlines, Revised 1st Ed, McGraw Hill, 2014.

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=DFpWCl_49i0
2. https://www.youtube.com/watch?v=x7t_-ULoAZM
3. https://www.youtube.com/watch?v=I37kGX-nZEI
4. https://www.youtube.com/watch?v=XuCbpw6Bj1U
5. https://www.youtube.com/watch?v=R9PTBwOzceo
6. https://www.youtube.com/watch?v=qH6yxkw0u78

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration of projects developed using Linear/Non-linear data structures

VI Semester

INTRODUCTION TO DATABASE MANAGEMENT SYSTEMS			
Course Code	21CS652	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand the basic concepts and the applications of database systems.
CLO 2. Understand the relational database design principles.
CLO 3. Master the basics of SQL and construct queries using SQL.
CLO 4. Familiar with the basic issues of transaction processing and concurrency control.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain the functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develops design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

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

Textbook 1: Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.7

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Relational Model: Relational Model Concepts, Relational Model Constraints and relationaldatabase schemas, Update operations, transactions, and dealing with constraint violations.

Relational Algebra: Relational algebra: introduction, Selection and projection, set operations, renaming, Joins, Division, syntax, semantics. Operators, grouping and ungrouping, relational comparison**.** Examples of Queries in relational algebra.

Mapping Conceptual Design into a Logical Design: Relational Database Design using ER-to-Relational mapping.

Textbook 1:,ch5.1 to 5.3, 8.1 to 8.5, 9.1;

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

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.

Advances Queries: More complex SQL retrieval queries, Specifying constraints asassertions and action triggers, Views in SQL, Schema change statements in SQL.Database

Textbook 1: Ch 6.1 to 6.5, 7.1 to 7.4; Textbook 2: 6.1 to 6.6;

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

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. Examples on normal forms.

Textbook 1: Ch 14.1 to -14.7, 15.1 to 15.6

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Transaction management and Concurrency –Control Transaction management: ACID properties, serializability and concurrency control, Lock based concurrency control (2PL, Deadlocks), Time stamping methods, optimistic methods, database recovery management.

Textbook 1: Ch 20.1 to 20.6, 21.1 to 21.7;

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Identify, analyze and define database objects, enforce integrity constraints on a database using RDBMS
CO 2. Use Structured Query Language (SQL) for database manipulation.
CO 3. Design and build simple database systems
CO 4. Develop application to interact with databases.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Fundamentals of Database Systems, RamezElmasri and Shamkant B. Navathe, 7th Edition, 2017,
   Pearson.
2. Database management systems, Ramakrishnan, and Gehrke, 3rd Edition, 2014, McGraw Hill

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=3EJlovevfcA
2. https://www.youtube.com/watch?v=9TwMRs3qTcU
3. https://www.youtube.com/watch?v=ZWl0Xow304I
4. https://www.youtube.com/watch?v=4YilEjkNPrQ
5. https://www.youtube.com/watch?v=CZTkgMoqVss
6. https://www.youtube.com/watch?v=Hl4NZB1XR9c
7. https://www.youtube.com/watch?v=EGEwkad_llA
8. https://www.youtube.com/watch?v=t5hsV9lC1rU

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Developing and demonstration of models / projects based on DBMS application

VI Semester

INTRODUCTION TO CYBER SECURITY			
Course Code	21CS653	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To familiarize cybercrime terminologies and ACTs
CLO 2. Understanding cybercrime in mobiles and wireless devices along with the tools for Cybercrime and prevention
CLO 3. Understand the motive and causes for cybercrime, cybercriminals, and investigators
CLO 4. Understanding criminal case and evidence, detection standing criminal case and evidence.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Cybercrime:

Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security, Who are Cybercriminals? Classifications of Cybercrimes,

Cybercrime: The Legal Perspectives,

Cybercrimes: An Indian Perspective, Cybercrime and the Indian ITA 2000.

Textbook1:Ch1 (1.1 to 1.8).

Teaching-Learning Process	Chalk and board, Active Learning

Module-2

Cyber offenses:
How Criminals Plan Them: Introduction, How Criminals Plan the Attacks, Social Engineering, Cyber stalking, Cybercafe and Cybercrimes.

Botnets: The Fuel for Cybercrime, Attack Vector

Textbook1: Ch2 (2.1 to 2.7).

Teaching-Learning Process	Chalk and board, Active Learning

Module-3

Tools and Methods Used in Cybercrime: Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Key loggers and Spywares, Virus and Worms, Trojan Horses and Backdoors,

Steganography, DoS and DDoS Attacks, Attacks on Wireless Networks.

Textbook1: Ch4 (4.1 to 4.9, 4.12).

Teaching-Learning Process	Chalk and board, Case studies

Module-4

Understanding the people on the scene: Introduction, understanding cyber criminals, understanding cyber victims, understanding cyber investigators.

The Computer Investigation process: investigating computer crime.

Understanding Cybercrime Prevention: Understanding Network Security Concepts, Understanding Basic Cryptography Concepts, Making the Most of Hardware and Software Security

Textbook 2:Ch3,Ch 4, Ch 7.

Teaching-Learning Process	Chalk& board, Case studies

Module-5

Cybercrime Detection Techniques: Security Auditing and Log Firewall Logs, Reports, Alarms, and Alerts, Commercial Intrusion Detection Systems, Understanding E-Mail Headers Tracing a Domain Name or IP Address.

Collecting and preserving digital Evidence: Introduction, understanding the role of evidence in a criminal case, collecting digital evidence, preserving digital evidence, recovering digital evidence, documenting evidence.

TextBook 2:Ch 9, Ch 10.

Teaching-Learning Process	Chalk and board, Case studies

Course Outcomes

At the end of the course the student will be able to:

CO 1. Describe the cyber crime terminologies
CO 2. Analyze cybercrime in mobiles and wireless devices along with the tools for Cybercrime and prevention
CO 3. Analyze the motive and causes for cybercrime, cybercriminals, and investigators
CO 4. Apply the methods for understanding criminal case and evidence, detection standing criminal case and evidence.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

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Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. SunitBelapure and Nina Godbole, "Cyber Security: Understanding Cyber Crimes, Computer Forensics And Legal Perspectives", Wiley India Pvt Ltd, ISBN: 978-81- 265-21791, 2013
2. Debra Little John Shinder and Michael Cross, "Scene of the cybercrime", 2nd edition, Syngress publishing Inc, Elsevier Inc, 2008

Reference Books:

1. Robert M Slade, "Software Forensics", Tata McGraw Hill, New Delhi, 2005.
2. Bernadette H Schell, Clemens Martin, "Cybercrime", ABC – CLIO Inc, California, 2004.
3. Nelson Phillips and EnfingerSteuart, "Computer Forensics and Investigations", Cengage Learning, New Delhi, 2009.
4. Kevin Mandia, Chris Prosise, Matt Pepe, "Incident Response and Computer Forensics", Tata McGraw -Hill, New Delhi, 2006.

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=czDzUP1HclQ
2. https://www.youtube.com/watch?v=qS4VigjkC8
3. https://www.trendmicro.com/en_nz/ciso/21/h/cybercrime-today-and-the-future.html

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects related to Cyber security.

VI Semester

PROGRAMMING IN JAVA			
Course Code	21CS654	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Learn fundamental features of object oriented language and JAVA.
CLO 2. To create, debug and run simple Java programs.
CLO 3. Learn object oriented concepts using programming examples.
CLO 4. Study the concepts of importing of packages and exception handling mechanism.
CLO 5. Discuss the String Handling examples with Object Oriented concepts.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

An Overview of Java: Object-Oriented Programming, A First Simple Program, A Second Short Program, Two Control Statements, Using Blocks of Code, Lexical Issues, The Java Class Libraries.

Data Types, Variables, and Arrays: Java Is a Strongly Typed Language, The Primitive Types, Integers, Floating-Point Types, Characters, Booleans, A Closer Look at Literals, Variables, Type Conversion and Casting, Automatic Type Promotion in Expressions, Arrays, A Few Words About Strings

Textbook 1:Ch 2,Ch 3.

Teaching-Learning Process	Chalk and board, Problem based learning.

Module-2

Operators: Arithmetic Operators, The Bitwise Operators, Relational Operators, Boolean Logical Operators, The Assignment Operator, The ? Operator, Operator Precedence, Using Parentheses,

Control Statements: Java's Selection Statements, Iteration Statements, Jump Statements.

Textbook 1:Ch 4,Ch 5.

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Introducing Classes: Class Fundamentals, Declaring Objects, Assigning Object Reference Variables, Introducing Methods, Constructors, The this Keyword, Garbage Collection, The finalize( ) Method, A Stack Class.

A Closer Look at Methods and Classes: Overloading Methods, Using Objects as Parameters, A Closer Look at Argument Passing, Returning Objects, Recursion, Introducing Access Control, Understanding static, Introducing final, Arrays Revisited. **Inheritance:** Inheritance, Using super, Creating a Multilevel Hierarchy, When Constructors Are Called, Method Overriding.

Textbook 1: Ch 6, Ch 7.1-7.9,Ch 8.1-8.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Packages and Interfaces: Packages, Access Protection, Importing Packages, Interfaces.

Exception Handling: Exception-Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally, Java's Built-in Exceptions, Creating Your Own Exception Subclasses, Chained Exceptions, Using Exceptions

Textbook 1: Ch 9,Ch 10.

Teaching-Learning Process	Chalk& board, Problem based learning, Demonstration

Module-5

Enumerations :Enumerations, Type Wrappers.

String Handling: The String Constructors, String Length, Special String Operations, Character Extraction, String Comparison, Searching Strings, Modifying a String, Data Conversion Using valueOf( ), Changing the Case of Characters Within a String , Additional String Methods, StringBuffer, StringBuilder.

Textbook 1: Ch 12.1,12.2,Ch 15.

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Develop JAVA programs using OOP principles and proper program structuring.
CO 2. Develop JAVA program using packages, inheritance and interface.
CO 3. Develop JAVA programs to implement error handling techniques using exception handling
CO 4. Demonstrate string handling concepts using JAVA.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

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Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

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2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Herbert Schildt, Java The Complete Reference, 7th Edition, Tata McGraw Hill, 2007. (Chapters 2, 3, 4, 5, 6,7, 8, 9,10, 12,15)

Reference Books:

1. Mahesh Bhave and Sunil Patekar, "Programming with Java", First Edition, Pearson Education,2008, ISBN:9788131720806.
2. Rajkumar Buyya,SThamarasiselvi, xingchen chu, Object oriented Programming with java, Tata McGraw Hill education private limited.
3. E Balagurusamy, Programming with Java A primer, Tata McGraw Hill companies.
4. Anita Seth and B L Juneja, JAVA One step Ahead, Oxford University Press, 2017.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects developed using JAVA

VI Semester

<table>
<tr><th colspan="5">COMPUTER GRAPHICS AND IMAGE PROCESSING LABORATORY</th></tr>
<tr><td colspan="2">Course Code</td><td>21CSL66</td><td>CIE Marks</td><td>50</td></tr>
<tr><td colspan="2">Teaching Hours/Week (L:T:P: S)</td><td>0:0:2:0</td><td>SEE Marks</td><td>50</td></tr>
<tr><td colspan="2">Total Hours of Pedagogy</td><td>24</td><td>Total Marks</td><td>100</td></tr>
<tr><td colspan="2">Credits</td><td>1</td><td>Exam Hours</td><td>03</td></tr>
<tr><td colspan="5">Course Objectives:
CLO 1: Demonstrate the use of Open GL.
CLO 2: Demonstrate the different geometric object drawing using openGL
CLO 3: Demonstration of 2D/3D transformation on simple objects.
CLO 4: Demonstration of lighting effects on the created objects.
CLO 5: Demonstration of Image processing operations on image/s.</td></tr>
<tr><th>Sl. No.</th><th colspan="4">Practise Programs</th></tr>
<tr><td></td><td colspan="4">• Installation of OpenGL /OpenCV/ Python and required headers
• Simple programs using OpenGL (Drawing simple geometric object like line, circle, rectangle, square)
• Simple programs using OpenCV (operation on an image/s)</td></tr>
<tr><td></td><td colspan="4">PART A
List of problems for which student should develop program and execute in the Laboratory using openGL/openCV/ Python</td></tr>
<tr><td>1.</td><td colspan="4">Develop a program to draw a line using Bresenham’s line drawing technique</td></tr>
<tr><td>2.</td><td colspan="4">Develop a program to demonstrate basic geometric operations on the 2D object</td></tr>
<tr><td>3.</td><td colspan="4">Develop a program to demonstrate basic geometric operations on the 3D object</td></tr>
<tr><td>4.</td><td colspan="4">Develop a program to demonstrate 2D transformation on basic objects</td></tr>
<tr><td>5.</td><td colspan="4">Develop a program to demonstrate 3D transformation on 3D objects</td></tr>
<tr><td>6.</td><td colspan="4">Develop a program to demonstrate Animation effects on simple objects.</td></tr>
<tr><td>7.</td><td colspan="4">Write a Program to read a digital image. Split and display image into 4 quadrants, up, down, right and left.</td></tr>
<tr><td>8.</td><td colspan="4">Write a program to show rotation, scaling, and translation on an image.</td></tr>
<tr><td>9.</td><td colspan="4">Read an image and extract and display low-level features such as edges, textures using filtering techniques.</td></tr>
<tr><td>10.</td><td colspan="4">Write a program to blur and smoothing an image.</td></tr>
<tr><td>11.</td><td colspan="4">Write a program to contour an image.</td></tr>
<tr><td>12.</td><td colspan="4">Write a program to detect a face/s in an image.</td></tr>
<tr><td></td><td colspan="4">PART B
Practical Based Learning</td></tr>
<tr><td></td><td colspan="4">Student should develop a mini project and it should be demonstrate in the laboratory examination, Some of the projects are listed and it is not limited to:
➢ Recognition of License Plate through Image Processing
➢ Recognition of Face Emotion in Real-Time
➢ Detection of Drowsy Driver in Real-Time
➢ Recognition of Handwriting by Image Processing
➢ Detection of Kidney Stone
➢ Verification of Signature
➢ Compression of Color Image
➢ Classification of Image Category
➢ Detection of Skin Cancer
➢ Marking System of Attendance using Image Processing
➢ Detection of Liver Tumor
➢ IRIS Segmentation
➢ Detection of Skin Disease and / or Plant Disease
➢ Biometric Sensing System .
➢ Projects which helps to formers to understand the present developments in agriculture.</td></tr>
</table>

	➢ Projects which helps high school/college students to understand the scientific problems. ➢ Simulation projects which helps to understand innovations in science and technology

Course Outcome (Course Skill Set)

At the end of the course the student will be able to:

CO 1: Use openGL /OpenCV for the development of mini Projects.
CO 2: Analyze the necessity mathematics and design required to demonstrate basic geometric transformation techniques.
C0 3: Demonstrate the ability to design and develop input interactive techniques.
C0 4: Apply the concepts to Develop user friendly applications using Graphics and IP concepts.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each course. The student has to secure not less than 35% (18 Marks out of 50) in the semester-end examination (SEE).

Continuous Internal Evaluation (CIE):

CIE marks for the practical course is **50 Marks**.

The split-up of CIE marks for record/ journal and test are in the ratio **60:40**.

- Each experiment to be evaluated for conduction with observation sheet and record write-up. Rubrics for the evaluation of the journal/write-up for hardware/software experiments designed by the faculty who is handling the laboratory session and is made known to students at the beginning of the practical session.
- Record should contain all the specified experiments in the syllabus and each experiment write-up will be evaluated for 10 marks.
- Total marks scored by the students are scaled downed to 30 marks (60% of maximum marks).
- Weightage to be given for neatness and submission of record/write-up on time.
- Department shall conduct 02 tests for 100 marks, the first test shall be conducted after the 8th week of the semester and the second test shall be conducted after the 14th week of the semester.
- In each test, test write-up, conduction of experiment, acceptable result, and procedural knowledge will carry a weightage of 60% and the rest 40% for viva-voce.
- The suitable rubrics can be designed to evaluate each student's performance and learning ability. Rubrics suggested in Annexure-II of Regulation book
- The average of 02 tests is scaled down to **20 marks** (40% of the maximum marks).
  The Sum of scaled-down marks scored in the report write-up/journal and average marks of two tests is the total CIE marks scored by the student.

Semester End Evaluation (SEE):

- SEE marks for the practical course is 50 Marks.
- SEE shall be conducted jointly by the two examiners of the same institute, examiners are appointed by the University
- All laboratory experiments are to be included for practical examination.
- (Rubrics) Breakup of marks and the instructions printed on the cover page of the answer script to be strictly adhered to by the examiners. **OR** based on the course requirement evaluation rubrics shall be decided jointly by examiners.
- Students can pick one question (experiment) from the questions lot prepared by the internal /external examiners jointly.

- Evaluation of test write-up/ conduction procedure and result/viva will be conducted jointly by examiners.
- General rubrics suggested for SEE are mentioned here, writeup-20%, Conduction procedure and result in -60%, Viva-voce 20% of maximum marks. SEE for practical shall be evaluated for 100 marks and scored marks shall be scaled down to 50 marks (however, based on course type, rubrics shall be decided by the examiners)
- Students can pick one experiment from the questions lot of PART A with equal choice to all the students in a batch.
- **PART B :** Student should develop a mini project and it should be demonstrated in the laboratory examination (with report and presentation).
- Weightage of marks for **PART A is 60%** and for **PART B is 40%.** General rubrics suggested to be followed for part A and part B.
- Change of experiment is allowed only once (in part A) and marks allotted to the procedure part to be made zero.
- The duration of SEE is 03 hours.

Suggested Learning Resources:

1. Donald Hearn & Pauline Baker: Computer Graphics with OpenGL Version,3rd/4th Edition, Pearson Education,2011
2. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: Pearson education

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/106/106106090/
2. https://nptel.ac.in/courses/106/102/106102063/
3. https://nptel.ac.in/courses/106/103/106103224/
4. https://nptel.ac.in/courses/106/102/106102065/
5. https://www.tutorialspoint.com/opencv/
6. https://medium.com/analytics-vidhya/introduction-to-computer-vision-opencv-in-python-fb722e805e8b

VII Semester

BIG DATA ANALYTICS			
Course Code	21CS71	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives:

CLO 1. Understand fundamentals and applications of Big Data analytics
CLO 2. Explore the Hadoop framework and Hadoop Distributed File system and essential Hadoop Tools
CLO 3. Illustrate the concepts of NoSQL using MongoDB and Cassandra for Big Data
CLO 4. Employ MapReduce programming model to process the big data
CLO 5. Understand various machine learning algorithms for Big Data Analytics, Web Mining and Social Network Analysis.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Big Data Analytics: Big Data, Scalability and Parallel Processing, Designing Data Architecture, Data Sources, Quality, Pre-Processing and Storing, Data Storage and Analysis, Big Data Analytics Applications and Case Studies.

Textbook 1: Chapter 1: 1.2 -1.7

Teaching-Learning Process	Chalk and board https://www.youtube.com/watch?v=n_Krer6YWY4 https://onlinecourses.nptel.ac.in/noc20_cs92/preview

Module-2

Introduction to Hadoop (T1): Introduction, Hadoop and its Ecosystem, Hadoop Distributed File System, MapReduce Framework and Programming Model, Hadoop Yarn, Hadoop Ecosystem Tools.

Hadoop Distributed File System Basics (T2): HDFS Design Features, Components, HDFS User Commands.

Essential Hadoop Tools (T2): Using Apache Pig, Hive, Sqoop, Flume, Oozie, HBase.

Textbook 1: Chapter 2 :2.1-2.6
Textbook 2: Chapter 3

Textbook 2: Chapter 7 (except walk throughs)	
Teaching-Learning Process	1. Chalk and Board 2. Laboratory Demonstration
Module-3	
NoSQL Big Data Management, MongoDB and Cassandra: Introduction, NoSQL Data Store, NoSQL Data Architecture Patterns, NoSQL to Manage Big Data, Shared-Nothing Architecture for Big Data Tasks, MongoDB, Databases, Cassandra Databases. **Textbook 1: Chapter 3: 3.1-3.7**	
Teaching-Learning Process	1. Chalk and Board 2. Laboratory Demonstration https://www.youtube.com/watch?v=pWbMrx5rVBE
Module-4	
Introduction, MapReduce Map Tasks, Reduce Tasks and MapReduce Execution, Composing MapReduce for Calculations and Algorithms, Hive, HiveQL, Pig. **Textbook 1: Chapter 4: 4.1-4.6**	
Teaching-Learning Process	1. Chalk and Board 2. Laboratory Demonstration
Module-5	
Machine Learning Algorithms for Big Data Analytics: Introduction, Estimating the relationships, Outliers, Variances, Probability Distributions, and Correlations, Regression analysis, Finding Similar Items, Similarity of Sets and Collaborative Filtering, Frequent Itemsets and Association Rule Mining. **Text, Web Content, Link, and Social Network Analytics:** Introduction, Text mining, Web Mining, Web Content and Web Usage Analytics, Page Rank, Structure of Web and analyzing a Web Graph, Social Network as Graphs and Social Network Analytics: **Textbook 1: Chapter 6: 6.1 to 6.5** **Textbook 1: Chapter 9: 9.1 to 9.5**	
Teaching-Learning Process	1. Chalk and Board 2. Laboratory Demonstration
Course outcome (Course Skill Set) At the end of the course the student will be able to: CO 1. Understand fundamentals and applications of Big Data analytics. CO 2. Investigate Hadoop framework, Hadoop Distributed File system and essential Hadoop tools. CO 3. Illustrate the concepts of NoSQL using MongoDB and Cassandra for Big Data. CO 4. Demonstrate the MapReduce programming model to process the big data along with Hadoop tools. CO 5. Apply Machine Learning algorithms for real world big data, web contents and Social Networks to provide analytics with relevant visualization tools.	
Assessment Details (both CIE and SEE) The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together	

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Raj Kamal and Preeti Saxena, "Big Data Analytics Introduction to Hadoop, Spark, and Machine-Learning", McGraw Hill Education, 2018 ISBN: 9789353164966, 9353164966
2. Douglas Eadline, "Hadoop 2 Quick-Start Guide: Learn the Essentials of Big Data Computing in the Apache Hadoop 2 Ecosystem", 1 stEdition, Pearson Education, 2016. ISBN13: 978-9332570351

Reference Books

1. Tom White, "Hadoop: The Definitive Guide", 4 th Edition, O"Reilly Media, 2015.ISBN-13: 978-9352130672
2. Boris Lublinsky, Kevin T Smith, Alexey Yakubovich, "Professional Hadoop Solutions", 1 stEdition, Wrox Press, 2014ISBN-13: 978-8126551071
3. Eric Sammer, "Hadoop Operations: A Guide for Developers and Administrators",1 stEdition, O'Reilly Media, 2012.ISBN-13: 978-9350239261
4. ArshdeepBahga, Vijay Madisetti, "Big Data Analytics: A Hands-On Approach", 1st Edition, VPT Publications, 2018. ISBN-13: 978-0996025577

Weblinks and Video Lectures (e-Resources):

1. https://www.youtube.com/watch?v=n_Krer6YWY4
2. https://onlinecourses.nptel.ac.in/noc20_cs92/preview
3. https://www.digimat.in/nptel/courses/video/106104189/L01.html

4. https://web2.qatar.cmu.edu/~mhhammou/15440-f19/recitations/Project4_Handout.pdf

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Mini Project Topics for Practical Based Learning : Search Engine Optimization, Social Media Reputation Monitoring, Equity Research, Detection of Global Suicide rate, Find the Percentage of Pollution in India, Analyze crime rate in India, Health Status Prediction, Anomaly Detection in cloud server, Tourist Behaviour Analysis, BusBest Not limited to above topics

VII Semester

CLOUD COMPUTING			
Course Code	21CS72	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	2:0:0:0	SEE Marks	50
Total Hours of Pedagogy	24	Total Marks	100
Credits	02	Exam Hours	03

Course Learning Objectives:

CLO 1. Introduce the rationale behind the cloud computing revolution and the business drivers
CLO 2. Introduce various models of cloud computing
CLO 3. Introduction on how to design cloud native applications, the necessary tools and the design tradeoffs.
CLO 4. Realize the importance of Cloud Virtualization, Abstraction`s and Enabling Technologies and cloud security

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
2. Show Video/animation films to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
6. Topics will be introduced in a multiple representation.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction:
Introduction ,Cloud Computing at a Glance, Historical Developments, Building Cloud Computing Environments, Amazon Web Services (AWS), Google AppEngine, Microsoft Azure, Hadoop, Force.com and Salesforce.com, Manjrasoft Aneka

Textbook 1: Chapter 1: 1.1,1.2 and 1.3

Teaching-Learning Process	Chalk and board, Active Learning

Module-2

Virtualization: Introduction, Characteristics of Virtualized, Environments Taxonomy of Virtualization Techniques, Execution Virtualization, Other Types of Virtualization, Virtualization and Cloud Computing, Pros and Cons of Virtualization, Technology Examples

Textbook 1 : Chapter 3: 3.1 to 3.6

Teaching-Learning Process	Chalk and board, Active Learning

Module-3

Cloud Computing Architecture: Introduction, Cloud Reference Model, Types of Clouds, Economics of the Cloud, Open Challenges

Textbook 1: Chapter 4: 4.1 to 4.5

Teaching-Learning Process	Chalk and board, Demonstration

Module-4

Cloud Security: Risks, Top concern for cloud users, privacy impact assessment, trust, OS security, VM Security, Security Risks posed by shared images and management OS.

Textbook 2: Chapter 9: 9.1 to 9.6, 9.8, 9.9

Teaching-Learning Process	Chalk and board

Module-5

Cloud Platforms in Industry
Amazon web services: - Compute services, Storage services, Communication services, Additional services. Google AppEngine: - Architecture and core concepts, Application life cycle, Cost model, Observations.

Textbook 1: Chapter 9: 9.1 to 9.2

Cloud Applications:
Scientific applications: - HealthCare: ECG analysis in the cloud, Biology: gene expression data analysis for cancer diagnosis, Geoscience: satellite image processing. Business and consumer applications: CRM and ERP, Social networking, media applications.

Textbook 1: Chapter 10: 10.1 to 10.2

Teaching-Learning Process	Chalk and board

Course outcome (Course Skill Set)
At the end of the course the student will be able to:

CO 1. Understand and analyze various cloud computing platforms and service provider.
CO 2. Illustrate various virtualization concepts.
CO 3. Identify the architecture, infrastructure and delivery models of cloud computing.
CO 4. Understand the Security aspects of CLOUD.
CO 5. Define platforms for development of cloud applications

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 2 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Rajkumar Buyya, Christian Vecchiola, and Thamrai Selvi Mastering Cloud Computing McGraw Hill Education.
2. Dan C. Marinescu, Cloud Compting Theory and Practice, Morgan Kaufmann, Elsevier 2013

Reference Books

1. Toby Velte, Anthony Velte, Cloud Computing: A Practical Approach, McGraw-Hill Osborne Media.
2. George Reese, Cloud Application Architectures: Building Applications and Infrastructure in the Cloud, O'Reilly Publication.
3. John Rhoton, Cloud Computing Explained: Implementation Handbook for Enterprises, Recursive Press.

Weblinks and Video Lectures (e-Resources):

- https://www.youtube.com/watch?v=1N3oqYhzHv4
- https://www.youtube.com/watch?v=RWgW-CgdIk0

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

OBJECT ORIENTED MODELING AND DESIGN			
Course Code	21CS731	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Describe the concepts involved in Object-Oriented modelling and their benefits.
CLO 2. Demonstrate concept of use-case model, sequence model and state chart model for a given problem.
CLO 3. Explain the facets of the unified process approach to design and build a Software system.
CLO 4. Translate the requirements into implementation for Object Oriented design.
CLO 5. Choose an appropriate design pattern to facilitate development procedure.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived Data; Packages. State Modeling: Events, States, Transistions and Conditions, State Diagrams, State diagram behaviour.

Textbook-1: 4, 5

Teaching-Learning Process	Chalk and board, Demonstration

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.

Textbook-2:Chapter- 6:Page 210 to 250

Teaching-Learning Process	Chalk and board, Demonstration

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.

Textbook-1:Chapter- 10,11,and 12

Teaching-Learning Process	Chalk and board, Demonstration

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.

Textbook-2: Chapter 8: page 292 to 346

Teaching-Learning Process	Chalk and board, Demonstration

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).

Textbook-3: Ch-1: 1.1, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8,Ch-3,Ch-4.

Teaching-Learning Process	Chalk and board, Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Describe the concepts of object-oriented and basic class modelling.
CO 2. Draw class diagrams, sequence diagrams and interaction diagrams to solve problems.
CO 3. Choose and apply a befitting design pattern for the given problem.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

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:

1. Grady Booch et. al.: Object-Oriented Analysis and Design with Applications,3rd Edition,Pearson Education,2007.
2. Frank Buschmann, RegineMeunier, Hans Rohnert, Peter Sommerlad, Michel Stal: Pattern – Oriented Software Architecture. A system of patterns , Volume 1, John Wiley and Sons.2007.
3. Booch, Jacobson, Rambaugh : Object-Oriented Analysis and Design with Applications, 3rd edition, pearson, Reprint 2013

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

DIGITAL IMAGE PROCESSING			
Course Code	21CS732	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand the fundamentals of digital image processing
CLO 2. Explain the image transform techniques used in digital image processing
CLO 3. Apply different image enhancement techniques on digital images
CLO 4. Evaluate image restoration techniques and methods used in digital imageprocessing
CLO 5. Understand the Morphological Operations and Segmentation used in digital imageprocessing

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Digital Image Fundamentals: What is Digital Image Processing? Originsof Digital Image Processing, Examples of fields that use DIP, FundamentalSteps in Digital Image Processing, Components of an Image ProcessingSystem, Elements of Visual Perception, Image Sensing and Acquisition, Image Sampling and Quantization, Some Basic Relationships BetweenPixels, Linear and Nonlinear Operations.

Textbook 1: Chapter 1 and Chapter 2: Sections 2.1 to 2.5, 2.6.2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Spatial Domain: Some Basic Intensity Transformation Functions, Histogram Processing, Fundamentals of Spatial Filtering, SmoothingSpatial Filters, Sharpening Spatial Filters

Frequency Domain: Preliminary Concepts, The Discrete FourierTransform (DFT) of Two Variables, Properties of the 2-D DFT, Filtering inthe Frequency Domain, Image Smoothing and Image Sharpening UsingFrequency Domain Filters, Selective Filtering.

Textbook 1: Chapter 3: Sections 3.2 to 3.6 and Chapter 4: Sections 4.2, 4.5 to 4.10

Teaching-Learning Process	1. Chalk and board, Active Learning, Demonstration 2. Laboratory Demonstration

Module-3

Restoration: Noise models, Restoration in the Presence of Noise Onlyusing Spatial Filtering and Frequency Domain Filtering, Linear, Position-Invariant Degradations, Estimating the Degradation Function, InverseFiltering, Minimum Mean Square Error (Wiener) Filtering, ConstrainedLeast Squares Filtering.

Textbook 1: Chapter 5: Sections 5.2, to 5.9

Teaching-Learning Process	1. Chalk and board

Module-4

Color Image Processing: Color Fundamentals, Color Models, Pseudo color Image Processing. Wavelets: Background, Multiresolution Expansions.

Morphological Image Processing: Preliminaries, Erosion and Dilation, Opening and Closing, The Hit-or-Miss Transforms, Some Basic Morphological Algorithms.

Text: Chapter 6: Sections 6.1 to 6.3, Chapter 7: Sections 7.1 and 7.2, Chapter 9: Sections 9.1 to 9.5

Teaching-Learning Process	1.Chalk& board 2.Demonstartion of Case study /Application for wavelet transfer method

Module-5

Segmentation: Introduction, classification of image segmentation algorithms, Detection of Discontinuities, Edge Detection, Hough Transforms and Shape Detection, Corner Detection, Principles of Thresholding.

Representation and Description: Representation, Boundary descriptors.

Text2: Chapter 9: Sections 9.1, to 9.7 and Text 1: Chapter 11: Sections 11.1and 11.2

Teaching-Learning Process	1.Chalk and board, MOOC. 2. Poster making activity for various image segmentation algorithms

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand the fundamentals of Digital Image Processing.
CO 2. Apply different Image transformation techniques
CO 3. Analyze various image restoration techniques
CO 4. Understand colour image and morphological processing
CO 5. Design image analysis and segmentation techniques

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Rafael C. Gonzalez and Richard E. Woods, Digital Image Processing, Third Ed., Prentice Hall, 2008.
2. S. Sridhar, Digital Image Processing, Oxford University Press, 2nd Edition, 2016

Reference:

1. Digital Image Processing- S.Jayaraman, S.Esakkirajan, T.Veerakumar, TataMcGraw Hill 2014.
2. Fundamentals of Digital Image Processing-A. K. Jain, Pearson 2004

Weblinks and Video Lectures (e-Resources):

1. https://https://nptel.ac.in/courses/106/105/106105032/
2. https://github.com/PrajwalPrabhuiisc/Image-processing-assignments

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Demonstration of finding the histogram from grayscale image, to check the low pass filter properties, filtering the images using Gaussian low pass filter, etc… using Python programming

Practical Based Assignment like following or any topic which is in-line with the course requirement. Students shall present and demonstrate their work at the end of semester.

- Program to show rotation, scaling, and translation of an image.
- Read an image and extract and display low-level features such as edges, textures using filtering techniques
- Demonstrate enhancing and segmenting low contrast 2D images.
- To Read an image, first apply erosion to the image and then subtract the result from the original.

VII Semester

CRYPTOGRAPHY AND NETWORK SECURITY			
Course Code	21CS733	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives:

CLO 1. To understand Cryptography, Network Security and its principles
CLO 2. To Analyze different Cryptography algorithms
CLO 3. To Illustrate Public and Private key cryptography
CLO 4. To Explain Key management, distribution and certification
CLO 5. To understand necessary Approaches and Techniques to build protection mechanisms in order to secure computer networks.

Teaching-Learning Process (General Instructions)

These are sample Strategies; which teacher can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different encryption techniques and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Classical Encryption Techniques: Symmetric Cipher Model, Cryptography, Cryptanalysis and Brute-Force Attack, Substitution Techniques, Caesar Cipher, Monoalphabetic Cipher, Playfair Cipher, Hill Cipher, Polyalphabetic Cipher, One Time Pad.

Block Ciphers and the Data Encryption Standard: Traditional block Cipher structure, Stream Ciphers and Block Ciphers, Motivation for the Feistel Cipher structure, the Feistel Cipher, The data encryption standard, DES encryption, DES decryption, A DES example, results, the avalanche effect, the strength of DES, the use of 56-Bit Keys, the nature of the DES algorithm, timing attacks, Block cipher design principles, number of rounds, design of function F, key schedule algorithm

Textbook 1: Chapter 2, 3

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Public-Key Cryptography and RSA: Principles of public-key cryptosystems. Public-key cryptosystems. Applications for public-key cryptosystems, requirements for public-key cryptosystems. public-key cryptanalysis. The RSA algorithm, description of the algorithm, computational aspects, the security of RSA.

Other Public-Key Cryptosystems: Diffie-Hellman key exchange, The algorithm, key exchange protocols, man in the middle attack, Elgamal Cryptographic systems.

Textbook 1: Chapter 9, 10

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Key Management and Distribution: Symmetric key distribution using Symmetric encryption, A key distribution scenario, Hierarchical key control, session key lifetime, a transparent key control scheme, Decentralized key control, controlling key usage, Symmetric key distribution using asymmetric encryption, simple secret key distribution, secret key distribution with confidentiality and authentication, A hybrid scheme, distribution of public keys, public announcement of public keys, publicly available directory, public key authority, public keys certificates.

Textbook 1: Chapter 14.1 – 14.3

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

X-509 certificates. Certificates, X-509 version 3

Public key infrastructure.

User Authentication: Remote user Authentication principles, Mutual Authentication, one-way authentication, remote user Authentication using Symmetric encryption, Mutual Authentication, one-way Authentication,

Kerberos, Motivation, Kerberos version 4, Kerberos version 5, Remote user Authentication using Asymmetric encryption, Mutual Authentication, one-way Authentication.

Textbook 1: Chapter 14.4 – 15.4

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Electronic Mail Security: Pretty good privacy, S/MIME,

IP Security: IP Security overview, IP Security policy, Encapsulating Security payload, Combining security associations, Internet key exchange.

Textbook 1: Chapter 19.1, 19.2, 20.1 – 20.5

Teaching-Learning Process	Chalk and board, Problem based learning

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand Cryptography, Network Security theories, algorithms and systems
CO 2. Apply different Cryptography and Network Security operations on different applications
CO 3. Analyze different methods for authentication and access control
CO 4. Evaluate Public and Private key, Key management, distribution and certification
CO 5. Design necessary techniques to build protection mechanisms to secure computer networks

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. William Stallings: Cryptography and Network Security, Pearson 6th edition.

Reference:

1. V. K Pachghare: Cryptography and Information Security, PHI 2nd Edition
2. BehrouzA.Foruzan, Cryptography and Network Security, Tata McGraw Hill 2007.

Weblinks and Video Lectures (e-Resources):

https://nptel.ac.in/courses/106105031
https://onlinecourses.nptel.ac.in/noc21_cs16
https://www.digimat.in/nptel/courses/video/106105031
https://www.youtube.com/watch?v=DEqjC0G5KwU
https://www.youtube.com/watch?v=FqQ7TWvOaus
https://www.youtube.com/watch?v=PHsa_Ddgx6w

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning:

Project based learning:

1. Implement classical, symmetric and asymmetric algorithms in any preferred language
2. Evaluate network security protocol using any simulator available
3. Conduct a comprehensive literature survey on the protocols and algorithms
4. Identify the security threats and models of security threats
5. Implement factorization algorithms and evaluate their complexity, identify a technologies to factorize a large prime number.

VII Semester

BLOCKCHAIN TECHNOLOGY			
Course Code	21CS734	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Explain the fundamentals of distributed computing and blockchain
CLO 2. Discuss the concepts in bitcoin
CLO 3. Demonstrate Ethereum platform

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Blockchain 101: Distributed systems, History of blockchain, Introduction to blockchain, Types of blockchain, CAP theorem and blockchain, Benefits and limitations of blockchain.

Decentralization and Cryptography: Decentralization using blockchain, Methods of decentralization, Routes to decentralization, Decentralized organizations.

Textbook 1: Chapter 1, 2

Teaching-Learning Process	Chalk and board, Active Learning – Oral presentations.

Module-2

Introduction to Cryptography & Cryptocurrencies: Cryptographic Hash Functions, Hash Pointers and Data Structures, Digital Signatures, Public Keys as Identities, A Simple Cryptocurrency,

How Bitcoin Achieves Decentralization: Distributed consensus, Consensus without identity using a block chain, Incentives and proof of work, Putting it all together,

Textbook 2: Chapter 1, 2

Teaching-Learning Process	Chalk and board, Demonstration

Module-3

Mechanics of Bitcoin: Bitcoin transactions, Bitcoin Scripts, Applications of Bitcoin scripts, Bitcoin blocks, The Bitcoin network, Limitations and improvements

How to Store and Use Bitcoins: Simple Local Storage, Hot and Cold Storage, Splitting and Sharing Keys, Online Wallets and Exchanges, Payment Services, Transaction Fees, Currency Exchange Markets

Textbook2: Chapter 3,4

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration, MOOC

Module-4

Bitcoin Mining: The task of Bitcoin miners, Mining Hardware, Energy consumption and ecology, Mining pools, Mining incentives and strategies,

Bitcoin and Anonymity: Anonymity Basics, How to De-anonymize Bitcoin, Mixing, Decentralized Mixing, Zerocoin and Zerocash,

Textbook2: Chapter 5,6

Teaching-Learning Process	Chalk& board, Problem based learning, MOOC

Module-5

Smart Contracts and Ethereum 101:
Smart Contracts: Definition, Ricardian contracts.

Ethereum 101: Introduction, Ethereum blockchain, Elements of the Ethereum blockchain, Precompiled contracts.

Textbook 1: Chapter 10

Teaching-Learning Process	Chalk and board, MOOC, Practical Demonstration

Course Outcomes

At the end of the course the student will be able to:

CO 1. Describe the concepts of Distrbuted computing and its role in Blockchain
CO 2. Describe the concepts of Cryptography and its role in Blockchain
CO 3. List the benefits, drawbacks and applications of Blockchain
CO 4. Appreciate the technologies involved in Bitcoin
CO 5. Appreciate and demonstrate the Ethereum platform to develop blockchain application.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Mastering Blockchain - Distributed ledgers, decentralization and smart contracts explained, Imran Bashir, Packt Publishing Ltd, Second Edition, ISBN 978-1-78712-544-5, 2017.
2. Arvind Narayanan, Joseph Bonneau, Edward W. Felten, Andrew Miller, Steven Goldfeder and Jeremy Clark., Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction. Princeton University Press, 2016.

Reference:

1. Mastering Bitcoins: Unlocking Digital Cryptocurrencies by Andreas Antonopoulos. O'Reilly Media, Inc, 2013.

Weblinks and Video Lectures (e-Resources):

1. http://bitcoinbook.cs.princeton.edu/?_ga=2.8302578.1344744326.1642688462-86383721.1642688462
2. https://nptel.ac.in/courses/106/105/106105184/
3. https://ethereum.org/en/developers/
4. https://developer.ibm.com/components/hyperledger-fabric/tutorials/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

INTERNET OF THINGS			
Course Code	21CS735	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand about the fundamentals of Internet of Things and its building blocks along with their characteristics.
CLO 2. Understand the recent application domains of IoT in everyday life.
CLO 3. Understand the protocols and standards designed for IoT and the current research on it.
CLO 4. Understand the other associated technologies like cloud and fog computing in the domain of IoT.
CLO 5. Improve their knowledge about the various cutting-edge technologies in the field IoT and machine learning applications.
CLO 6. Gain insights about the current trends of machine learning and AI techniques used in IoT to orient towards the present industrial scenario.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Emergence of IoT: Introduction, Evolution of IoT, Enabling IoT and the Complex Interdependence of Technologies, IoT Networking Components, Addressing Strategies in IoT.

Textbook 1: Chapter 4 – 4.1 to 4.5

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

IoT Sensing and Actuation: Introduction, Sensors, Sensor Characteristics, Sensorial Deviations, Sensing Types, Sensing Considerations, Actuators, Actuator Types, Actuator Characteristics.

Textbook 1: Chapter 5 – 5.1 to 5.9

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

IoT Processing Topologies and Types: Data Format, Importance of Processing in IoT, Processing Topologies, IoT Device Design and Selection Considerations, Processing Offloading.

Textbook 1: Chapter 6 – 6.1 to 6.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

IoT Connectivity Technologies: Introduction, IEEE 802.15.4, Zigbee, Thread, ISA100.11A, WirelessHART, RFID, NFC, DASH7, Z-Wave, Weightless, Sigfox, LoRa, NB-IoT, Wi-Fi, Bluetooth

Textbook 1: Chapter 7 – 7.1 to 7.16

Teaching-Learning Process	Chalk & board, Problem based learning

Module-5

IoT Communication Technologies: Introduction, Infrastructure Protocols, Discovery Protocols, Data Protocols, Identification Protocols, Device Management, Semantic Protocols

IoT Interoperability: Introduction, Taxonomy of interoperability, Standards, Frameworks

Textbook 1: Chapter 8 – 8.1, 6.2, 8.3, 8.4, 8.5, 8.6, .7
Textbook 1: Chapter 9 – 9.1, 9.2, 9.3

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand the evolution of IoT, IoT networking components, and addressing strategies in IoT.
CO 2. Analyze various sensing devices and actuator types.
CO 3. Demonstrate the processing in IoT.
CO 4. Apply different connectivity technologies.
CO 5. Understand the communication technologies , protocols and interoperability in IoT.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester
6. At the end of the 13th week of the semester- Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Sudip Misra, Anandarup Mukherjee, Arijit Roy, "Introduction to IoT", Cambridge University Press 2021.

Reference:

1. S. Misra, C. Roy, and A. Mukherjee, 2020. Introduction to Industrial Internet of Things and Industry 4.0. CRC Press.
2. Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)",1st Edition, VPT, 2014.
3. Francis daCosta, "Rethinking the Internet of Things: A Scalable Approach to Connecting Everything", 1st Edition, Apress Publications, 2013.

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/noc/courses/noc19/SEM1/noc19-cs31/

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

SOFTWARE ARCHITECTURE AND DESIGN PATTERNS			
Course Code	21CS741	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Learn How to add functionality to designs while minimizing complexity.
CLO 2. What code qualities are required to maintain to keep code flexible?
CLO 3. To Understand the common design patterns.
CLO 4. To explore the appropriate patterns for design problems

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction: what is a design pattern? describing design patterns, the catalog of design pattern, organizing the catalog, how design patterns solve design problems, how to select a design pattern, how to use a design pattern. A Notation for Describing Object-Oriented Systems

Textbook 1: Chapter 1 and 2.7

Analysis a System: overview of the analysis phase, stage 1: gathering the requirements functional requirements specification, defining conceptual classes and relationships, using the knowledge of the domain. Design and Implementation, discussions and further reading.

Textbook 1: Chapter 6

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Design Pattern Catalog: Structural patterns, Adapter, bridge, composite, decorator, facade, flyweight, proxy.

Textbook 2: chapter 4

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

BehavioralPatterns: Chain of Responsibility, Command, Interpreter, Iterator, Mediator, Memento, Observer, State, Template Method

Textbook 2: chapter 5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Interactive systems and the MVC architecture: Introduction, The MVC architectural pattern, analyzing a simple drawing program, designing the system, designing of the subsystems, getting into implementation, implementing undo operation, drawing incompleteitems, adding a new feature, pattern-based solutions.

Textbook 1: Chapter 11

Teaching-Learning Process	Chalk & board, Problem based learning

Module-5

Designing with Distributed Objects: Client server system, java remote method invocation, implementing an object-oriented system on the web (discussions and further reading) a note on input and output, selection statements, loops arrays.

Textbook 1: Chapter 12

Teaching-Learning Process	Chalk and board

Course Outcomes

At the end of the course the student will be able to:

CO 1. Design and implement codes with higher performance and lower complexity
CO 2. Be aware of code qualities needed to keep code flexible
CO 3. Experience core design principles and be able to assess the quality of a design with respect to these principles.
CO 4. Capable of applying these principles in the design of object oriented systems.
CO 5. Demonstrate an understanding of a range of design patterns. Be capable of comprehending a design presented using this vocabulary.
CO 6. Be able to select and apply suitable patterns in specific contexts

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester
6. At the end of the 13th week of the semester- Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Brahma Dathan, Sarnath Rammath, Object-oriented analysis, design and implementation, Universities Press,2013
2. Erich Gamma, Richard Helan, Ralph Johman, John Vlissides , Design Patterns, Pearson Publication,2013.

Reference:

1. Frank Bachmann, RegineMeunier, Hans Rohnert "Pattern Oriented Software Architecture" –Volume 1, 1996.
2. William J Brown et al., "Anti-Patterns: Refactoring Software, Architectures and Projects in Crisis", John Wiley, 1998.

Weblinks and Video Lectures (e-Resources):

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

MULTIAGENT SYSTEMS			
Course Code	21CS742	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To introduce the concept of a multi agent systems and Distributed Constraints
CLO 2. Explore the main issues surrounding the computer and extended form games.
CLO 3. Develop cooperative learning, stochastic games
CLO 4. Exhibit the awareness about protocols about multi agent resource allocation and auctions
CLO 5. Construct voting mechanism design.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1: Multiagent Problem Formulation

Utility, Markov Decision Processes, Planning
Distributed Constraints: Distributed Constraint Satisfaction, Distributed Constraint Optimization

Textbook 1: Chapters 1 &2, Textbook 2: Chapter 1

Teaching-Learning Process	1. PPT – Decision Processes, Planning 2. Demonstration of constraints and their optimization

Module-2: Standard and Extended Form Games

Games in Normal Form, Games in Extended Form, Self-interested agents, Characteristic Form Games, Coalition Formation

Textbook 1: Chapters 3 & 4, Textbook 2: Chapter 3

Teaching-Learning Process	1. PPT – Games in different forms 2. Demonstration of coalition formation

Module-3: Learning in Multiagent Systems

The Machine Learning Problem, Cooperative Learning, Repeated Games, Stochastic Games, General Theories for Learning Agents, Collective Intelligence

Textbook 1: Chapters 5

Teaching-Learning Process	1. PPT – Cooperative learning, Collective intelligence 2. Demonstration of stochastic games

Module-4: Negotiation

The Bargaining Problem, Monotonic Concession Protocol, Negotiation as Distributed Search, Ad-hoc Negotiation Strategies, The Task Allocation Problem.
Protocols for Multiagent Resource Allocation: Auctions: Simple Auctions, Combinatorial Auctions

Textbook 1: Chapters 6&7,
Textbook 2: Chapter 11

Teaching-Learning Process	1. PPT – Bargaining problems 2. Demonstration of different auctions for resource allocation

Module-5: Voting and Mechanism Design

The Voting Problem, Mechanism Design. **Nature-Inspired Approaches:** Ants and Termites, Immune System

Textbook 1: Chapters 8&10,
Textbook 2: Chapter 10

Teaching-Learning Process	1. PPT – Voting Problem 2. Demonstration of nature inspired Approaches

Course Outcomes

At the end of the course the student will be able to:

CO 1. Demonstrate the decision process with different constraints
CO 2. Analyze games in different forms
CO 3. Apply the cooperative learning in developing games
CO 4. Analyze different negotiation strategies of Multi-Agent System
CO 5. Design and develop solutions for voting problems

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question papers are designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Fundamentals of Multiagent Systems by Jos´e M. Vidal, 2006, available online http://jmvidal.cse.sc.edu/papers/mas.pdf.
2. Multiagent Systems: Algorithmic, Game-Theoretic, and Logical Foundations, By YoavShoham, Kevin Leyton-Brown, Cambridge University Press, 2008, 2nded http://www.masfoundations.org/mas.pdf

Reference:

1. Multiagent Systems : A Modern Approach to Distributed Artificial Intelligence Gerhard Weiss The MIT Press 2000

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/105/106105077/
2. https://www.youtube.com/watch?v=O2su1u2AXG0.
3. https://www.coursera.org/lecture/modeling-simulation-natural-processes/multi-agent-systems-kAKyC

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

DEEP LEARNING			
Course Code	21CS743	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	3	Exam Hours	3

Course Learning Objectives

CLO 1. Understand the fundamentals of deep learning.
CLO 2. Know the theory behind Convolutional Neural Networks, Autoencoders, RNN.
CLO 3. Illustrate the strength and weaknesses of many popular deep learning approaches.
CLO 4. Introduce major deep learning algorithms, the problem settings, and their applications to solve real world problems.
CLO 5. Learn the open issues in deep learning, and have a grasp of the current research directions.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction to Deep Learning: Introduction, Deep learning Model, Historical Trends in Deep Learning,

Machine Learning Basics: Learning Algorithms, Supervised Learning Algorithms, Unsupervised Learning Algorithms.

Textbook 1: Chapter1 – 1.1, 1.2, 5.1,5.7-5.8.

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Feedforward Networks: Introduction to feedforward neural networks, Gradient-Based Learning, Back-Propagation and Other Differentiation Algorithms. **Regularization for Deep Learning,**

Textbook 1: Chapter 6, 7

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Optimization for Training Deep Models: Empirical Risk Minimization, Challenges in Neural Network Optimization, Basic Algorithms: Stochastic Gradient Descent, Parameter Initialization Strategies,

Algorithms with Adaptive Learning Rates: The AdaGrad algorithm, The RMSProp algorithm, Choosing the Right Optimization Algorithm.

Textbook 1: Chapter: 8.1-8.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Convolutional Networks: The Convolution Operation, Pooling, Convolution and Pooling as an Infinitely Strong Prior, Variants of the Basic Convolution Function, Structured Outputs, Data Types, Efficient Convolution Algorithms, Random or Unsupervised Features- LeNet, AlexNet.

Textbook 1: Chapter: 9.1-9.9.

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Recurrent and Recursive Neural Networks: Unfolding Computational Graphs, Recurrent Neural Network, Bidirectional RNNs, Deep Recurrent Networks, Recursive Neural Networks, The Long Short-Term Memory and Other Gated RNNs.

Applications: Large-Scale Deep Learning, Computer, Speech Recognition, Natural Language Processing and Other Applications.

Textbook 1: Chapter: 10.1-10.3, 10.5, 10.6, 10.10, 12.

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

CO1: Understand the fundamental issues and challenges of deep learning data, model selection, model complexity etc.,
CO2: Describe various knowledge on deep learning and algorithms
CO3: Apply CNN and RNN model for real time applications
CO4: Identify various challenges involved in designing and implementing deep learning algorithms.
CO5: Relate the deep learning algorithms for the given types of learning tasks in varied domain

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Ian Goodfellow, Yoshua Bengio, Aaron Courville, "Deep Learning", MIT Press, 2016.

Reference:

1. Bengio, Yoshua. "Learning deep architectures for AI." Foundations and trends in Machine Learning, 2009.
2. N.D.Lewis, "Deep Learning Made Easy with R: A Gentle Introduction for Data Science", January 2016.
3. Nikhil Buduma, "Fundamentals of Deep Learning: Designing Next-Generation Machine Intelligence Algorithms", O'Reilly publications.

Weblinks and Video Lectures (e-Resources):

- https://faculty.iitmandi.ac.in/~aditya/cs671/index.html
- https://nptel.ac.in/courses/106/106/106106184/
- https://www.youtube.com/watch?v=7x2YZhEj9Dw

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

ROBOTIC PROCESS AUTOMATION DESIGN AND DEVELOPMENT			
Course Code	21CS744	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	3	Exam Hours	3

Course Learning Objectives

CLO 1. To understand basic concepts of RPA
CLO 2. To Describe RPA, where it can be applied and how its implemented
CLO 3. To Describe the different types of variables, Control Flow and data manipulation techniques
CLO 4. To Understand Image, Text and Data Tables Automation
CLO 5. To Describe various types of Exceptions and strategies to handle

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

RPA Foundations- What is RPA – Flavors of RPA- History of RPA- The Benefits of RPA- The downsides of RPA- RPA Compared to BPO, BPM and BPA – Consumer Willingness for Automation- The Workforce of the Future- RPA Skills-On-Premise Vs. the Cloud- Web Technology- Programming Languages and Low Code- OCR-Databases-APIs- AI-Cognitive Automation-Agile, Scrum, Kanban and Waterfall0 DevOps- Flowcharts.

Textbook 1: Ch 1, Ch 2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

RPA Platforms- Components of RPA- RPA Platforms-About Ui Path- About UiPath - The future of automation - Record and Play - Downloading and installing UiPath Studio -Learning Ui Path Studio- - Task recorder - Step-by-step examples using the recorder.

Textbook 2: Ch 1, Ch 2

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Sequence, Flowchart, and Control Flow-Sequencing the workflow-Activities-Control flow, various types of loops, and decision making-Step-by-step example using Sequence and Flowchart-Step-by-step example using Sequence and Control flow-Data Manipulation-Variables and Scope-Collections-Arguments – Purpose and use-Data table usage with examples-Clipboard management-File operation with step-by-step example-CSV/Excel to data table and vice versa (with a step-by-step example).

Textbook 2: Ch 3, Ch 4

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Taking Control of the Controls- Finding and attaching windows- Finding the control- Techniques for waiting for a control- Act on controls – mouse and keyboard activities- Working with UiExplorer-Handling events- Revisit recorder- Screen Scraping- When to use OCR- Types of OCR available- How to use OCR- Avoiding typical failure points.

Textbook 2: Ch 5

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Exception Handling, Debugging, and Logging- Exception handling- Common exceptions and ways to handle them- Logging and taking screensHOT- Debugging techniques- Collecting crash dumps- Error reporting- Future of RPA

Textbook 2: Ch 8
Textbook 1: Ch 13

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

CO 1. To Understand the basic concepts of RPA
CO 2. To Describe various components and platforms of RPA
CO 3. To Describe the different types of variables, control flow and data manipulation techniques
CO 4. To Understand various control techniques and OCR in RPA
CO 5. To Describe various types and strategies to handle exceptions

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Tom Taulli , The Robotic Process Automation Handbook : A Guide to Implementing RPA Systems, 2020, ISBN-13 (electronic): 978-1-4842-5729-6, Publisher : Apress
2. Alok Mani Tripathi, Learning Robotic Process Automation, Publisher: Packt Publishing Release Date: March 2018 ISBN: 9781788470940

Reference:

1. Frank Casale, Rebecca Dilla, Heidi Jaynes, Lauren Livingston, "Introduction to Robotic Process Automation: a Primer", Institute of Robotic Process Automation.
2. Richard Murdoch, Robotic Process Automation: Guide To Building Software Robots, Automate Repetitive Tasks & Become An RPA Consultant
3. Srikanth Merianda,Robotic Process Automation Tools, Process Automation and their benefits: Understanding RPA and Intelligent Automation

Weblinks and Video Lectures (e-Resources):

- https://www.uipath.com/rpa/robotic-process-automation

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

VII Semester

NOSQL DATABASE			
Course Code:	21CS745	CIE Marks	50
Teaching Hours/Week (L:T:P:S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Objectives:

CLO 1. Recognize and Describe the four types of NoSQL Databases, the Document-oriented, KeyValue
CLO 2. Pairs, Column-oriented and Graph databases useful for diverse applications.
CLO 3. Apply performance tuning on Column-oriented NoSQL databases and Document-oriented NoSQL Databases.
CLO 4. Differentiate the detailed architecture of column oriented NoSQL database, Document database and Graph Database and relate usage of processor, memory, storage and file system commands.
CLO 5. Evaluate several applications for location based service and recommendation services. Devise an application using the components of NoSQL.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer methods (L) need not to be only traditional lecture methods, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Why NoSQL? The Value of Relational Databases, Getting at Persistent Data, Concurrency, Integration, A (Mostly) Standard Model, Impedance Mismatch, Application and Integration Databases, Attack of the Clusters, The Emergence of NoSQL,

Aggregate Data Models; Aggregates, Example of Relations and Aggregates, Consequences of Aggregate Orientation, Key-Value and Document Data Models, Column-Family Stores, Summarizing Aggregate-Oriented Databases.

More Details on Data Models; Relationships, Graph Databases, Schemaless Databases, Materialized Views, Modeling for Data Access,

Textbook1: Chapter 1,2,3

Teaching-Learning Process	Active learning

Module-2

Distribution Models; Single Server, Sharding, Master-Slave Replication, Peer-to-Peer Replication, Combining Sharding and Replication.

Consistency, Update Consistency, Read Consistency, Relaxing Consistency, The CAP Theorem, Relaxing Durability, Quorums.

Version Stamps, Business and System Transactions, Version Stamps on Multiple Nodes

Textbook1: Chapter 4,5,6

Teaching-Learning Process	Active Learning and Demonstrations

Module-3

Map-Reduce, Basic Map-Reduce, Partitioning and Combining, Composing Map-Reduce Calculations, A Two Stage Map-Reduce Example, Incremental Map-Reduce

Key-Value Databases, What Is a Key-Value Store, Key-Value Store Features, Consistency, Transactions, Query Features, Structure of Data, Scaling, Suitable Use Cases, Storing Session Information, User Profiles, Preference, Shopping Cart Data, When Not to Use, Relationships among Data, Multioperation Transactions, Query by Data, Operations by Sets

Textbook1: Chapter 7,8

Teaching-Learning Process	Active Learning, Problem solving based

Module-4

Document Databases, What Is a Document Database?, Features, Consistency, Transactions, Availability, Query Features, Scaling, Suitable Use Cases, Event Logging, Content Management Systems, Blogging Platforms, Web Analytics or Real-Time Analytics, E- Commerce Applications, When Not to Use, Complex Transactions Spanning Dif erent Operations, Queries against Varying Aggregate Structure

Textbook1: Chapter 9

Teaching-Learning Process	Active learning

Module-5

Graph Databases, What Is a Graph Database?, Features, Consistency, Transactions, Availability, Query Features, Scaling, Suitable Use Cases, Connected Data, Routing, Dispatch, and Location-Based Services, Recommendation Engines, When Not to Use.

Textbook1: Chapter 11

Teaching-Learning Process	Active learning

Course Outcomes (Course Skill Set)

At the end of the course the student will be able to:

CO1. Demonstrate an understanding of the detailed architecture of Column Oriented NoSQL databases, Document databases, Graph databases.

CO2. Use the concepts pertaining to all the types of databases.

CO3. Analyze the structural Models of NoSQL.

CO4. Develop various applications using NoSQL databases.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Suggested Learning Resources:

Textbooks

1. Sadalage, P. & Fowler, NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence, Pearson Addision Wesley, 2012

Reference Books

1. Dan Sullivan, "NoSQL For Mere Mortals", 1st Edition, Pearson Education India, 2015. (ISBN-13: 978-9332557338)
2. Dan McCreary and Ann Kelly, "Making Sense of NoSQL: A guide for Managers and the Rest of us", 1st Edition, Manning Publication/Dreamtech Press, 2013. (ISBN-13: 978-9351192022)
3. Kristina Chodorow, "Mongodb: The Definitive Guide- Powerful and Scalable Data Storage", 2nd Edition, O'Reilly Publications, 2013. (ISBN-13: 978-9351102694)

Weblinks and Video Lectures (e-Resources):

1. https://www.geeksforgeeks.org/introduction-to-nosql/ (and related links in the page)
2. https://www.youtube.com/watch?v=0buKQHokLK8 (How do NoSQL databases work? Simply explained)
3. https://www.techtarget.com/searchdatamanagement/definition/NoSQL-Not-Only-SQL (What is NoSQL and How do NoSQL databases work)
4. https://www.mongodb.com/nosql-explained (What is NoSQL)
5. https://onlinecourses.nptel.ac.in/noc20-cs92/preview (preview of Bigdata course contains NoSQL)

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Real world problem solving using group discussion.

VII Semester

PROGRAMMING IN PYTHON			
Course Code	21CS751	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To understand why Python is a useful scripting language for developers
CLO 2. To read and write simple Python programs
CLO 3. To learn how to identify Python object types.
CLO 4. To learn how to write functions and pass arguments in Python.
CLO 5. To use Python data structures –- lists, tuples, dictionaries.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

INTRODUCTION DATA, EXPRESSIONS, STATEMENTS:08 Hours
Introduction: Creativity and motivation, understanding programming, Terminology: Interpreter and compiler, Running Python, The First Program; Data types: Int, float, Boolean, string, and list, variables, expressions, statements, Operators and operands.

Textbook 1: Chapter 1.1,1.2,1.3,1.6, Chapter 2.1-2.6
Textbook 2: Chapter 1

Teaching-Learning Process	Chalk and board, Active Learning

Module-2

CONTROL FLOW, LOOPS:
Conditionals: Boolean values and operators, conditional (if), alternative (if-else), chained conditional (if-elif-else); Iteration: while, for, break, continue, pass statement.

Textbook 1: Chapter 3.1-3.6, chapter 5

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

FUNCTIONS AND STRINGS:
Functions: Function calls, adding new functions, definition and uses, local and global scope, return values.

Strings: strings, length of string, string slices, immutability, multiline comments, string functions and methods;

Textbook 1: Chapter 6
Textbook 2: Chapter 3

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-4

LISTS, TUPLES, DICTIONARIES:08 Hours
Lists: List operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, listparameters, list comprehension;

Tuples: tuple assignment, tuple as return value, tuple comprehension;

Dictionaries: operations and methods, comprehension;

Textbook 2: Chapter 10,11,12

Teaching-Learning Process	Chalk& board, Active Learning

Module-5

REGULAR EXPRESSIONS,FILES AND EXCEPTION:
Regular expressions: Character matching in regular expressions, extracting data using regular expressions, Escape character

Files and exception: Text files, reading and writing files, command line arguments, errors andexceptions, handling exceptions, modules.

Textbook 1: Chapter 11.1,11.2,11.4
Textbook 2: Chapter 14

Teaching-Learning Process	Chalk and board, MOOC

Suggested Course Outcomes

At the end of the course the student will be able to:

CO 1. Understand Python syntax and semantics and be fluent in the use of Python flow control and functions.
CO 2. Demonstrate proficiency in handling Strings and File Systems.
CO 3. Represent compound data using Python lists, tuples, Strings, dictionaries.
CO 4. Read and write data from/to files in Python Programs

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

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
2. Allen B. Downey, "Think Python: How to Think Like a Computer Scientist", 2ndEdition, Green Tea Press, 2015. (Chapters 15, 16, 17) http://greenteapress.com/thinkpython2/thinkpython2.pdf

REFERENCE BOOKS:

1. R. Nageswara Rao, "Core Python Programming", dreamtech
2. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
3. Python Programming , Reema theraja, OXFORD publication

Weblinks and Video Lectures (e-Resources):

1. https://www.w3resource.com/python/python-tutorial.php
2. https://data-flair.training/blogs/python-tutorials-home/
3. https://www.youtube.com/watch?v=c235EsGFcZs
4. https://www.youtube.com/watch?v=v4e6oMRS2QA
5. https://www.youtube.com/watch?v=Uh2ebFW8OYM
6. https://www.youtube.com/watch?v=oSPMmeaiQ68
7. https://www.youtube.com/watch?v=_uQrJ0TkZlc
8. https://www.youtube.com/watch?v=K8L6KVGG-7o

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects developed using python language

VII Semester

INTRODUCTION TO AI AND ML			
Course Code	21CS752	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO1. Understands the basics of AI, history of AI and its foundations, basic principles of AI for problem solving

CLO2. Explore the basics of Machine Learning & Machine Learning process, understanding data

CLO3. Understand the Working of Artificial Neural Networks

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Introduction: What is AI, The foundation of Artificial Intelligence, The history of Artificial Intelligence**,** Intelligent Agents: Agents and Environments, Good Behaviour: The concept of rationality, the nature of Environments, the structure of Agents.

Textbook 1: Chapter: 1 and 2

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Problem solving by searching: Problem solving agents, Example problems, Searching for solutions, Uniformed search strategies, Informed search strategies, Heuristic functions

Textbook 1: Chapter: 3

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Introduction to machine learning: Need for Machine Learning, Machine Learning Explained, and Machine Learning in relation to other fields, Types of Machine Learning. Challenges of Machine Learning, Machine Learning process, Machine Learning applications.

Understanding Data: What is data, types of data, Big data analytics and types of analytics, Big data analytics framework, Descriptive statistics, univariate data analysis and visualization

Textbook 2: Chapter: 1 and 2.1 to 2.5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Understanding Data
Bivariate and Multivariate data, Multivariate statistics **,** Essential mathematics for Multivariate data, Overview hypothesis, Feature engineering and dimensionality reduction techniques,

Basics of Learning Theory: Introduction to learning and its types**,** Introduction computation learning theory, Design of learning system, Introduction concept learning.

Similarity-based learning: Introduction to Similarity or instance based learning, Nearest-neighbour learning**,** weighted k- Nearest **-** Neighbour algorithm**.**

Textbook 2: Chapter: 2.6 to 2.10, 3.1 to 3.4, 4.1 to 4.3

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Artificial Neural Network: Introduction, Biological neurons, Artificial neurons, Perceptron and learning theory, types of Artificial neural Network**,** learning in multilayer Perceptron, Radial basis function neural network, self-organizing feature map,

Textbook 2: Chapter: 10

Teaching-Learning Process	Chalk and board, MOOC

Course Outcomes

At the end of the course the student will be able to:

CO 1. Design intelligent agents for solving simple gaming problems.
CO 2. Have a good understanding of machine leaning in relation to other fields and fundamental issues and
Challenges of machine learning
CO 3. Understand data and applying machine learning algorithms to predict the outputs.
CO 4. Model the neuron and Neural Network, and to analyze ANN learning and its applications.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks
2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Stuart Russel, Peter Norvig: "Artificial Intelligence A Modern Approach", 3rd Edition, Pearson Education, 2015.
2. S. Sridhar, M Vijayalakshmi "Machine Learning". Oxford ,2021

REFERENCE BOOKS:

1. Elaine Rich, Kevin Knight: "Artificial Intelligence", 3rd Edition, Tata McGraw Hill, 2009, ISBN-10: 0070087709
2. Nils J. Nilsson: "Principles of Artificial Intelligence", Elsevier, 1980, ISBN: 978-3-540-11340-9.

Weblinks and Video Lectures (e-Resources):

http://stpk.cs.rtu.lv/sites/all/files/stpk/materiali/MI/Artificial%20Intelligence%20A%20Modern%20Approach.pdf.

1. http://www.getfreeebooks.com/16-sites-with-free-artificial-intelligence-e books/https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_overview.htm
2. Problem solving agent:https://www.youtube.com/watch?v=KTPmo-KsOis.
3. https://www.youtube.com/watch?v=X_Qt0U66aH0&list=PLwdnzlV3ogoXaceHrrFVZCJKbm_laSHcH
4. https://www.javatpoint.com/history-of-artificial-intelligence
5. https://www.tutorialandexample.com/problem-solving-in-artificial-intelligence
6. https://techvidvan.com/tutorials/ai-heuristic-search/
7. https://www.analyticsvidhya.com/machine-learning/
8. https://www.hackerearth.com/practice/machine-learning/machine-learning-algorithms/ml-decision-tree/tutorial/
9. https://www.javatpoint.com/unsupervised-artificial-neural-networks

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of projects related to AI and ML.

VII Semester

INTRODUCTION TO BIG DATA			
Course Code	21CS753	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. Understand Hadoop Distributed File system and examine MapReduce Programming
CLO 2. Explore Hadoop tools and manage Hadoop with Sqoop
CLO 3. Appraise the role of data mining and its applications across industries
CLO 4. Identify various Text Mining techniques

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

Hadoop Distributed file system:HDFS Design, Features, HDFS Components, HDFS user commands Hadoop MapReduce Framework**:** The MapReduce Model, Map-reduce Parallel Data Flow,Map Reduce Programming

Textbook 1: Chapter 3,5,68hr

Teaching-Learning Process	Chalk and board, Active Learning, Problem based learning

Module-2

Essential Hadoop Tools: Using apache Pig, Using Apache Hive, Using Apache Sqoop, Using Apache Apache Flume, Apache H Base

Textbook 1: Chapter 78hr

Teaching-Learning Process	Chalk and board, Active Learning, Demonstration

Module-3

Data Warehousing: Introduction, Design Consideration, DW Development Approaches, DW Architectures

Data Mining: Introduction, Gathering, and Selection, data cleaning and preparation, outputs ofData Mining, Data Mining Techniques

Textbook 2: Chapter 4,5

Teaching-Learning Process	Chalk and board, Problem based learning, Demonstration

Module-4

Decision Trees: Introduction, Decision Tree Problem, Decision Tree Constructions, Lessons from Construction Trees. Decision Tree Algorithm

Regressions: Introduction, Correlations and Relationships, Non-Linear Regression, Logistic Regression, Advantages and disadvantages.

Textbook 2: Chapter 6,7

Teaching-Learning Process	Chalk& board, Problem based learning

Module-5

Text Mining: Introduction, Text Mining Applications, Text Mining Process, Term Document Matrix, Mining the TDM, Comparison, Best Practices

Web Mining: Introduction, Web Content Mining, Web Structured Mining, Web Usage Mining, Web Mining Algorithms.

Textbook 2: Chapter 11,14

Teaching-Learning Process	Chalk and board, MOOC

Suggested Course Outcomes

At the end of the course the students will be able to:

CO 1. Master the concepts of HDFS and MapReduce framework.
CO 2. Investigate Hadoop related tools for Big Data Analytics and perform basic
CO 3. Infer the importance of core data mining techniques for data analytics
CO 4. Use Machine Learning algorithms for real world big data.

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
3. Third test at the end of the 15th week of the semester

Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks

2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Douglas Eadline,"Hadoop 2 Quick-Start Guide: Learn the Essentials of Big DataComputing in the Apache Hadoop 2 Ecosystem", 1st Edition, Pearson Education,2016.
2. Anil Maheshwari, "Data Analytics", 1st Edition, McGraw Hill Education,2017

Weblinks and Video Lectures (e-Resources):

1. https://nptel.ac.in/courses/106/104/106104189/
2. https://www.youtube.com/watch?v=mNP44rZYiAU
3. https://www.youtube.com/watch?v=qr_awo5vz0g
4. https://www.youtube.com/watch?v=rr17cbPGWGA
5. https://www.youtube.com/watch?v=G4NYQox4n2g
6. https://www.youtube.com/watch?v=owI7zxCqNY0
7. https://www.youtube.com/watch?v=FuJVLsZYkuE

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving: Demonstration of Big Data related projects

Exploring the applications which involves big data.

VII Semester

INTRODUCTION TO DATA SCIENCE			
Course Code	21CS754	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03

Course Learning Objectives

CLO 1. To provide a foundation in data Science terminologies
CLO 2. To familiarize data science process and steps
CLO 3. To Demonstrate the data visualization tools
CLO 4. To analyze the data science applicability in real time applications.

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
2. Use of Video/Animation to explain functioning of various concepts.
3. Encourage collaborative (Group Learning) Learning in the class.
4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
6. Introduce Topics in manifold representations.
7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
8. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Module-1

PREPARING AND GATHERING DATA AND KNOWLEDGE
Philosophies of data science - Data science in a big data world - Benefits and uses of data science and big data - facts of data: Structured data, Unstructured data, Natural Language, Machine generated data, Audio, Image and video streaming data - The Big data Eco system: Distributed file system, Distributed Programming framework, Data Integration frame work, Machine learning Framework, NoSQL Databases, Scheduling tools, Benchmarking Tools, System Deployment, Service programming and Security.

Textbook 1: Ch 1.1 to 1.4

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation

Module-2

THE DATA SCIENCE PROCESS-Overview of the data science process- defining research goals and creating project charter, retrieving data, cleansing, integrating and transforming data, exploratory data analysis, Build the models, presenting findings and building application on top of them.

Textbook 1:,Ch 2

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation

Module-3

MACHINE LEARNING: Application for machine learning in data science- Tools used in machine learning- Modeling Process – Training model – Validating model – Predicting new observations –Types of machine learning Algorithm : Supervised learning algorithms, Unsupervised learning algorithms.

Textbook 1: Ch 3.1 to 3.3

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation, Video

Module-4

VISUALIZATION–Introduction to data visualization – Data visualization options – Filters – MapReduce –
Dashboard development tools.

Textbook 1: Ch 9

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation, MOOC

Module-5

CASE STUDIES Distributing data storage and processing with frameworks - Case study: e.g, Assessing risk when lending money.

Textbook 1: Ch 5.1, 5.2

Teaching-Learning Process	Chalk and board, Active Learning, PPT Based presentation, Video

Course Outcomes

At the end of the course the student will be able to:

CO 1. Describe the data science terminologies
CO 2. Apply the Data Science process on real time scenario.
CO 3. Analyze data visualization tools
CO 4. Apply Data storage and processing with frameworks

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

Continuous Internal Evaluation:

Three Unit Tests each of **20 Marks (duration 01 hour**)

1. First test at the end of 5th week of the semester
2. Second test at the end of the 10th week of the semester
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Two assignments each of **10 Marks**

4. First assignment at the end of 4th week of the semester
5. Second assignment at the end of 9th week of the semester

Group discussion/Seminar/quiz any one of three suitably planned to attain the COs and POs for **20 Marks** (**duration 01 hours**)

6. At the end of the 13th week of the semester

The sum of three tests, two assignments, and quiz/seminar/group discussion will be out of 100 marks and will be **scaled down to 50 marks**

(to have less stressed CIE, the portion of the syllabus should not be common /repeated for any of the methods of the CIE. Each method of CIE should have a different syllabus portion of the course).

CIE methods /question paper has to be designed to attain the different levels of Bloom's taxonomy as per the outcome defined for the course.

Semester End Examination:

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the subject (**duration 03 hours)**

1. The question paper will have ten questions. Each question is set for 20 marks. Marks scored shall be proportionally reduced to 50 marks

2. There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), **should have a mix of topics** under that module.

The students have to answer 5 full questions, selecting one full question from each module

Textbooks

1. Introducing Data Science, Davy Cielen, Arno D. B. Meysman and Mohamed Ali,Manning Publications, 2016.

Reference Books

1. Doing Data Science, Straight Talk from the Frontline, Cathy O'Neil, Rachel Schutt, O' Reilly, 1st edition, 2013.
2. Mining of Massive Datasets, Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman, Cambridge University Press, 2nd edition, 2014
3. An Introduction to Statistical Learning: with Applications in R, Gareth James, Daniela Witten, Trevor Hastie, Robert Tibshirani, Springer, 1st edition, 2013
4. Think Like a Data Scientist, Brian Godsey, Manning Publications, 2017.

Weblinks and Video Lectures (e-Resources):

1. https://www.simplilearn.com/tutorials/data-science-tutorial/what-is-data-science
2. https://www.youtube.com/watch?v=N6BghzuFLIg
3. https://www.coursera.org/lecture/what-is-datascience/fundamentals-of-data-science-tPgFU
4. https://www.youtube.com/watch?v=ua-CiDNNj30

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Real world problem solving using Data science techniques and demonstration of data visualization methods with the help of suitable project.