Curriculum for B.Tech courses in Computer Science and Design (CSD)

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)
BF- 142, Sector-I, Salt Lake, Kolkata- 700064, India

First Year First Semester							
Mandatory Induction Program- 3 weeks duration							
Sl No.	Category	Subject Code	Subject Name	Total Number of contact hours			Credits
				L	T	P	
Theory							
1	Basic Science course	BS-PH101/ BS-CH101	Physics-I (Gr-A)/ Chemistry-I(Gr-B)	3	1	0	4
2	Basic Science course	BS-M101/ BS-M102	Mathematics –IA*/ Mathematics –IB *	3	1	0	4
3	Engineering Science Courses	ES-EE101	Basic Electrical Engineering	3	1	0	4
	Total Theory			9	3	0	12
Practical							
1	Basic Science course	BS-PH191/ BS-CH191	Physics-I Laboratory (Gr-A)/ Chemistry-I Laboratory (Gr-B)	0	0	3	1.5
2	Engineering Science Courses	ES-EE191	Basic Electrical Engineering Laboratory	0	0	2	1
3	Engineering Science Courses	ES-ME191/ ES-ME192	Engineering Graphics & Design(Gr-B)/ Workshop/Manufacturing Practices(Gr-A)	1	0	4	3
	Total Practical			1		9	5.5
	Total of First Semester			10	3	9	17.5

* Mathematics –IA (BS-M101) – CSE, CSD & IT
Mathematics –IB (BS-M102) - All stream except CSE, CSD & IT

First Year Second Semester							
Sl No.	Category	Subject Code	Subject Name	Total Number of contact hours			Credits
				L	T	P	
Theory							
1	Basic Science courses	BS-PH201/ BS-CH201	Physics-I (Gr-B)/ Chemistry-I (Gr-A)	3	1	0	4

2	Basic Science courses	BS-M201/ BS-M202	Mathematics –IIA#/ Mathematics –IIB #	3	1	0	4
3	Engineering Science Courses	ES-CS201	Programming for Problem Solving	3	0	0	3
4	Humanities and Social Sciences including Management courses	HM-HU201	English	2	0	0	2
	Total Theory			11	2	0	13
Practical							
1	Basic Science courses	BS-PH291/ BS-CH291	Physics-I Laboratory (Gr-B)/ Chemistry-I Laboratory (Gr-A)	0	0	3	1.5
2	Engineering Science Courses	ES-CS291	Programming for Problem Solving	0	0	4	2
3	Engineering Science Courses	ES-ME291/ ES-ME292	Engineering Graphics & Design(Gr-A)/ Workshop/Manufacturing Practices(Gr-B)	1	0	4	3
4	Humanities and Social Sciences including Management courses	HM-HU291	Language Laboratory	0	0	2	1
	Total Practical			1	0	13	7.5
	Total of Second Semester			12	2	13	20.5

Mathematics –II (BS-M201) – CSE, CSD & IT
Mathematics –II (BS-M202) - All stream except CSE, CSD & IT

	Group-A	Group-B
1st Year 1st Semester	Physics-I (BS-PH101); Workshop/Manufacturing Practices (ES-ME192)	Chemistry-I (BS-CH101); Engineering Graphics & Design (ES-ME191)
1stYear 2nd Semester	Chemistry-I (BS-CH201); Engineering Graphics & Design (ES-ME291)	Physics-I (BS-PH201); Workshop/Manufacturing Practices (ES-ME292)

1st Year Curriculum for B.Tech courses in Engineering & Technology

(Applicable from the academic session 2018-2019)

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)
BF- 142, Sector-I, Salt Lake, Kolkata- 700064, India

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)
1st Year Curriculum Structure for B.Tech courses in Engineering & Technology
(Applicable from the academic session 2018-2019)

A. Definition of Credit:

1 Hr. Lecture (L) per week	1 credit
1 Hr. Tutorial (T) per week	1 credit
1 Hr. Practical (P) per week	0.5 credits

B. Range of credits :

A range of credits from 150 to 160 for a student to be eligible to get B.Tech Degree in Engineering. A student will be eligible to get B.Tech Degree with Honours, if he/she completes an additional 20 credits. These could be acquired through Massive Open Online Courses (MOOCs).

C. MOOCs for B. Tech Honours

The additional 20 credits (for obtaining B. Tech with Honours) are to be gained through MOOCs. The complete description of the MOOCs relevant for the first year course are given in Annexure-I. The courses for subsequent years of study will be posted subsequently.

D. Guidelines regarding Mandatory Induction Program for the new students

All concerned are requested to follow the guidelines given in Annexure-II (Notice dt.06/12/2017) concerning Mandatory Induction Program. The colleges/ Institute may also refer to the AICTE Model Curriculum for Undergraduate Degree Courses in Engineering & Technology (January 2018) -Volume I (Page No.31-38), if necessary.

E. Mandatory Additional Requirement for earning B. Tech Degree

All concerned are requested to follow the guidelines in Annexure-III concerning Mandatory Additional Requirements. F. Group division:

Group-A:

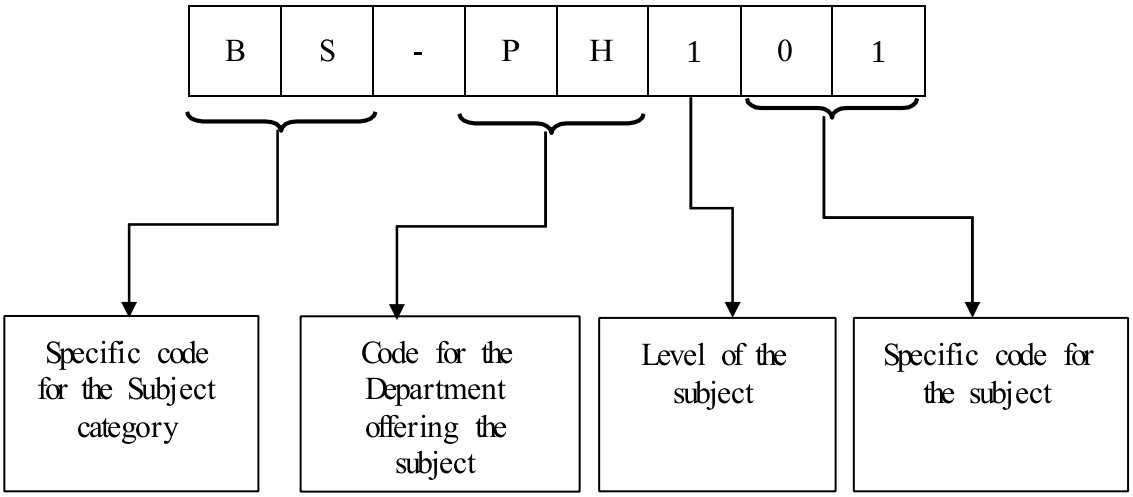
Chemistry based subjects: [Bio-Technology, Food Technology, Leather Technology, Textile Technology, Ceramic Technology, Chemical Engineering and any other Engineering that chooses to be Chemistry based] + Physics based subjects: [Mechanical Engineering, Production Engineering, Civil Engineering, Automobile Engineering, Marine Engineering, Apparel Production Engineering, Computer Science & Engineering, Information Technology.]

Group-B:

All Physics based subjects which are also Electrical & Electronics based [Electrical Engineering, Electronics & Communication Engineering, Applied Electronics & Instrumentation Engineering, Power Engineering, Electrical & Electronics Engineering, Bio-

Medical Engineering, Instrumentation & Control Engineering]

G. Subject Numbering Scheme:



List of Codes for Subject Category	
Code	Category Name
BS	Basic Science Courses
ES	Engineering Science Courses
HM	Humanities and Social Sciences including Management courses
PC	Professional core courses
PE	Professional Elective courses
OE	Open Elective courses
MC	Mandatory courses
PW	Project

List of Codes for Departments			
Code	Name of the Department	Code	Name of the Department
APM	Apparel Production Engineering	ECE	Electronics & Communication Engineering
AEIE	Applied Electronics & Instrumentation Engineering	FT	Food Technology
AUE	Automobile Engineering	IT	Information Technology

Maulana Abul Kalam Azad University of Technology, West Bengal
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1st Year Curriculum Structure for B.Tech courses in Engineering & Technology
(Applicable from the academic session 2018-2019)

BME	Bio-Medical Engineering	ICE	Instrumentation & Control Engineering
BT	Bio-Technology	LT	Leather Technology
CT	Ceramic Technology	MRE	Marine Engineering
CHE	Chemical Engineering	ME	Mechanical Engineering
CE	Civil Engineering	PWE	Power Engineering
CSE	Computer Science & Engineering	PE	Production Engineering
EEE	Electrical & Electronics Engineering	TT	Textile Technology
EE	Electrical Engineering	CSD	Computer Science and Design

First Year First Semester

Mandatory Induction Program- 3 weeks duration

Sl No.	Category	Subject Code	Subject Name	Total Number of contact hours			Credits
				L	T	P	
Theory							
1	Basic Science course	BS-PH101/ BS-CH101	Physics-I (Gr-A)/ Chemistry-I(Gr-B)	3	1	0	4
2	Basic Science course	BS-M101/ BS-M102	Mathematics –IA*/ Mathematics –IB *	3	1	0	4
3	Engineering Science Courses	ES-EE101	Basic Electrical Engineering	3	1	0	4
	Total Theory			9	3	0	12
Practical							
1	Basic Science course	BS-PH191/ BS-CH191	Physics-I Laboratory (Gr-A)/ Chemistry-I Laboratory (Gr-B)	0	0	3	1.5
2	Engineering Science Courses	ES-EE191	Basic Electrical Engineering Laboratory	0	0	2	1
3	Engineering Science Courses	ES-ME191/ ES-ME192	Engineering Graphics & Design(Gr-B)/ Workshop/Manufacturing Practices(Gr-A)	1	0	4	3
	Total Practical			1		9	5.5
	Total of First Semester			10	3	9	17.5

* Mathematics –IA (BS-M101) – CSE, CSD & IT
Mathematics –IB (BS-M102) - All stream except CSE, CSD & IT

First Year Second Semester							
Sl No.	Category	Subject Code	Subject Name	Total Number of contact hours			Credits
				L	T	P	
Theory							
1	Basic Science courses	BS-PH201/ BS-CH201	Physics-I (Gr-B)/ Chemistry-I (Gr-A)	3	1	0	4
2	Basic Science courses	BS-M201/ BS-M202	Mathematics –IIA#/ Mathematics –IIB #	3	1	0	4
3	Engineering Science Courses	ES-CS201	Programming for Problem Solving	3	0	0	3
4	Humanities and Social Sciences including Management courses	HM-HU201	English	2	0	0	2
	Total Theory			11	2	0	13
Practical							
1	Basic Science courses	BS-PH291/ BS-CH291	Physics-I Laboratory (Gr-B)/ Chemistry-I Laboratory (Gr-A)	0	0	3	1.5
2	Engineering Science Courses	ES-CS291	Programming for Problem Solving	0	0	4	2
3	Engineering Science Courses	ES-ME291/ ES-ME292	Engineering Graphics & Design(Gr-A)/ Workshop/Manufacturing Practices(Gr-B)	1	0	4	3
4	Humanities and Social Sciences including Management courses	HM-HU291	Language Laboratory	0	0	2	1
	Total Practical			1	0	13	7.5
	Total of Second Semester			12	2	13	20.5

Mathematics –II (BS-M201) – CSE, CSD & IT

Mathematics –II (BS-M202) - All stream except CSE, CSD & IT

	Group-A	Group-B
1st Year 1st Semester	Physics-I (BS-PH101); Workshop/Manufacturing Practices (ES-ME192)	Chemistry-I (BS-CH101); Engineering Graphics & Design (ES-ME191)
1stYear 2nd Semester	Chemistry-I (BS-CH201); Engineering Graphics & Design (ES-ME291)	Physics-I (BS-PH201); Workshop/Manufacturing Practices (ES-ME292)

Course Code : BS-PH101/ BS-PH201	Category : Basic Science Courses
Course Title : Physics-I	Semester : First/ Second
L-T-P : 3-1-0	Credit:4
Pre-Requisites:	

Course objectives :

Basic concepts of mechanics, optics and its applications, electricity, magnetism and qualitative understanding of concepts of quantum physics and statistical mechanics.

1. Mechanics (7L)

Problems including constraints & friction. Basic ideas of vector calculus and partial differential equations. Potential energy function F = -grad V, equipotential surfaces and meaning of gradient. Conservative and non-conservative forces. Conservation laws of energy & momentum. Non-inertial frames of reference. Harmonic oscillator; Damped harmonic motion forced oscillations and resonance. Motion of a rigid body in a plane and in 3D. Angular velocity vector.
Moment of inertia.

2. Optics (5L)

- Distinction between interference and diffraction, Fraunhofer and Fresnel diffraction, Fraunhofer diffraction at single slit, double slit, and multiple slits (only the expressions for max;min, & intensity and qualitative discussion of fringes); diffraction grating(resolution formulac only), characteristics of diffration grating and its applications.
- Polarisation : Introduction, polarisation by reflection, polarisation by double reflection, scattering of light, circular and elliptical polarisation, optical activity.

- Lasers : Principles and working of laser : population inversion, pumping, various modes, threshold population inversion with examples .

3. Electromagnetism and Dielectric Magnetic Properties of Materials (8L)

- Maxwell's equations. Polarisation, permeability and dielectric constant, polar and non-polar dielecrrics, internal fields in a solid, Clausius- Mossotti equation(expression only), applications of dielectrics.
- Magnetisation , permeability and susceptibility, classificationof magnetic materials, ferromagnetism, magnetic domains and hysteresis, applications.

4. Quantum Mechanics (16L)

- Introduction to quantum physics, black body radiation, explanation using the photon concept, Compton effect, de Broglie hypothesis, wave-particle duality, verification of matter waves, uncertainty principle, Schrodinger wave equation, particle in box, quantum harmonic oscillator, hydrogen atom.

5. Statistical Mechanics (8L)

- Macrostate, Microstate, Density of states, Qualitative treatment of Maxwell Boltzmann, Fermi-Dirac and Bose-Einstein statistics.

Course outcomes:

Students will be familiar with

- Basic concepts of mechanics
- Bragg's Law and introduction to the principles of lasers, types of lasers and applications.
- Various terms related to properties of materials such as, permeability, polarization,etc.
- Some of the basic laws related to quantum mechanics as well as magnetic and dielectric properties of materials.
- Simple quantum mechanics calculations.

Learning Resources:

1. Introduction to Electrodynamics, David J. Griffiths, Pearson Education India Learning Private Limited
2. Principles of Physics, 10ed, David Halliday, Robert Resnick Jearl Walker , Wiley
3. Electricity, Magnetism, and Light, Wayne M. Saslow, Academic Press
4. Engineering Mechanics (In SI Units) (SIE), S. Timoshenko, D.H. Young, J.V. Rao, Sukumar Pati , McGraw Hill Education
5. Classical mechanics, Narayan Rana, Pramod Joag, McGraw Hill Education
6. Introduction to Classical Mechanics, R Takwale, P Puranik, McGraw Hill Education
7. Engineering Mechanics, M.K. Harbola , Cengage India
8. An Introduction to Mechanics (SIE), David Kleppner, Robert Kolenkow, McGraw Hill Education 9. Principles of mechanics, John L. Synge and Byron A. Griffith, New York, McGraw-Hill
10. Mechanics (Dover Books on Physics) , J. P. Den Hartog , Dover Publications Inc.

11. Engineering Mechanics: Dynamics, L.G. Kraige J.L. Meriam, Wiley
12. Quantum Physics of Atoms, Molecules, Solids, Nuclei and Particles, Robert Eisberg, Robert Resnick, Wiley
13. Introduction to Quantum Mechanics, J. Griffiths David , Pearson Education
14. Modern Quantum Mechanics, J. J. Sakurai, Cambridge University Press
15. Optics , Hecht, Pearson Education
16. Optics, Ghatak, McGraw Hill Education India Private Limited
17. Fundamentals of Statistical and Thermal Physics, Reif, Sarat Book Distributors
18. Statistical Mechanics , Pathria , Elsevier
19. Statistical Physics, L.D.Landau , E.M. Lifshitz, Butterworth-Heinemann

Course Code : BS-CH101/ BS-CH201	Category : Basic Science Courses
Course Title : Chemistry-I	Semester : First/ Second
L-T-P : 3-1-0	Credit:4
Pre-Requisites:	

Detailed contents

i) Atomic and molecular structure (10 lectures)

Schrodinger equation. Particle in a box solutions and their applications for simple sample. Molecular orbitals of diatomic molecules (e.g.H_2). Energy level diagrams of diatomic. Pi-molecular orbitals of butadiene and benzene and aromaticity. Crystal field theory and the energy level diagrams for transition metal ions and their magnetic properties. Band structure of solids and the role of doping on band structures. ii) Spectroscopic techniques and applications (8 lectures)

Principles of spectroscopy and selection rules. Electronic spectroscopy. Fluorescence and its applications in medicine. Vibrational and rotational spectroscopy of diatomic molecules. Applications. Nuclear magnetic resonance and magnetic resonance imaging, surface characterisation techniques. Diffraction and scattering. iii)Intermolecular forces and potential energy surfaces (4 lectures)

Ionic, dipolar and van Der Waals interactions. Equations of state of real gases and critical phenomena. iv) Use of free energy in chemical equilibria (8 lectures)

First and second laws of thermodynamics and thermodynamic functions: energy, entropy and free energy. Estimations of entropy and free energies. Free energy and emf. Cell potentials, the Nernst equation and

applications. Acid base, oxidation reduction and solubility equilibria. Water chemistry. Corrosion. Use of free energy considerations in metallurgy through Ellingham diagrams.

v) Periodic properties (4 Lectures)

Effective nuclear charge, penetration of orbitals, variations of s, p, d and f orbital energies of atoms in the periodic table, electronic configurations, atomic and ionic sizes, ionization energies, electron affinity and electronegativity, polarizability, oxidation states, coordination numbers and geometries, hard soft acids and bases, molecular geometries

vi) Stereochemistry (4 lectures)

Representations of 3 dimensional structures, structural isomers and stereoisomers, configurations and symmetry and chirality, enantiomers, diastereomers, optical activity, absolute configurations and conformational analysis. Isomerism in transitional metal compounds

vii) Organic reactions and synthesis of a drug molecule (4 lectures)

Introduction to reactions involving substitution, addition, elimination, oxidation, reduction, cyclization and ring openings. Synthesis of a commonly used drug molecule.

Course Outcomes

The concepts developed in this course will aid in quantification of several concepts in chemistry that have been introduced at the 10+2 levels in schools. Technology is being increasingly based on the electronic, atomic and molecular level modifications. Quantum theory is more than 100 years old and to understand phenomena at nanometer levels, one has to base the description of all chemical processes at molecular levels.
The course will enable the student to:

- Analyse microscopic chemistry in terms of atomic and molecular orbitals and intermolecular forces.
- Rationalise bulk properties and processes using thermodynamic considerations.
- Distinguish the ranges of the electromagnetic spectrum used for exciting different molecular energy levels in various spectroscopic techniques
- Rationalise periodic properties such as ionization potential, electronegativity, oxidation states and electronegativity.
- List major chemical reactions that are used in the synthesis of molecules.

Learning Resources:

1. Engineering Chemistry, Satyaprakash, Khanna Book Publishing, Delhi

2. University chemistry, by B. H. Mahan
3. Chemistry: Principles and Applications, by M. J. Sienko and R. A. Plane
4. Fundamentals of Molecular Spectroscopy, by C. N. Banwell
5. Engineering Chemistry (NPTEL Web-book), by B. L. Tembe, Kamaluddin and M. S. Krishnan
6. Physical Chemistry, by P. W. Atkins
7. Spectroscopy of Organic Compounds, by P.S.Kalsi, New Age International Pvt Ltd Publishers
8. Physical Chemistry, P. C. Rakshit, Sarat Book House
9. Organic Chemistry: Structure and Function by K. P. C. Volhardt and N. E. Schore, 5th Edition http://bcs.whfreeman.com/vollhardtschore5e/default.asp

Course Code : BS-M101	Category : Basic Science Course
Course Title : Mathematics – I A	Semester : First (CSE & IT)
L-T-P : 3-1-0	Credit: 4
Pre-Requisites: High School Mathematics	

Module No.	Description of Topic	Lectures Hours
1	Calculus (Integration): Evolutes and involutes; Evaluation of definite and improper integrals; Beta and Gamma functions and their properties; Applications of definite integrals to evaluate surface areas and volumes of revolutions.	8
2	Calculus (Differentiation): Rolle's Theorem, Mean value theorems, Taylor's and Maclaurin's theorems with remainders; Indeterminate forms and L'Hospital's rule; Maxima and minima.	6
3	Matrices: Matrices, Vectors: addition and scalar multiplication, matrix multiplication; Linear systems of equations, linear Independence, rank of a matrix, determinants, Cramer's Rule, inverse of a matrix, Gauss elimination and Gauss-Jordan elimination.	7
4	Vector Spaces: Vector Space, linear dependence of vectors, Basis, Dimension; Linear transformations (maps), Range and Kernel of a linear map, Rank and Nullity, Inverse of a linear transformation, Rank-Nullity theorem, composition of linear maps, Matrix associated with a linear map.	9

5	Vector Spaces (Continued): Eigenvalues, Eigenvectors, Symmetric, Skew-symmetric, and Orthogonal Matrices, Eigenbases. Diagonalization; Inner product spaces, Gram-Schmidt orthogonalization.	10

Course Outcomes:

The students will be able to:

- Apply the concept and techniques of differential and integral calculus to determine curvature and evaluation of different types of improper integrals.
- Understand the domain of applications of mean value theorems to engineering problems.
- Learn different types of matrices, concept of rank, methods of matrix inversion and their applications.
- Understand linear spaces, its basis and dimension with corresponding applications in the field of computer science.
- Learn and apply the concept of eigen values, eigen vectors, diagonalisation of matrices and orthogonalization in inner product spaces for understanding physical and engineering problems

Learning Resources:

1. Reena Garg, Engineering Mathematics-I, Khanna Publishers.
2. Erwin Kreyszig, Advanced Engineering Mathematics, John Wiley & Sons.
3. Michael Greenberg, Advanced Engineering Mathematics, Pearson.
4. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers.
5. Kanti B. Dutta, Mathematical Methods of Science and Engineering, Cenage Learning.
6. Veerarajan T., Engineering Mathematics for first year, Tata McGraw-Hill, New Delhi.
7. S.K. Mapa, Higher Algebra: Abstract and Linear, Sarat Book House Pvt.Ltd.
8. Hoffman and Kunze: Linear algebra, PHI.

Course Code : BS-M102	Category : Basic Science Course
Course Title : Mathematics –I B	Semester : First (All stream except CSE & IT)
L-T-P : 3-1-0	Credit: 4
Pre-Requisites: High School Mathematics	

Module No.	Description of Topic	Lectures Hours
1	Calculus (Integration): Evolutes and involutes; Evaluation of definite and improper integrals; Beta and Gamma functions and their properties; Applications of definite integrals to evaluate surface areas and volumes of revolutions.	8
2	Calculus (Differentiation): Rolle's Theorem, Mean value theorems, Taylor's and Maclaurin's theorems with remainders; Indeterminate forms and L'Hospital's rule; Maxima and minima.	6
3	Sequence and Series: Convergence of sequence and series, tests for convergence; Power series, Taylor's series, series for exponential, trigonometric and logarithm functions; Fourier series: Half range sine and cosine series, Parseval's theorem.	11
4	Multivariate Calculus: Limit, continuity and partial derivatives, Directional derivatives, Total derivative; Tangent plane and normal line; Maxima, minima and saddle points; Method of Lagrange multipliers; Gradient, Curl and Divergence.	9
5	Matrices: Inverse and rank of a matrix, Rank-nullity theorem; System of linear equations; Symmetric, Skew-symmetric and Orthogonal matrices; Determinants; Eigenvalues and Eigenvectors; Diagonalization of matrices; Cayley-Hamilton Theorem, and Orthogonal transformation.	8

Course Outcomes:

After completing the course the student will be able to

- Apply the concept and techniques of differential and integral calculus to determine curvature and evaluation of different types of improper integrals.

- Understand the domain of applications of mean value theorems to engineering problems.
- Learn the tools of power series and Fourier series to analyze engineering problems and apply the concept of convergence of infinite series in many approximation techniques in engineering disciplines.
- Apply the knowledge for addressing the real life problems which comprises of several variables or attributes and identify extremum points of different surfaces of higher dimensions.
- Understand different types of matrices, their eigen values, eigen vectors, rank and also their orthogonal transformations which are essential for understanding physical and engineering problems.

Learning Resources:

1. Reena Garg, Engineering Mathematics-I, Khanna Publishers.
2. Erwin Kreyszig, Advanced Engineering Mathematics, John Wiley & Sons.
3. Michael Greenberg, Advanced Engineering Mathematics, Pearson.
4. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers.
5. Kanti B. Dutta, Mathematical Methods of Science and Engineering, Cenage Learning.
6. Veerarajan T., Engineering Mathematics for first year, Tata McGraw-Hill, New Delhi.

Course Code : ES-EE101	Category : Engineering Science Courses
Course Title : Basic Electrical Engineering	Semester : First
L-T-P : 3-1-0	Credit: 4
Pre-Requisites:	

Detailed contents:

Module 1: DC Circuits (8 hours)

Electrical circuit elements (R, L and C), voltage and current sources, Kirchoff current and voltage laws, analysis of simple circuits with dc excitation. Superposition, Thevenin and Norton Theorems.

Time-domain analysis of first-order RL and RC circuits.

Module 2: AC Circuits (8 hours)

Representation of sinusoidal waveforms, peak and rms values, phasor representation, real power, reactive power, apparent power, power factor. Analysis of single-phase ac circuits consisting of R, L, C, RL, RC, RLC combinations (series and parallel), resonance. Three phase balanced circuits, voltage and current relations in star and delta connections.

Module 3: Transformers (6 hours)

Magnetic materials, BH characteristics, ideal and practical transformer, equivalent circuit, losses in transformers, regulation and efficiency. Auto-transformer and three-phase transformer connections.

Module 4: Electrical Machines (8 hours)

Generation of rotating magnetic fields, Construction and working of a three-phase induction motor, Significance of torque-slip characteristic. Loss components and efficiency, starting and speed control of induction motor. Single-phase induction motor. Construction, working, torque-speed characteristic and speed control of separately excited dc motor. Construction and working of synchronous generators.

Module 5: Power Converters (6 hours)

DC-DC buck and boost converters, duty ratio control. Single-phase and three-phase voltage source inverters; sinusoidal modulation.

Module 6: Electrical Installations (6 hours)

Components of LT Switchgear: Switch Fuse Unit (SFU), MCB, ELCB, MCCB, Types of Wires and Cables, Earthing. Types of Batteries, Important Characteristics for Batteries. Elementary calculations for energy consumption, power factor improvement and battery backup.

Course Outcomes

- To understand and analyze basic electric and magnetic circuits
- To study the working principles of electrical machines and power converters.
- To introduce the components of low voltage electrical installations

Learning Recourses:

1. Ritu Sahdev, Basic Electrical Engineering, Khanna Book Publishing Co. (P) Ltd., Delhi.
2. D. P. Kothari and I. J. Nagrath, "Basic Electrical Engineering", Tata McGraw Hill, 2010.
3. D. C. Kulshreshtha, "Basic Electrical Engineering", McGraw Hill, 2009.
4. L. S. Bobrow, "Fundamentals of Electrical Engineering", Oxford University Press, 2011.
5. E. Hughes, "Electrical and Electronics Technology", Pearson, 2010.
6. V. D. Toro, "Electrical Engineering Fundamentals", Prentice Hall India, 1989.

Course Code : BS-PH191/ BS-PH291	Category : Basic Science course
Course Title : Physics-I Laboratory	Semester : First/ Second
L-T-P : 0-0-3	Credit:1.5
Pre-Requisites:	

Choose 10 experiments including at least one from Optics, Electricity and Magnetism and Quantum Mechanics and at least a total of six from these three groups.

Experiments in Optics

1. Determination of dispersive power of the material of a prism
2. Determination of wavelength of a monochromatic light by Newton's ring
3. Determination of wavelength of a monochromatic light by Fresnel's bi-prism
4. Determination of wavelength of the given laser source by diffraction method

Electricity & Magnetism experiments

1. Determination of thermo electric power of a given thermocouple.
2. Determination of specific charge (e/m) of electron by J.J. Thompson's method.
3. Determination of dielectric constant of a given dielectric material.
4. Determination of Hall coefficient of a semiconductor by four probe method.
5. To study current voltage characteristics, load response, areal characteristic and spectral response of a photovoltaic solar cell.
6. Determination of resistance of ballistic galvanometer by half deflection method and study of variation of logarithmic decrement with series resistance.
7. Determination of unknown resistance using Carey Foster's bridge
8. Study of Transient Response in LR, RC and LCR circuits using expeyes
9. Generating sound from electrical energy using expeyes

Experiments in Quantum Physics

1. Determination of Stefan-Boltzmann constant.
2. Determination of Planck constant using photocell.
3. Determination of Lande-g factor using Electron spin resonance spectrometer.
4. Determination of Rydberg constant by studying Hydrogen spectrum.
5. Determination of Band gap of semiconductor.
6. To study current voltage characteristics, load response, areal characteristic and spectral response of a photovoltaic solar cell.

Miscellaneous experiments

1. Determination of Young's modulus of elasticity of the material of a bar by the method of flexure
2. Determination of bending moment and shear force of a rectangular beam of uniform cross-section
3. Determination of modulus of rigidity of the material of a rod by static method

4. Determination of rigidity modulus of the material of a wire by dynamic method
5. To determine the moment of inertia of a body about an axis passing through its centre of gravity and to determine the modulus of rigidity of the material of the suspended wire
6. Determination of coefficient of viscosity by Poiseulle's capillary flow method

Course Code : BS-CH191/ BS-CH291	Category : Basic Science Courses
Course Title : Chemistry-I Laboratory	Semester : First/ Second
L-T-P : 0-0-3	Credit:1.5
Pre-Requisites:	

Choose 10 experiments from the following:

1. Conductometric titration for determination of the strength of a given HCl solution by titration against a standard NaOH solution.
2. pH- metric titration for determination of strength of a given HCl solution against a standard NaOH solution.
3. Determination of dissolved oxygen present in a given water sample.
4. To determine chloride ion in a given water sample by Argentometric method (using chromate indicator solution)
5. Determination of surface tension and viscosity
6. Thin layer chromatography
7. Ion exchange column for removal of hardness of water
8. Determination of the rate constant of a reaction
9. Determination of cell constant and conductance of solutions
10. Potentiometry - determination of redox potentials and emfs
11. Saponification/acid value of an oil
12. Chemical analysis of a salt
13. Determination of the partition coefficient of a substance between two immiscible liquids
14. Adsorption of acetic acid by charcoal
15. Use of the capillary viscosimeters to the demonstrate of the isoelectric point as the pH of minimum viscosity for gelatin sols and/or coagulation of the white part of egg .

Course Code : ES-EE291	Category : Engineering Science Courses

Course Title : Basic Electrical Engineering Laboratory	Semester : First
L-T-P : 0-0-2	Credit: 1
Pre-Requisites:	

Choose 10 experiments from the following:

1. First activity: Introduction to basic safety precautions and mentioning of the do's and Don'ts. Noting down list of experiments to be performed, and instruction for writing the laboratory reports by the students. Group formation. Students are to be informed about the modalities of evaluation.
2. Introduction and uses of following instruments :
   (a) Voltmeter
   (b) Ammeter
   (c) Multimeter
   (d) Oscilloscope

   Demonstration of real life resistors, capacitors with color code , inductors and autotransformer.

3. Demonstration of cut-out sections of machines: DC machine, Induction machine, Synchronous machine and single phase induction machine.
4. Calibration of ammeter and Wattmeter.
5. Determination of steady state and transient response of R-L, R-C and R-L-C circuit to a step change in voltage.
6. Determination of steady state response of R-L and R-C and R-L-C circuit and calculation of impedance and power factor.
7. Determination of resonance frequency and quality factor of series and parallel R-L-C circuit.
8. (a) Open circuit and short circuit test of a single-phase transformer
   (b) Load test of the transformer and determination of efficiency and regulation
9. Demonstration of three phase transformer connections. Voltage and current relationship, phase shifts between the primary and secondary side.
10. Measurement of power in a three phase unbalanced circuit by two wattmeter method.
11. Determination of Torque –Speed characteristics of separately excited DC motor.
12. Determination of Torque speed characteristics and observation of direction reversal by change of phase sequence of connection of Induction motor.
13. Determination of operating characteristics of Synchronous generator.
14. Demonstration of operation of (a) DC-DC converter (b) DC-AC converter (c) DC-AC converter for speed control of an Induction motor

15. Demonstration of components of LT switchgear.

Course Code : ES-ME191/ ES-ME 291	Category : Engineering Science Courses
Course Title : Engineering Graphics & Design	Semester : First/ Second
L-T-P : 1-0-4	Credit: 3
Pre-Requisites:	

Sl. No.	Content	Lecture (L)	Practical (P)
1	INTRODUCTION TO ENGINEERING DRAWING Principles of Engineering Graphics and their significance, usage of Drawing instruments, lettering, Different types of lines and their use; Drawing standards and codes.	1	4
2	LETTERING, DIMENSIONING, SCALES Plain scale, Diagonal scale and Vernier Scales.	1	4
3	GEOMETRICAL CONSTRUCTION AND CURVES Construction of polygons, Conic sections including the Rectangular Hyperbola (General method only); Cycloid, Epicycloid, Hypocycloid, Involute, Archemedian Spiral.	1	4
4	PROJECTION OF POINTS, LINES, SURFACES Principles of Orthographic Projections-Conventions - 1st and 3rd angle projection, Projections of Points and lines inclined to both planes; Projections of planes (Rectangle, pentagon, Hexagon etc.) inclined Planes - Auxiliary Planes.	1	4
5	PROJECTION OF REGULAR SOLIDS Regular solids inclined to both the Planes- Auxiliary Views; Draw simple annotation, dimensioning and scale (Cube, Pyramid, Prism, Cylinder, Cone).	1	4
6	COMBINATION OF REGULAR SOLIDS, FLOOR PLANS Regular solids in mutual contact with each other like Spheres in contact with cones standing on their base. Floor plans that include: windows, doors, and fixtures such as WC, bath, sink, shower, etc.	1	4

7	ISOMETRIC PROJECTIONS Principles of Isometric projection – Isometric Scale, Isometric Views, Conventions; Isometric Views of lines, Planes, Simple and compound Solids; Conversion of Isometric Views to Orthographic Views and Vice-versa, Conventions;	1	4
8	SECTIONS AND SECTIONAL VIEWS OF RIGHT ANGULAR SOLIDS Prism, Cylinder, Pyramid, Cone – Auxiliary Views; Development of surfaces of Right Regular Solids - Prism, Pyramid, Cylinder and Cone; Draw the sectional orthographic views of geometrical solids, objects from industry and dwellings (foundation to slab only)	1	4
9	OVERVIEW OF COMPUTER GRAPHICS, CUSTOMISATION& CAD DRAWING listing the computer technologies that impact on graphical communication, Demonstrating knowledge of the theory of CAD software [such as: The Menu System, Toolbars (Standard, Object Properties, Draw, Modify and Dimension), Drawing Area (Background, Crosshairs, Coordinate System), Dialog boxes and windows, Shortcut menus (Button Bars), The Command Line (where applicable), The Status Bar, Different methods of zoom as used in CAD, Select and erase objects.; Isometric Views of lines, Planes, Simple and compound Solids]; Set up of the drawing page and the printer, including scale settings, Setting up of units and drawing limits; ISO and ANSI standards for coordinate	1	4

	dimensioning and tolerancing; Orthographic constraints, Snap to objects manually and automatically; Producing drawings by using various coordinate input entry methods to draw straight lines, Applying various ways of drawing circles;		
	ANNOTATIONS, LAYERING & OTHER FUNCTIONS applying dimensions to objects, applying annotations to drawings; Setting up and use of Layers, layers to create drawings, Create, edit and use customized layers; Changing line lengths through modifying existing lines (extend/lengthen); Printing documents to paper using the print command; orthographic projection techniques; Drawing sectional views of composite right regular geometric solids and project		
10	the true shape of the sectioned surface; Drawing annotation, Computer- aided design (CAD) software modeling of parts and assemblies. Parametric and non-parametric solid, surface, and wireframe models. Part editing and two-dimensional documentation of models. Planar projection theory, including sketching of perspective, isometric, multiview, auxiliary, and section views. Spatial visualization exercises. Dimensioning guidelines, tolerancing techniques; dimensioning and scale multi views of dwelling;	2	8
	DEMONSTRATION OF A SIMPLE TEAM DESIGN PROJECT		
11	Geometry and topology of engineered components: creation of engineering models and their presentation in standard 2D blueprint form and as 3D wire-frame and shaded solids; meshed topologies for engineering analysis and tool-path generation for component manufacture; geometric dimensioning and tolerancing; Use of solid- modeling software for creating associative models at the component and assembly levels; floor plans that include: windows, doors, and fixtures such as WC, bath, sink, shower, etc. Applying colour coding according to building drawing practice; Drawing sectional elevation showing foundation to ceiling; Introduction to Building Information Modelling (BIM).	2	8

Course Outcomes

The student will learn:

- Introduction to engineering design and its place in society

- Exposure to the visual aspects of engineering design
- Exposure to engineering graphics standards
- Exposure to solid modelling

General Instructions

1. In every topic some problems are to be done in the class and some are to be given to students as home assignment.
2. The problems for class work are to be prepared on drawing sheet of A1 size in the class/ using AutoCAD software.
3. The problems for home assignments are to be prepared on drawing copy/ using AutoCAD software.
4. Print out of every assignment is to be taken for CAD Drawings on Drawing sheets (A4 Sheets).
5. A title block must be prepared in each sheet/ assignment.

Following is the list of drawing instruments that required for making engineering drawings on paper with perfection.

1. Drawing Board
2. Mini drafter/ Set-squares (45°–45° & 60°–90°), T-square
3. Protractor (180°, 360°)
4. Scales (Plain, Diagonal)
5. Compass (Small and Large)
6. Divider (Small and Large)
7. French Curves
8. Drawing paper (A1 Size)
9. Drawing pencil (H, HB, B)
10. Sharpener
11. Eraser
12. Drawing pins & clips
13. Duster or handkerchief etc.

Learning Resources:

1. Pradeep Jain, Ankita Maheswari, A.P. Gautam, Engineering Graphics & Design, Khanna Publishing House

2. Bhatt N.D., Panchal V.M. & Ingle P.R., (2014), Engineering Drawing, Charotar Publishing House
3. Agrawal B. & Agrawal C. M. (2012), Engineering Graphics, TMH Publication
4. Shah, M.B. & Rana B.C. (2008), Engineering Drawing and Computer Graphics, Pearson Education
5. Narayana, K.L. & P Kannaiah (2008), Text book on Engineering Drawing, Scitech Publishers
6. Corresponding set of CAD Software Theory and User Manuals

Course Code : ES-ME192/ ES-ME 292	Category : Engineering Science Courses
Course Title : Workshop/ Manufacturing Practices	Semester : First/ Second
L-T-P : 1-0-4	Credit:3
Pre-Requisites:	

(i) Lectures & videos:

Detailed contents:

1. Manufacturing Methods- casting, forming, machining, joining, advanced manufacturing methods
2. CNC machining, Additive manufacturing
3. Fitting operations & power tools
4. Electrical &Electronics
5. Carpentry
6. Plastic moulding, glass cutting
7. Metal casting
8. Welding (arc welding & gas welding), brazing

(ii) Workshop Practice:

- Machine shop (8 hours)

Typical jobs that may be made in this practice module:

- To make a pin from a mild steel rod in a lathe.
- To make rectangular and vee slot in a block of cast iron or mild steel in a shaping and / or milling machine.
- Fitting shop (8 hours)

Typical jobs that may be made in this practice module:

- To make a Gauge from MS plate.
- Carpentry (8 hours)

Typical jobs that may be made in this practice module:

- To make wooden joints and/or a pattern or like.
- Welding shop (8 hours (Arc welding 4 hrs + gas welding 4 hrs)) Typical jobs that may be made in this practice module:
- ARC WELDING (4 hours): To join two thick (approx 6mm) MS plates by manual metal arc welding.
- GAS WELDING (4 hours): To join two thin mild steel plates or sheets by gas welding.
- Casting (8 hours)

Typical jobs that may be made in this practice module:

- One/ two green sand moulds to prepare, and a casting be demonstrated.

- Smithy (4 hours) ~ 4 hours

Typical jobs that may be made in this practice module:

- A simple job of making a square rod from a round bar or like.
- Plastic moulding & Glass cutting (4 hours)

Typical jobs that may be made in this practice module:

- For plastic moulding, making at least one simple plastic component should be made.
- For glass cutting, three rectangular glass pieces may be cut to make a kaleidoscope using a black colour diamond cutter, or similar other components may be made.
- Electrical & Electronics (8 hours)
- Familiarization with LT switchgear elements, making its sketches and noting down its specification. Kitkat fuse, Glass cartridge fuse, Plastic fuse holders (optional), Iron clad isolators, MCB style isolators, Single phase MCB, Single-phase wire, wiring cable.
- Demonstration of domestic wiring involving two MCB, two piano key switches, one incandescent lamp, one LED lamp and plug point.
- Simple wiring exercise to be executed to understand the basic electrical circuit.
- Simple soldering exercises to be executed to understand the basic process of soldering.
- Fabrication of a single-phase full wave rectifier with a step down transformer using four diodes and electrolytic capacitor and to find its volt-ampere characteristics to understand basic electronic circuit fabrication.

Examinations could involve the actual fabrication of simple components, utilizing one or more of the techniques covered above.

Laboratory Outcomes

- Upon completion of this laboratory course, students will be able to fabricate components with their own hands.
- They will also get practical knowledge of the dimensional accuracies and dimensional tolerances possible with different manufacturing processes.
- By assembling different components, they will be able to produce small devices of their interest.

Learning Resources:

1. Hajra Choudhury S.K., Hajra Choudhury A.K. and Nirjhar Roy S.K., "Elements of Workshop Technology", Vol. I 2008 and Vol. II 2010, Media promoters and publishers private limited, Mumbai.
2. Kalpakjian S. and Steven S. Schmid, "Manufacturing Engineering and Technology", 4th edition, Pearson Education India Edition, 2002.
3. Gowri P. Hariharan and A. Suresh Babu,"Manufacturing Technology – I" Pearson Education, 2008.
4. Roy A. Lindberg, "Processes and Materials of Manufacture", 4th edition, Prentice Hall India, 1998.
5. Rao P.N., "Manufacturing Technology", Vol. I and Vol. II, Tata McGrawHill House, 2017.

Course Code : BS-M201	Category : Basic Science Course
Course Title : Mathematics – II A	Semester : Second (CSE &IT)
L-T-P : 3-1-0	Credit: 4
Pre-Requisites: High School Mathematics and BS-M101	

Module No.	Description of Topic	Lectures Hours
1	Basic Probability: Probability spaces, conditional probability, independence; Discrete random variables, Independent random variables, the Multinomial distribution, Poisson approximation to the Binomial distribution, infinite sequences of Bernoulli trials, sums of independent random variables; Expectation of Discrete Random Variables, Moments, Variance of a sum, Correlation coefficient, Chebyshev's Inequality.	11
2	Continuous Probability Distributions: Continuous random variables and their properties, Distribution functions and densities, Normal, Exponential and Gamma densities.	4
3	Bivariate Distributions: Bivariate distributions and their properties, distribution of sums and quotients, Conditional densities, Bayes' rule.	5
4	Basic Statistics: Measures of Central tendency, Moments, Skewness and Kurtosis, Probability distributions: Binomial, Poisson and Normal and evaluation of statistical parameters for these three distributions, Correlation and regression – Rank correlation.	8
5	Applied Statistics: Curve fitting by the method of least squares- fitting of straight lines, second degree parabolas and more general curves. Test of significance: Large sample test for single proportion, difference of proportions, single mean, difference of means, and difference of standard deviations.	8
6	Small samples: Test for single mean, difference of means and correlation coefficients, test for ratio of variances - Chi-square test for goodness of fit and independence of attributes.	4

Course Outcomes:

The students will be able to:

- Learn the ideas of probability and random variables, various discrete and continuous probability distributions with their properties and their applications in physical and engineering environment.
- Understand the basic ideas of statistics with different characterisation of a univariate and bivariate data set.
- Apply statistical tools for analysing data samples and drawing inference on a given data set.

Learning Resources:

1. Reena Garg, Chandrika Prasad, Advanced Engineering Mathematics, Khanna Publishers.
2. Erwin Kreyszig, Advanced Engineering Mathematics, John Wiley & Sons
3. S. Ross, A First Course in Probability, Pearson Education India
4. W. Feller, An Introduction to Probability Theory and its Applications, Vol. 1, Wiley.
5. John E. Freund, Ronald E. Walpole, Mathematical Statistics, Prentice Hall.
6. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers.
7. N.G. Das, Statistical Methods (Combined Volume), Tata-McGraw Hill.

Course Code : BS-M202	Category : Basic Science Course
Course Title : Mathematics – II B	Semester : Second (All stream except CSE & IT)
L-T-P : 3-1-0	Credit: 4
Pre-Requisites: High School Mathematics and BS-M102	

Module No.	Description of Topic	Lectures Hours
1	Multivariate Calculus (Integration): Multiple Integration: Double integrals (Cartesian), change of order of integration in double integrals, change of variables (Cartesian to Polar), Applications: Areas and volumes, Center of mass and Gravity (constant and variable densities); Triple integrals (Cartesian), Orthogonal curvilinear coordinates, Simple applications involving cubes, sphere and rectangular parallelepipeds; Scalar line integrals, vector line integrals, scalar surface integrals, vector surface integrals, Theorems of Green, Gauss and Stokes.	11
2	First order ordinary differential equations: Exact, linear and Bernoulli's equations, Equations not of first degree: equations solvable for p, equations solvable for y, equations solvable for x and Clairaut's type.	5
3	Ordinary differential equations of higher orders: Second order linear differential equations with constant coefficients, Use of D-operators, Second order linear differential equations with variable coefficients, method of variation of parameters, Cauchy-Euler equation; Power series solutions; Legendre polynomials, Bessel functions of the first kind and their properties.	9
4	Complex Variable – Differentiation Differentiation of complex functions, Cauchy-Riemann equations, Analytic functions, Harmonic functions, determination of harmonic conjugate, elementary analytic functions (exponential, trigonometric, logarithmic) and their properties; Conformal mappings, Mobius transformations and their properties.	6

5	Complex Variable – Integration Contour integrals, Cauchy-Goursat theorem (without proof), Cauchy integral formula (without proof), Liouville's theorem and Maximum-Modulus theorem (without proof); Taylor's series, Zeros of analytic functions, Singularities, Laurent's series; Residues, Cauchy residue theorem (without proof), Evaluation of definite integral involving sine and cosine, Evaluation of certain improper integrals using the Bromwich contour.	9

Course Outcomes:

The students will be able to:

- Learn the methods for evaluating multiple integrals and their applications to different physical problems.
- Understand different techniques to solve first and second order ordinary differential equations with its formulation to address the modelling of systems and problems of engineering sciences.
- Learn different tools of differentiation and integration of functions of a complex variable that are used with various other techniques for solving engineering problems.
- Apply different types of transformations between two 2- dimensional planes for analysis of physical or engineering problems.

Learning Resources:

1. Reena Garg, Chandrika Prasad, Advanced Engineering Mathematics, Khanna Publishers.
2. Erwin Kreyszig, Advanced Engineering Mathematics, John Wiley & Sons.
3. Michael Greenberg, Advanced Engineering Mathematics, Pearson.
4. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers.
5. Kanti B. Dutta, Mathematical Methods of Science and Engineering, Cenage Learning.
6. Veerarajan T., Engineering Mathematics for first year, Tata McGraw-Hill, New Delhi.
7. E. L. Ince, Ordinary Differential Equations, Dover Publications.
8. J. W. Brown and R. V. Churchill, Complex Variables and Applications, Mc-Graw Hill.

Course Code : ES-CS201	Category : Engineering Science Courses
Course Title : Programming for Problem Solving	Semester : Second
L-T-P : 3-0-0	Credit:3

Pre-Requisites:

Detailed contents

Unit 1: Introduction to Programming (4 lectures)

- Introduction to components of a computer system (disks, memory, processor, where a program is stored and executed, operating system, compilers etc.) - (1 lecture).
- Idea of Algorithm: steps to solve logical and numerical problems. Representation of Algorithm: Flowchart/Pseudocode with examples. (1 lecture)
- From algorithms to programs; source code, variables (with data types) variables and memory locations, Syntax and Logical Errors in compilation, object and executable code- (2 lectures)

Unit 2: Arithmetic expressions and precedence (2 lectures)

Unit 3: Conditional Branching and Loops (6 lectures)

- Writing and evaluation of conditionals and consequent branching (3 lectures)
- Iteration and loops (3 lectures)

Unit 4: Arrays (6 lectures)

- Arrays (1-D, 2-D), Character arrays and Strings

Unit 5: Basic Algorithms (6 lectures)

- Searching, Basic Sorting Algorithms (Bubble, Insertion and Selection), Finding roots of equations, notion of order of complexity through example programs (no formal definition required)

Unit 6: Function (5 lectures)

- Functions (including using built in libraries), Parameter passing in functions, call by value, Passing arrays to functions: idea of call by reference

Unit 7: Recursion (4 -5 lectures)

- Recursion, as a different way of solving problems. Example programs, such as Finding Factorial, Fibonacci series, Ackerman function etc. Quick sort or Merge sort.

Unit 8: Structure (4 lectures)

- Structures, Defining structures and Array of Structures

Unit 9: Pointers (2 lectures)

- Idea of pointers, Defining pointers, Use of Pointers in self-referential structures, notion of linked list (no implementation)

Unit 10: File handling (only if time is available, otherwise should be done as part of the lab)

Course Outcomes

The student will learn

- To formulate simple algorithms for arithmetic and logical problems.
- To translate the algorithms to programs (in C language).
- To test and execute the programs and correct syntax and logical errors.
- To implement conditional branching, iteration and recursion.
- To decompose a problem into functions and synthesize a complete program using divide and conquer approach.
- To use arrays, pointers and structures to formulate algorithms and programs.
- To apply programming to solve matrix addition and multiplication problems and searching and sorting problems.
- To apply programming to solve simple numerical method problems, namely rot finding of function, differentiation of function and simple integration.

Learning Resources:

1. R. S. Salaria, Computer Concepts and Programming in C, Khanna Publishers
2. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill
3. E. Balaguruswamy, Programming in ANSI C, Tata McGraw-Hill
4. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice Hall of India

Course Code : ES-CS291	Category : Engineering Science Courses
Course Title : Programming for Problem Solving	Semester : Second
L-T-P : 0-0-4	Credit:2
Pre-Requisites:	

The laboratory should be preceded or followed by a tutorial to explain the approach or algorithm to be implemented for the problem given.

Tutorial 1: Problem solving using computers:

Lab1: Familiarization with programming environment Tutorial
2: Variable types and type conversions:

Lab 2: Simple computational problems using arithmetic expressions Tutorial
3: Branching and logical expressions:

Lab 3: Problems involving if-then-else structures Tutorial
4: Loops, while and for loops:

Lab 4: Iterative problems e.g., sum of series

Tutorial 5: 1D Arrays: searching, sorting: Lab 5: 1D Array manipulation

Tutorial 6: 2D arrays and Strings

Lab 6: Matrix problems, String operations Tutorial 7: Functions, call by value:

Lab 7: Simple functions

Tutorial 8 &9: Numerical methods (Root finding, numerical differentiation, numerical integration):

Lab 8 and 9: Programming for solving Numerical methods problems

Tutorial 10: Recursion, structure of recursive calls

Lab 10: Recursive functions

Tutorial 11: Pointers, structures and dynamic memory allocation

Lab 11: Pointers and structures Tutorial 12: File handling:

Lab 12: File operations

Laboratory Outcomes

- To formulate the algorithms for simple problems
- To translate given algorithms to a working and correct program
- To be able to correct syntax errors as reported by the compilers
- To be able to identify and correct logical errors encountered at run time
- To be able to write iterative as well as recursive programs
- To be able to represent data in arrays, strings and structures and manipulate them through a program
- To be able to declare pointers of different types and use them in defining self-referential structures.
- To be able to create, read and write to and from simple text files.

Course Code : HM-HU201	Category : Humanities and Social Sciences including Management courses
Course Title : English	Semester : Second
L-T-P : 2-0-0	Credit:2
Pre-Requisites:	

Detailed contents

1. Vocabulary Building
1.1 The concept of Word Formation: Compounding, Backformation, Clipping, Blending.
1.2 Root words from foreign languages and their use in English
1.3 Acquaintance with prefixes and suffixes from foreign languages in English to form derivatives.
1.4 Synonyms, antonyms, and standard abbreviations: Acronyms

2. Basic Writing Skills
2.1 Sentence Structures & Types: Simple, Compound, Complex
2.2 Use of phrases and clauses in sentences: Transformation of sentences, active, passive, narration
2.3 Importance of proper punctuation
2.4 Creating coherence: Arranging paragraphs & Sentences in logical order
2.5 Creating Cohesion: Organizing principles of paragraphs in documents
2.6 Techniques for writing precisely

3. Identifying Common Errors in Writing
3.1 Subject-verb agreement
3.2 Noun-pronoun agreement
3.3 Misplaced modifiers
3.4 Articles
3.5 Prepositions
3.6 Redundancies
3.7 Clichés

4. Nature and Style of sensible Writing
4.1 Describing
4.2 Defining
4.3 Classifying
4.4 Providing examples or evidence
4.5 Writing introduction and conclusion

5. Writing Practices
5.1 Comprehension
5.2 Précis Writing
5.3 Essay Writing
5.4 Business Letter, Cover Letter & CV; E-mail

Addendum

Some examples of English words with foreign roots

Greek Root/Affix	Examples
Anti	Antisocial, antiseptic
Auto	Automatic, autograph
Anthropos	Anthropology, philanthropy

Bio	Biography
Chronos	Time
Di	Dilemma
Bio	Biology
Biblio	Bibliography
Chron	Chronology
Cracy	Contradiction
Geo	Geology
Hyper	Hyperactive
Mania	Kleptomania
Mega	Megaserial
Eu	Eulogy, euphoria
Geo	Geology
Graph	autograph, photograph
Hetero	Heterogeneous
Hyper	Hyperactive
Hypo	hypodermic, hypoglycemia
Macro	Macrocosm
Mega	megalomania

Micro	microcosm

Mono	Monarch
Pan	Panorama
Pathos	Pathetic
Phobia	Hydrophobia
Pod (Gk), p ed (Latin)	Pseudopodia
Poly	polyglot
Tele	Telephone
Theo	Theology, theist
Latin Root	Examples
Aud	Audible
Bene	Beneficial
Brev	abbreviate, brief
circum	Circulate
Contra	Contradict
Cred	Credible
Dict Femina	Diction Feminine
Inter	Internet, interval

Magna	Magnificient
Mal Multi	Malnutrition multinational
Nova	Novel
Multi	Multiple, multiplex
Non	Nonstop
Pre	Previous, predicate
Re	Redo, rewind
Scrib	Scripture
Spect	Spectator
Trans	Transport
Uni	Unity
Omni	Omnipotent
Semi	Semicircle
Sub	Subway
somnus	Insomnia,
Super	Superman
Sym	Sympathy
scribe	Describe, scribble(write illegibly), inscribe
Trans	Transform

Un	Unnecessary
Uni	Universal

Learning Resources:

(i) Kulbushan Kumar, R S Salaria,Effective Communication Skills, Khanna Publishing House, Delhi.
(ii) Practical English Usage. Michael Swan. OUP. 1995.
(iii) Remedial English Grammar. F.T. Wood. Macmillan.2007
(iv) On Writing Well. William Zinsser. Harper Resource Book. 2001
(v) Study Writing. Liz Hamp-Lyons and Ben Heasly. Cambridge University Press. 2006.
(vi) Communication Skills. Sanjay Kumar and PushpLata. Oxford University Press. 2011. (vii) Exercises in Spoken English. Parts. I-III. CIEFL, Hyderabad. Oxford University Press (viii) Universal English Prof. Prasad Kataria Publications, 2019.
(ix) "Communication Skills for Professionals"-Nira Konar, Prentice Hall of India 2nd edition, New Delhi, 2011
(x) Gajendra Singh Chauhan, Smita Kashiramka and L. Thimmesha. Functional English. Cengage , 2019.

Course Outcomes

The student will acquire basic proficiency in English including reading and listening comprehension, writing and speaking skills.

Course Code : HM-HU291	Category : Humanities and Social Sciences including Management courses
Course Title : Language Laboratory	Semester : Second
L-T-P : 0-0-2	Credit:1
Pre-Requisites:	

1) Honing 'Listening Skill' and its sub skills through Language Lab Audio device; 3P
2) Honing 'Speaking Skill' and its sub skills 2P
3) Helping them master Linguistic/Paralinguistic features (Pronunciation/Phonetics/ Voice modulation/ Stress/ Intonation/ Pitch &Accent) of connected speech 2P
4) Honing 'Conversation Skill' using Language Lab Audio –Visual input; Conversational Practice Sessions (Face to Face / via Telephone, Mobile phone & Role Play Mode) 2P

5) Introducing 'Group Discussion' through audio –Visual input and acquainting them with key strategies for success 2P
6) G D Practice Sessions for helping them internalize basic Principles (turn- taking, creative intervention, by using correct body language, courtesies & other soft skills) of GD 4P
7) Honing 'Reading Skills' and its sub skills using Visual / Graphics/ Diagrams /Chart Display/Technical/Non Technical Passages Learning Global / Contextual / Inferential Comprehension; 2P
8) Honing 'Writing Skill' and its sub skills by using Language Lab Audio –Visual input; Practice Sessions 2P

Course Outcomes

- The student will acquire basic proficiency in English including reading and listening comprehension, writing and speaking skills.

Annexure-I

MOOCs for B. Tech Honours

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)

BF- 142, Sector-I, Salt Lake, Kolkata- 700064, India

Maulana Abul Kalam Azad University of Technology, West Bengal

Notice

1st May, 2018

MOOCs for B.Tech Honours
(Applicable from the session 2018-2019)

Preamble

All India Council for Technical Education (AICTE) has introduced Model Curriculum for Bachelor of Technology programme with 160 credits in the entire programme of 4 years, and additional 20 credits will be required to be done for the degree of Bachelor of Technology with Honours. These additional 20 credits will have to be acquired with online courses (MOOCs) as per AICTE. So students will have to complete additional 20 credits through MOOCs within 4 years of time. This creates an excellent opportunity for students to acquire the necessary skill set for employability through massive online courses where the rare expertise of world famous experts from academics and industry are available. Maulana Abul Kalam Azad University of Technology, West Bengal (MAKAUT,WB) has thus decided to introduce AICTE model curriculum for its B.Tech Programmes and suggest baskets for MOOCs available year wise for the four-year long B.Tech programme from the sessions 2018-2019. The basket for MOOCs will be a dynamic one, as courses keep on updating with time. Few essential skill sets required for employability are also identified year wise by MAKAUT,WB. For MOOCs platforms where examination or assessment is absent (like SWAYAM) or where certification is costly (like Coursera or edX), faculty members of the Institutes are to audit the courses and prepare the examination question papers, for the courses undertaken by the students of respective Institutes, so that MAKAUT,WB can conduct examination for the course. The total of 20 credits that is required to be attained for B.Tech Honours degree are distributed over four years in the following way:

For first year	:	8 credits
For second year	:	4 credits
For third year	:	4 credits
For fourth year	:	4 credits

A student of first year has to cover courses from at least three skills :

1. Computer Programing with Python / R
2. Soft skill
3. Ethics

Courses are * marked in the above areas

If a student is unable to cover the credits assigned for the first year, he/she can do these courses in either of the subsequent years, but he/she has to choose the courses from the basket of MOOCs

announced by MAKAUT,WB from time to time. The same rule will be applicable for the other years of the programme.

The basket for MOOCs for the 1st year B. Tech for the session 2018-2019 are made available herewith.

By order.

MOOCs for First Year, Engineering and Technology

Sl. No	Course	Provider	Duration	Credits	Name of University / Institution
1.	Presentation Skills: Designing Presentation Slides	Coursera *	4 weeks	1	Tomsk State University
2.	Effective Problem-Solving and Decision-Making	Coursera	4 weeks	1	University of California
3.	Communication in the 21st Century Workplace	Coursera *	4 weeks	1	University of California
4.	Psychology at Work	Coursera *	6 weeks	2	University of Western Australia
5.	Critical Thinking & Problem Solving	EdX *	3 weeks	3	Rochester Institute of Technology
6.	Successful Career Development	Coursera	7 weeks	2	University System of Georgia
7.	Working in Teams: A Practical Guide	edX	4 weeks	1	University of Queensland
8.	Communication theory: bridging academia and practice	Coursera	9 weeks	3	Higher School of Economics
9.	Speaking Effectively	NPTEL *	8 weeks	3	Indian Institute of Technology, Kharagpur
10.	Introduction to Philosophy	Coursera	5 weeks	1	University of Edinburgh
11.	Moralities of Everyday Life	Coursera	6 weeks	2	Yale University
12.	Introduction to Logic	Coursera *	10 weeks	3	Stanford University
13	Write Professional Emails in English	Coursera *	5 weeks	2	Georgia Institute of Technology
14	Technical Writing	Coursera	5 weeks	1	Moscow Institute of Physics and Technology
15	Learn to Program: The Fundamentals	Coursera	7 weeks	2	University of Toronto
16	The Science of Everyday Thinking	edX	12 weeks	4	University of Queensland
17	Introduction to Problem Solving and Programming	NPTEL	12 weeks	4	NPTEL
18	The Science of Well Being	Coursera	6 weeks	2	Yale University
19	Developing Soft Skills and Personality	NPTEL	8 weeks	3	
20	Programming Basics	edX	9 weeks	3	IIT Bombay

21	Introduction to Python: Absolute Beginner	EdX *	5 weeks	2	Microsoft
22	Inferential Statistics	Coursera *	7 weeks	2	University of Amsterdam
23	Linear Regression and Modelling	Coursera	4 weeks	1	Duke University
24	Foundation of Data Structures	edX	6 weeks	2	IIT Bombay
25	Introduction to Logic	NPTEL	12 weeks	4	NPTEL
26	Introduction to Probability and Data	Coursera *	5 weeks	1	Duke University
27	Ethics	NPTEL *	12 weeks	4	
28	Science, Technology and Society	NPTEL	12 weeks	4	
29	Creating Innovation	Coursera	6 weeks	2	Macquarie University
30	Ethical Leadership Through Giving Voice to Values	Coursera *	4 weeks	2	University of Virginia
31	Creativity, Innovation, and Change	Coursera *	6 weeks	2	Pennsylvania State University
32	Interpersonal Communication for Engineering Leaders	Coursera	4 weeks	1	Rice University

33	Learn to Program: The Fundamentals	Coursera *	7 weeks	3	University of Toronto
34	Introduction to Mathematical Thinking	Coursera *	9 weeks	3	Stanford University
35	The Science of Everyday Thinking	edX	12 weeks	4	University of Queensland
36	A Life of Happiness and Fulfillment	Coursera	6 weeeks	2	Indian School of Business
37	Model Thinking	Coursera	12 weeks	4	University of Michigan
38	Introduction to Philosophy: God, Knowledge, and Consciousness	edX	12 weeks	4	MIT
39	Soft skills	NPTEL *	12 Weeks	4	IIT Roorkee
40	Developing Soft Skills and Personality	NPTEL *	8 weeks	3	IIT Kanpur
41	Indian Fiction in English	NPTEL	12 Weeks	4	IIT Madras
42	Development of Sociology in India	NPTEL	4 Weeks	1	IIT Kanpur
43	Intellectual Property	NPTEL	12 Weeks	4	IIT Madras
44	Essential Statistics for Data Analysis using Excel	EdX *	Self Paced	3	Microsoft
45	Ethics and Law in Data and Analytics	edX	Self Paced	4	Microsoft
46	Climate Change Mitigation in Developing Countries	Coursera *	6 weeks	3	University of Cape town
47	Web Design for Everybody (Basics of Web Development and Coding) Specialization	Coursera	15weeks	4	University of Michigan

48	Ecology: Ecosystem Dynamics and Conservation	Coursera	5 weeks	1	American Museum of Natural History, Howard Hughes Medical Institute
49	Environmental Studies: A Global Perspective	EdX *	Self Paced	4	Curtin University
50	Introduction to Computer Science and Programming Using Python	edX *	Self Paced	4	MIT, USA
51	Statistics and R	edX *	Self Paced	4	Harvard University
52	Introduction to Programming in C	Coursera *	4 weeks	4	Duke University
53	Java Programming: Solving Problems with Software	Coursera	4 weeks	4	Duke University
54	Grammar and Punctuation	Coursera	4 weeks	1	University of California
55	How to Write an Essay	Coursera *	5 weeks	1	University of California, Berkeley
56	Conversational English Skills	EdX *	10 weeks	3	Tsinghua University
57	Advanced Writing	Coursera *	4 weeks	1	University of California, Irvine
58	Speak English Professionally: In Person, Online & On the Phone	Coursera *	5 weeks	1	Georgia Institute of Technology
59	English for Science, Technology, Engineering, and Mathematics	Coursera	5 weeks	1	University of Pennsylvania
60	English Composition	edX	8 weeks	3	Arizona State University
61	Take Your English Communication Skills to the Next Level	Coursera *	4 weeks	1	Georgia Institute of Technology

Annexure-II

Guidelines regarding Mandatory Induction Program for the new students

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)

BF- 142, Sector-I, Salt Lake, Kolkata- 700064, India

Date: 06.12.2017

Maulana Abul Kalam Azad University of Technology, West Bengal

Guidelines regarding Induction Programme for the new students

(As per Model Curriculum for 1st Year UG degrees courses in Engineering & Technology, November 2017)

To be followed from the 2018-19 academic session

Preamble: Engineering education has evolved globally in a continuous manner to address the twin needs of industry and society. It is now an accepted fact that the institutions imparting technical education should aspire to create manpower who will possess strong technical knowledge and skill, have leadership qualities and be a team player, capable of coming up with innovative solutions and be alive to societal and community concerns.

The aim of the Induction Programme is to acclimatize the students to the environment of their engineering institution, give them a flavour of the exciting new world of education that they are entering, provide them with mentoring schemes, and make them aware of their neighbourhood, society and people. This will allow them to evolve as well rounded individuals.

The following schedule is laid down by the University to implement the three week long Induction Programme:

Week 1	1st Half	Day 1	Overall introduction of the new students to the Institution, its different Departments & Faculty Members
	2nd Half	Day 1	(a) Assignment of faculty mentors to the new students (b) Assessment and allotment for mentoring by senior students preferably from the second year

	2 hrs	Day 2, 3, 4, 5	Lectures by eminent personalities on different areas such as (a) Introduction to Engineering (b) Various topics of science and technology (c) Innovation and entrepreneurship (d) Creative and performing arts (e) Social issues
	2 hrs.	Day 2, 3, 4, 5	Participation in Games, Yoga, Meditation etc.
	2 hrs	Day 2, 3, 4, 5	Visit to the different Departments of the Institute
Week 2 (All Days)	2hrs		Scheduled class lectures as per time table.
	2hrs		Students to be conducted through proficiency modules to be prepared by respective Colleges for ascertaining English skills & Computer knowledge of the students

			and to prepare a report on the same
	2hrs		Participation in Games, Sports, Yoga, Creative arts etc.
Week 3	2hrs		Scheduled class lectures as per time table
		Day 1	Visits to neighbourhood locations
		Day 2	Visits to natural spots in adjoining areas to understand the effect of nature on society
		Day 3	Visits to Science Museum / laboratories
		Day 4 Day 5	Visits to NGOs

Any other activity, as deemed fit by the Director/Principal of the affiliated Colleges, may be proposed and discussed with the Academic Coordinator of the University, by sending email to the following address: academics.makaut@gmail.com.

Note: 1) If necessary, networking may be established with NGOs to facilitate the different components and aspects of the Induction Programme.

Annexure-III

Mandatory Additional Requirement for earning B. Tech Degree

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)

BF- 142, Sector-I, Salt Lake, Kolkata- 700064, India

Maulana Abul Kalam Azad University of Technology, West Bengal

BF-142, Sector-I, Saltlake

Notice

Mandatory Additional Requirement for earning B.Tech Degree

Addressing the needs of the industry and the society: Globally, engineering education systems have continuously evolved, in order to address the needs of the industry and the society. It is becoming imperative that every University should create opportunities for the students to inculcate attributes, which are not restricted only to engineering knowledge and acumen. Industry needs professionals who can work successfully in teams, who have leadership qualities, who are alive to social and community needs and who can bring innovation and creativity to their work and who are also digitally proficient. Hence, in order to prepare its students to match these multiple requirements, MAKAUT,WB has created a unique mechanism of awarding 100 Activity Points over and above the academic grades. It is planned that the students at MAKAUT,WB will be able to reap benefits from these activities at their own pace and comfort. It is expected that by the time MAKAUT,WB's students reach their Final Year, they would have developed themselves so well both through their studies in the respective technological field and through their active participation in the co-curricular and extra-curricular activities as also through SAWYAM based learning activities that they would be well-prepared for contributing to building the India and the world of their dreams.

The additional requirement applies to: Every student, who is admitted to the 4 years B.Tech program from the academic year 2018-19 onwards, is required to earn minimum 100 Activity Points in addition to the required academic grades, for getting MAKAUT,WB's B.Tech degree. Similarly, it is mandatory to earn 75 Activity Points, in addition to the academic grades, for getting B.Tech degree by a student (Lateral Entry) who is admitted to the B.Tech program from the academic year 2018-19 onwards. (Please see Table 1 for details.) [Lateral Entry students will have a multiplying factor of 1.33 to bring uniformity in score].

Level of Entry in B.Tech Course	Total duration for earning Points	Minimum Points
1st Year from the academic year 2018-19 onwards	1st to 4th Year	100
2nd Year from the academic year 2018-19 onwards (Lateral Entry)	2nd to 4th Year	75

Table – I

For existing Students (except students in the 4th year): Every student, who is admitted to the 4 years B.Tech program prior to the academic year 2018-19, is required to earn minimum number of Activity Points as per Table II in addition to the required academic grades, for getting MAKAUT,WB's B.Tech degree.

Current Semester	Total Points to be earned During the full course
2nd	100
4th	75
th	50

6

Table –II

These points must be earned on the basis of active participation in co-curricular and extracurricular activities spanning through all the semesters of study. Every student may choose, as per his/her liking, activities in order to achieve the mandatory points (as per Table- III, depending on his/her entry level), before becoming eligible for award of the Degree. These activities can be spread over the years, as per convenience of the student.

Notes:

- Current 4th year students who are going to sit for Final Semester examination in May-June, 2018 are outside the preview of this Mandatory Additional Requirement
- Every student shall participate in the co-curricular and extra-curricular activities and produce documentary proof to the designated Faculty Members appointed by the Head of Department / Principal / Director in the respective college. Thereby the student should earn the required Points before her she appears for his/ her Final Examinations.
- A student's result of his/her Final Examinations will be withheld until he/she completes the minimum Activity Points by the end of his/her B.Tech Program.
- In every semester, every student is required to prepare a file containing documentary proofs of activities, done by him / her. This file will be duly verified and Activity Points will be assigned by the teachers as appointed above, at the end of every semester.
- The college will form a 3 members committee and finalize the Activity Points for each student before entering them into the Online Point Entry System (at the URL, as specified by the COE of the University).
- Every student has to earn at least 100 activity points. The points students has earned will be reflected in the student's marksheet.
- Activity points earned by Lateral Entry students will be multiplied by 1.33.

Table III provides a List of Activity Heads and Sub-Activity Heads along with their capping of the Activity Points that can be earned by the students during the entire B.Tech duration.

Sl. No.	Name of the Activity	Points	Maximum Points Allowed
1.	MOOCS (SWAYAM/NPTEL/Spoken Tutorial) (per course)	20	40
2.	Tech Fest/Teachers Day/Freshers Welcome		
	Organizer	5	10
	Participants	3	6
5.	Rural Reporting	5	10
6.	Tree Plantation (per tree)	1	10
7.	Participation in Relief Camps	20	40
8.	Participation in Debate/Group Discussion/ Tech quiz	10	20
9.	Publication of Wall magazine in institutional level (magazine/article/internet)	10	20

10.	Publication in News Paper, Magazine & Blogs	10	20
11.	Research Publication (per publication)	15	30
12.	Innovative Projects (other than course curriculum)	30	60
13.	Blood donation	8	16
	Blood donation camp Organization	10	20
15.	Participation in Sports/Games		
	College level	5	10
	University Level	10	20
	District Level	12	24
	State Level	15	30
	National/International Level	20	20
21.	Cultural Programme (Dance, Drama, Elocution, Music etc.)	10	20
22.	Member of Professional Society	10	20
23.	Student Chapter	10	20
24.	Relevant Industry Visit & Report	10	20
25.	Photography activities in different Club(Photography club, Cine Club, Gitisansad)	5	10
26.	Participation in Yoga Camp (Certificate to be submitted)	5	10
27.	Self-Entrepreneurship Programme	20	20
28.	Adventure Sports with Certification	10	20
29.	Training to under privileged/Physically challenged	15	30
30.	Community Service & Allied Activities	10	20

Suggestions from the College Principals will be considered to append in the above Table-III.

Sd/-

Registrar(Acting)
MAKAUT,WB

Maulana Abul Kalam Azad University of Technology, West Bengal

Annexure-I Record of Activities for Mandatory Additional Requirement

Rev:00

College Name (College Code):							Department:					
Student Name:		University Roll No:					Registration No:					
Sl No	Activity	Points	Max. Points Allowed	Points Earned								
				Sem1	Sem2	Sem3	Sem4	Sem5	Sem6	Sem7	Sem8	Total
1	MOOCS (SWAYAM/NPTEL/Spoken Tutorial) per course											
	For 12 weeks duration	20	40									
	For 8 weeks duration	16										
2	Tech Fest/Teachers Day/Freshers Welcome											
	Organizer	5	10									
	Participants	3	6									
3	Rural Reporting	5	10									
4	Tree Plantation and up keeping (per tree)	1	10									
5	Participation in Relief Camps	20	40									
6	Participation in Debate/Group Discussion/ Tech quiz	10	20									
7	Publication of Wall magazine in institutional level (magazine/article/internet)											
	Editor	10	20									
	Writer	6	12									

8	Publication in News Paper, Magazine & Blogs	10	20									
9	Research Publication (per publication)	15	30									
10	Innovative Projects (other than course curriculum)	30	60									
11	Blood donation	8	16									
	Blood donation camp Organization	10	20									

Maulana Abul Kalam Azad University of Technology, West Bengal

Annexure-I Record of Activities for Mandatory Additional Requirement

Rev:00

Sl No	Activity	Points	Max. Points Allowed	Points Earned								
				Sem1	Sem2	Sem3	Sem4	Sem5	Sem6	Sem7	Sem8	Total
12	Participation in Sports/Games											
	College level	5	10									
	University Level	10	20									
	District Level	12	24									
	State Level	15	30									
	National/International Level	20	20									
13	Cultural Programme (Dance, Drama, Elocution, Music etc.)	10	20									
14	Member of Professional Society	10	20									

15	Student Chapter	10	20									
16	Relevant Industry Visit & Report	10	20									
17	Photography activities in different Club(Photography club, Cine Club, Gitisansad)	5	10									
18	Participation in Yoga Camp (Certificate to be submitted)	5	10									
19	Self-Entrepreneurship Programme	20	20									
20	Adventure Sports with Certification	10	20									
21	Training to under privileged / Differently abled	15	30									
22	Community Service & Allied Activities	10	20									
	Total Points											
	Signature of Mentor											
	Signature of HOD											

*Please abide strictly to the Notes at the end of the Notice by Registrar, MAKAUT,WB regarding Mandatory Additional Requirement for earning B.Tech Degree

* Annexure-I is to be retained in the Institute records with all documentary proofs of activities (to be verified by the University as and when required).

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)
Syllabus for B. Tech in Computer Science & Design
(Applicable from the academic session 2021-2022)

SEMESTER – III

Analog & Digital Electronics
Code: ESC-301
Contact: 3L

Name of the Course:	Analog & Digital Electronics		
Course Code: ESC-301	Semester: III		
Duration: 6 months	Maximum Marks: 100		
Teaching Scheme		Examination Scheme	
Theory: 3 hrs./week		Mid Semester exam: 15	
Tutorial: NIL		Assignment and Quiz: 10 marks	
		Attendance: 5 marks	
Practical: hrs./week		End Semester Exam : 70 Marks	
Credit Points:	3		
Objective:			
1	To acquire the basic knowledge of different analog components and their applications		
2	To acquire the basic knowledge of digital logic levels and application of knowledge to understand digital electronics circuits.		
3	To prepare students to perform the analysis and design of various digital electronic circuits		
Pre-Requisite:			
1	Basic Electronics Parts I & II learned in the First year, semesters 1 & 2. Basic BJTs,.		
2	Basic concept of the working of P-N diodes, Schottky diodes,		
3	Basic FETs and OPAMP as a basic circuit component. Concept of Feedback		

Unit	Content	Hrs/Unit	Marks/Unit
1	Different Classes of Amplifiers - (Class-A, B, AB and C - basic concepts, power, efficiency; Recapitulation of basic concepts of Feedback and Oscillation, Phase Shift, Wein Bridge oscillators Astable & Monostable Multivibrators; Schimtt Trigger circuits, 555 Timer.	9	

2	Binary Number System & Boolean Algebra (recapitulation); BCD, ASCII, EBDIC, Gray codes and their conversions; Signed binary number representation with 1's and 2's complement methods, Binary arithmetic, Venn diagram, Boolean algebra (recapitulation); Representation in SOP and POS forms; Minimization of logic	11	
	expressions by algebraic method. Combinational circuits - Adder and Subtractor circuits (half & full adder & subtractor); Encoder, Decoder, Comparator, Multiplexer, De-Multiplexer and Parity Generator		
3	Sequential Circuits - Basic Flip-flop & Latch, Flip-flops -SR, JK, D, T and JK Master-slave Flip Flops, Registers (SISO, SIPO, PIPO, PISO) Ring counter, Johnson counter Basic concept of Synchronous and Asynchronous counters (detail design of circuits excluded), Design of Mod N Counter	10	
4.	A/D and D/A conversion techniques – Basic concepts (D/A :R-2-R only [2L] A/D: successive approximation [2L]) Logic families- TTL, ECL, MOS and CMOS - basic concepts. (2L)	6	

Text book and Reference books:

1. Microelectronics Engineering –Sedra & Smith-Oxford.
2. Analog Electronics, A.K. Maini, Khanna Publishing House (AICTE Recommended -2018)
3. Analog Electronics, L.K. Maheswari, Laxmi Publications (AICTE Recommended -2018)
4. Principles of Electronic Devices & circuits—B L Thereja & Sedha—S Chand
5. Digital Electronics – Kharate – Oxford
6. Digital Electronics – Logic & Systems by J.Bigmell & R.Donovan; Cambridge Learning.
7. Digital Logic and State Machine Design (3rd Edition) – D.J.Comer, OUP
8. Electronic Devices & Circuit Theory – Boyelstad & Nashelsky - PHI
9. Bell-Linear IC & OP AMP—Oxford
10. P.Raja- Digital Electronics- Scitech Publications
11. Morries Mano- Digital Logic Design- PHI
12. R.P.Jain—Modern Digital Electronics, 2/e ,McGraw Hill
13. H.Taub & D.Shilling, Digital Integrated Electronics- McGraw Hill.
14. D.RayChaudhuri- Digital Circuits-Vol-I & II, 2/e- Platinum Publishers
15. Tocci, Widmer, Moss- Digital Systems,9/e- Pearson
16. J.Bignell & R.Donovan-Digital Electronics-5/e- Cenage Learning.

17. Leach & Malvino—Digital Principles & Application, 5/e, McGraw Hill 18. Floyed & Jain-Digital Fundamentals-Pearson.

Course Outcomes:
On completion of the course students will be able to
ESC-301.1 Realize the basic operations of different analog components.
ESC-301.2 Realize basic gate operations and laws Boolean algebra.
ESC-301.3 Understand basic structure of digital computer, stored program concept and different arithmetic and control unit operations.

Data Structure & Algorithm
Code: PCC-CS301
Contacts: 3L

Name of the Course:		Data Structure & Algorithm	
Course Code: PCC-CS301		Semester: III	
Duration: 6 months		Maximum Marks:100	
Teaching Scheme			Examination Scheme
Theory: 3 hrs./week			Mid Semester exam: 15
Tutorial: NIL			Assignment and Quiz: 10 marks
			Attendance : 5 marks
Practical: hrs./week			End Semester Exam :70 Marks
Credit Points:		3	
Objective:			
1	To learn the basics of abstract data types.		
2	To learn the principles of linear and nonlinear data structures.		
3	To build an application using sorting and searching		
Pre-Requisite:			
1	CS 201 (Basic Computation and Principles of C		
2	M101 & M201 (Mathematics), basics of set theory		

Unit	Content	Hrs/Unit	Marks/Unit

1	Introduction: Basic Terminologies: Elementary Data Organizations, Data Structure Operations: insertion, deletion, traversal etc.; Analysis of an Algorithm, Asymptotic Notations, Time-Space trade off. Searching: Linear Search and Binary Search Technique sand their complexity analysis.	10	
2	Stacks and Queues: ADT Stack and its operations: Algorithms and their complexity analysis, Applications of Stacks: Expression Conversion and evaluation – corresponding algorithms and complexity analysis. ADT queue, Types of Queue: Simple Queue, Circular Queue, Priority Queue; Operations on each types of Queues: Algorithms and their analysis.	9	
3	Linked Lists: Singly linked lists: Representation in memory, Algorithms of several operations: Traversing, Searching, Insertion into, Deletion from linked list; Linked representation of Stack and Queue, Header nodes, Doubly linked list: operations on it and algorithmic analysis; Circular Linked Lists: all operations their algorithms and	10	
	the complexity analysis. Trees: Basic Tree Terminologies, Different types of Trees: Binary Tree, Threaded Binary Tree, Binary Search Tree, AVL Tree; Tree operations on each of the trees and their algorithms with complexity analysis. Applications of Binary Trees. B Tree, B+ Tree: definitions, algorithms and analysis		
4.	Sorting and Hashing: Objective and properties of different sorting algorithms: Selection Sort, Bubble Sort, Insertion Sort, Quick Sort, Merge Sort, Heap Sort; Performance and Comparison among all the methods, Hashing. Graph: BasicTerminologies and Representations, Graph search and traversal algorithms and complexity analysis.	9	

Text book and Reference books:

1. "Data Structures and Program Design In C", 2/E by Robert L. Kruse, Bruce P. Leung.
2. "Data Structure & Algorithms Using C", 5th Ed., Khanna Publishing House (AICTE Recommended – 2018)
3. "Fundamentals of Data Structures of C" by Ellis Horowitz, Sartaj Sahni, Susan Andersonfreed.

4. "Data Structures in C" by Aaron M. Tenenbaum.
5. "Data Structures" by S. Lipschutz.
6. "Data Structures Using C" by Reema Thareja.
7. "Data Structure Using C", 2/e by A.K. Rath, A. K. Jagadev.
8. "Introduction to Algorithms" by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein
9. "Data Structures through C" by Yashwant Kanetkar, BPB Publications.
10. "Expert Data Structures with C++" by R.B Patel, Khanna Publishing House

Course Outcomes:

On completion of the course students will be able to

PCC-CS301.1 Differentiate how the choices of data structure & algorithm methods impact the performance of program.

PCC-CS301.2 Solve problems based upon different data structure & also write programs.

PCC-CS301.3 Identify appropriate data structure & algorithmic methods in solving problem.

PCC-CS301.4 Discuss the computational efficiency of the principal algorithms for sorting, searching, and hashing

PCC-CS301.5 Compare and contrast the benefits of dynamic and static data structures implementations.

Computer Organization
Code: PCC-CS302
Contacts: 3L

Name of the Course:	Computer Organization	
Course Code: PCC-CS302	Semester: III	
Duration:6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz : 10 marks
		Attendance: 5 marks
Practical: hrs./week		End Semester Exam: 70 Marks
Credit Points:	3	
Objective:		
1	To prepare students to perform the analysis and design of various digital electronic circuits.	
2	To know how Computer Systems work & its basic principles	

3	To know how I/O devices are being accessed and its principles etc
Pre-Requisite:	
1	Concept of basic components of a digital computer, Basic concept of Fundamentals & Programme structures. Boolean Algebra
2	Basic number systems, Binary numbers, representation of signed and unsigned numbers, Binary Arithmetic as covered in Basic Computation & Principles of Computer Programming
3	Boolean Algebra

Unit	Content	Hrs/Unit	Marks/Unit
1	Basic organization of the stored program computer and operation sequence for execution of a program. Role of operating systems and compiler/assembler. Fetch, decode and execute cycle, Concept of operator, operand, registers and storage, Instruction format. Instruction sets and addressing modes. [7L] Commonly used number systems. Fixed and floating point representation of numbers.[1L]	8	
2	Overflow and underflow. Design of adders - ripple carry and carry look ahead principles. [3L] Design of ALU. [1L] Fixed point multiplication -Booth's algorithm. [1L] Fixed point division - Restoring and non-restoring algorithms. [2L] Floating point - IEEE 754 standard. [1L]	8	
	Memory unit design with special emphasis on		
3	implementation of CPU-memory interfacing. [2L] Memory organization, static and dynamic memory, memory hierarchy, associative memory. [3L] Cache memory, Virtual memory. Data path design for read/write access. [5L]	10	
4.	Design of control unit - hardwired and microprogrammed control. [3L] Introduction to instruction pipelining. [2L] Introduction to RISC architectures. RISC vs CISC architectures. [2L] I/O operations - Concept of handshaking, Polled I/O, interrupt and DMA. [3L]	10	

Text book and Reference books:

1. Mano, M.M., "Computer System Architecture", PHI.
2. Behrooz Parhami "Computer Architecture", Oxford University Press

3. Hayes J. P., "Computer Architecture & Organisation", McGraw Hill,
4. Hamacher, "Computer Organisation", McGraw Hill,
5. N. senthil Kumar, M. Saravanan, S. Jeevananthan, "Microprocessors and Microcontrollers" OUP
6. Chaudhuri P. Pal, "Computer Organisation & Design", PHI,
7. P N Basu- "Computer Organization & Architecture" ,Vikas Pub
8. Rajaraman – "Computer Organization & Architecture", PHI
9. B.Ram – "Computer Organization & Architecture", Newage Publications

Course Outcomes:

On completion of the course students will be able to

PCC-CS302.1 Understand basic structure of digital computer, stored program concept and different arithmetic and control unit operations.
PCC-CS302.2 Understand basic structure of different combinational circuits- multiplexer, decoder, encoder etc.
PCC-CS302.3 Perform different operations with sequential circuits. PCC-CS302.4 Understand memory and I/O operations.

Mathematics-III (Differential Calculus)
Code: BSC-301
Contacts: 2L

Name of the Course:	Mathematics-III (Differential Calculus)
Course Code: BSC-301	Semester: III
Duration: 6 months	Maximum Marks: 100
Teaching Scheme	Examination Scheme
Theory:2 hrs./week	Mid Semester exam: 15
Tutorial: NIL	Assignment and Quiz: 10 marks
	Attendance: 5 marks

Practical: NIL		End Semester Exam: 70 Marks	
Credit Points:	2		
Objective:			
1	To know Convergence of sequence and series		
2	To know Limit, continuity and partial derivatives, Chain rule, Implicit function		
3	To know First Order Differential Equation, Exact, Linear and Bernoulli's equations, Basic Concept of graph, Walk, Path Circuit, Euler and Hamiltonian graph, diagraph		
Pre-Requisite:			
1	Concept Linear Algebra Determinant and its properties (up to third order)		
2	Minor and cofactors, Matrices, addition, multiplication and transpose of a matrix, Symmetric and skew-symmetric		

Unit	Content	Hrs/Unit	Marks/Unit
1	Convergence of sequence and series, tests for convergence, power series, Taylor's series. Series for exponential, trigonometric and logarithmic functions.	8	
2	Limit, continuity and partial derivatives, Chain rule, Implicit function, Jacobian, Directional derivatives, Total derivative; Maxima, minima and saddle points; Gradient, curl and divergence and related problems.	7	
3	Double and triple integrals (Cartesian and polar), change of order of integration in double integrals, Change of variables (Cartesian to polar). Theorems of Green, Gauss and Stokes (Statement only) and related problems.	8	
4.	First Order Differential Equation, Exact, Linear and Bernoulli's equations, Equations of first order but not of first degree: equations solvable for p, equations solvable for y, equations solvable for x	9	
	and Clairaut's form, general & singular solution. [5L] Second order linear differential equations with constant coefficients, D-operator method, method of variation of parameters, Cauchy-Euler equation. [4L]		
5	Basic Concept of graph, Walk, Path Circuit, Euler and Hamiltonian graph, diagraph. Matrix Representation: Incidence & Adjacency matrix. Tree: Basic Concept of tree, Binary tree, Spanning Tree, KrusKal and Prim's algorithm for finding the minimal spanning tree.	8	

Text book and Reference books:

1. Higher Algebra, S. K. Mapa, Levant Books.
2. Advanced Higher Algebra, Chakravorty and Ghosh, U N Dhar Pvt. Ltd.
3. Co-ordinate Geometry, S. L. Loney
4. Integral Calculus, Das and Mukherjee, U N Dhar Pvt. Ltd.
5. Differential Calculus, Das and Mukherjee, U N Dhar Pvt. Ltd.
6. Advanced Engineering Mathematics, E Kreyszig
7. Advanced Engineering Mathematics, Chandrika Prasad & Reena Garg, Khanna Publishing House (AICTE Recommended Textbook -2018)

Course Outcomes:

On completion of the course students will be able to

BSC-301.1 Express a logic sentence in terms of predicates, quantifiers, and logical connectives.

BSC-301.2 Apply the rules of inference and methods of proof including direct and indirect proof forms, proof by contradiction, and mathematical induction.

BSC-301.3 Use tree and graph algorithms to solve problems

BSC-301.4 Evaluate Boolean functions and simplify expressions using the properties of Boolean algebra.

Economics for Engineers (Humanities-II)
Code: HSMC-301
Contacts: 3L

Name of the Course:	Economics for Engineers (Humanities-II)
Course Code: HSMC-301	Semester: III
Duration: 6 months	Maximum Marks: 100
Teaching Scheme	Examination Scheme

Theory:3 hrs./week	Mid Semester exam: 15
Tutorial: NIL	Assignment and Quiz: 10 marks
	Attendance: 5 marks
Practical: NIL	End Semester Exam: 70 Marks
Credit Points:	3

Objective:	
1	Understand the role and scope of Engineering Economics and the process of economic decision making
2	Understand the different concepts of cost and different cost estimation techniques
3	Familiarization with the concepts of cash flow, time value of money and different interest formulas
4	Appreciation of the role of uncertainty in future events and using different concepts from probability to deal with uncertainty
5	Understand the concepts of Depreciation and Replacement analysis along with their methods of calculation
6	Familiarization with the phenomenon of inflation and the use of price indices in engineering Economics
7	Introduction to basic concepts of Accounting and Financial Management
Pre-Requisite:	
1	Mathematics

Unit	Content	Hrs/Unit	Marks/Unit
1	1. Economic Decisions Making – Overview, Problems, Role, Decision making process. 2. Engineering Costs & Estimation – Fixed, Variable, Marginal & Average Costs, Sunk Costs, Opportunity Costs, Recurring And Nonrecurring Costs, Incremental Costs, Cash Costs vs Book Costs, Life-Cycle Costs; Types Of Estimate, Estimating Models - Per-Unit Model, Segmenting Model, Cost Indexes, Power-Sizing Model, Improvement & Learning Curve, Benefits.	9	
2	3. Cash Flow, Interest and Equivalence: Cash Flow – Diagrams, Categories & Computation, Time Value of	9	

	Money, Debt repayment, Nominal& Effective Interest. 4. Cash Flow & Rate of Return Analysis – Calculations, Treatment of Salvage Value, Annual Cash Flow Analysis, Analysis Periods; Internal Rate of Return, Calculating Rate of Return, Incremental Analysis; Best Alternative Choosing an Analysis Method, Future Worth Analysis, Benefit-Cost Ratio Analysis, Sensitivity and Breakeven Analysis. Economic Analysis In The Public Sector -Quantifying And Valuing Benefits & drawbacks.		
3	5. Inflation and Price Change – Definition, Effects, Causes, Price Change with Indexes, Types of Index, Composite vs Commodity Indexes, Use of Price Indexes In Engineering Economic Analysis, Cash Flows that inflate at different Rates. 6. Present Worth Analysis: End-Of-Year Convention, Viewpoint Of Economic Analysis Studies, Borrowed Money Viewpoint, Effect Of Inflation & Deflation, Taxes, Economic Criteria, Applying Present Worth Techniques, Multiple Alternatives. 7. Uncertainty In Future Events - Estimates and Their Use in Economic Analysis, Range Of Estimates, Probability, Joint Probability Distributions, Expected Value, Economic Decision Trees, Risk, Risk vs Return, Simulation, Real Options.	9	
4.	8. Depreciation - Basic Aspects, Deterioration & Obsolescence, Depreciation And Expenses, Types Of Property, Depreciation Calculation Fundamentals, Depreciation And Capital Allowance Methods, Straight-Line Depreciation Declining Balance Depreciation, Common Elements Of Tax Regulations For Depreciation And Capital Allowances. 9. Replacement Analysis - Replacement Analysis Decision Map, Minimum Cost Life of a New Asset, Marginal Cost, Minimum Cost Life Problems. 10. Accounting – Function, Balance Sheet, Income Statement, Financial Ratios Capital Transactions, Cost Accounting, Direct and Indirect Costs, Indirect Cost Allocation.	9	

Text book and Reference books:

1. James L.Riggs, David D. Bedworth, Sabah U. Randhawa : Economics for Engineers 4e , Tata McGraw-Hill
2. Donald Newnan, Ted Eschembach, Jerome Lavelle: Engineering Economics Analysis, OUP
3. John A. White, Kenneth E. Case, David B. Pratt : Principle of Engineering Economic Analysis, John Wiley
4. Sullivan and Wicks: Engineering Economy, Pearson
5. R.Paneer Seelvan: Engineering Economics, PHI
6. Michael R Lindeburg : Engineering Economics Analysis, Professional Pub
7. Premvir Kapoor, Sociology & Economics for Engineers, Khanna Publishing House (AICTE Recommended Textbook – 2018)

Course Outcome:

On completion of the course students will be able to

HSMC-301.1 Make different economic decisions and estimate engineering costs by applying different cost estimation models.

HSMC-301.2 Create cash flow diagrams for different situations and use different interest formulae to solve associated problems.

HSMC-301.3 Take decisions regarding different engineering projects by using various criteria like rate of return analysis, present worth analysis, cost-benefit analysis etc.

HSMC-301.4 Incorporate the effect of uncertainty in economic analysis by using various concepts like expected value, estimates and simulation.

HSMC-301.5 Understand the concepts of depreciation and replacement analysis and solve associated problems.

HSMC-301.6 Understand the process of inflation and use different price indices to adjust for its effect.

HSMC-301.7 Apply the various concepts of Accounting like balance sheet and ratio analysis.

HSMC-301.8 Understand the scope of Finance and the role of financial planning and management.

PRACTICAL SYLLABUS
Semester III

Analog & Digital Electronics Lab
Code: ESC-391

Contacts: 4P

Name of the Course:	Analog & Digital Electronics Lab
Course Code: ESC-391	Semester: III
Duration: 6 months	Maximum Marks: 100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement: 60
Practical: 4 hrs./week	Distribution of marks: 40
Credit Points:	2
Course Outcomes:	
1	ESC-301.1
2	ESC-301.2
3	ESC-301.3
Pre-Requisite:	
Pre-requisites as in ESC-301	

Laboratory Experiments:	
Analog Electronics	
1	Design a Class A amplifier
2	Design a Phase-Shift Oscillator
3	Design of a Schmitt Trigger using 555 timer
Digital Electronics	
4	Design a Full Adder using basic gates and verify its output / Design a Full Subtractor circuit using basic gates and verify its output.
5	Construction of simple Decoder & Multiplexer circuits using logic gates.
6	Realization of RS / JK / D flip flops using logic gates
7	Design of Shift Register using J-K / D Flip Flop
8	Realization of Synchronous Up/Down counter
9	Design of MOD- N Counter
10	Study of DAC

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

Data Structure & Algorithm Lab
Code: PCC-CS391
Contacts: 4P

Name of the Course:	Data Structure & Algorithm Lab
Course Code: PCC-CS391	Semester: III
Duration: 6 months	Maximum Marks: 100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement: 60
Practical: 4 hrs./week	Distribution of marks: 40
Credit Points:	2
Course Outcomes:	
1	PCC-CS301.1
2	PCC-CSD301.2
3	PCC-CS301.3
4	PCC-CS301.4
5	PCC-CS301.5
Pre-Requisite:	
Pre-requisites as in PCC-CS301	

Laboratory Experiments:	
Linear Data Structure	
1	Implementation of array operations
2	Stacks and Queues: adding, deleting elements Circular Queue: Adding & deleting elements
3	Merging Problem: Evaluation of expressions operations on Multiple stacks & queues:
4	Implementation of linked lists: inserting, deleting, inverting a linked list. Implementation of stacks & queues using linked lists
5	Polynomial addition, Polynomial multiplication
Non Linear Data Structure	
6	Recursive and Non-recursive traversal of Trees
7	Threaded binary tree traversal. AVL tree implementation
8	Application of Trees. Application of sorting and searching algorithms

9	Hash tables implementation: searching, inserting and deleting, searching & sorting techniques.

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

Computer Organization Lab
Code: PCC-CS392
Contacts: 4P

Name of the Course:	Computer Organization Lab
Course Code: PCC-CS392	Semester: III
Duration:6 months	Maximum Marks: 100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement: 60
Practical: 4 hrs./week	Distribution of marks: 40
Credit Points:	2
Course Outcomes:	
1	PCC-CS302.1
2	PCC-CS302.2
3	PCC-CS302.3
4	PCC-CS302.4
Pre-Requisite:	
Pre-requisites as in PCC-CS302	

Laboratory Experiments:	
1	Familiarity with IC-chips: a) Multiplexer, b) Decoder, c) Encoder b) Comparator Truth Table verification and clarification from Data-book.
2	Design an Adder/Subtractor composite unit.
3	Design a BCD adder.
4	Design of a 'Carry-Look-Ahead' Adder circuit.

5	Use a multiplexer unit to design a composite ALU
6	Use ALU chip for multibit arithmetic operation
7	Implement read write operation using RAM IC
8	8. (a) & (b) Cascade two RAM ICs for vertical and horizontal expansion.

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

IT Workshop (Sci Lab/MATLAB/Python/R)
Code: PCC-CS393
Contacts: 4P

Name of the Course:	IT Workshop
Course Code: PCC-CS392	Semester: III
Duration: 6 months	Maximum Marks: 100
Teaching Scheme:	
Theory: NIL	Continuous Internal Assessment
Tutorial: NIL	External Assesement: 60
Practical: 4 hrs./week	Distribution of marks: 40
Credit Points:	2
Course Outcomes:	
1	To master an understanding of scripting & the contributions of scripting languages
2	Design real life problems and think creatively about solutions
3	Apply a solution in a program using R/Matlab/Python.
4	To be exposed to advanced applications of mathematics, engineering and natural sciences to program real life problems.
Pre-Requisite:	
1.	Knowledge of Programming Logic
2.	Experience with a high level language (C/C++,) is suggested
3.	Prior knowledge of a scripting language and Object-Oriented concepts is helpful

	but not mandatory.

Practical Syllabus

Programming in R

1. Introduction to mechanism for statistics, data analysis, and machine learning; Introduction of R Programming, How to install and run R, Use of R help files, R Sessions, R Objects – Vectors, Attributes, Matrices, Array, Class, List, Data Frames etc. Operators in R.

2. R Programming Structures, Control Statements, Loops, Repeat and Break, R-Function, RVector Function, Recursive Function in R.

3. R Packages (Install and Use), Input/Output Features in R, Reading or Writing in File. Data Manipulation in R. Rearranging data, Random Number and Simulation, Statistical methods like min, max, median, mean, length, Linear Regression, Normal Distribution, Decision tree

4. Graphics, Creating Graphs, The Workhorse of R Base Graphics, Graphical Functions – Customizing Graphs, Saving Graphs to Files, Pie chart, Bar Chart, Histogram.

Text book and Reference books:
Dr. Jeeva Jose, Begineer's Guide for Data Analysis Using R Programming, Khanna Publishing House, New Delhi

Programming in Matlab

Introduction
Why MATLAB?, History, Its strengths, Competitors, Starting MATLAB, Using MATLAB as a calculator, Quitting MATLAB

Basics
Familiar with MATLAB windows, Basic Operations, MATLAB-Data types, Rules about variable names, Predefined variables

Programming-I
Vector, Matrix, Array Addressing, Built-in functions, Mathematical Operations, Dealing with strings (Array of characters), Array of array (cell) concept

Programming-II
Script file, Input commands, Output commands, Structure of function file, Inline functions, Feval command, Comparison between script file and function file

Conditional statements and Loop
Relational and Logical Operators, If-else statements, Switch-case statements, For loop,
While loop, Special commands (Break and continue), Import data from large database, Export data to own file or database

2D Plotting
In-built functions for plotting, Multiple plotting with special graphics, Curve fitting, Interpolation, Basic fitting interface

3D Plotting
Use of meshgrid function, Mesh plot, Surface plot, Plots with special graphics

Programming with Python

Introduction
History, Features, Setting up path, Working with Python, Basic Syntax, Variable and Data Types, Operator

Conditional Statements
If, If- else, Nested if-else, Looping, For, While, Nested loops

Control Statements
Break, Continue, Pass

String Manipulation
Accessing Strings, Basic Operations, String slices, Function and Methods

Lists
Introduction, Accessing list, Operations, Working with lists, Function and Methods

Tuple
Introduction, Accessing tuples, Operations, Working, Functions and Methods

Dictionaries
Introduction, Accessing values in dictionaries, Working with dictionaries, Properties

Functions
Defining a function, Calling a function, Types of functions, Function Arguments, Anonymous functions, Global and local variables

Modules
Importing module, Math module, Random module, Packages, Composition, Input-Output Printing on screen, Reading data from keyboard, Opening and closing file, Reading and writing files, Functions

Exception Handling
Exception, Exception Handling, Except clause, Try? finally clause, User Defined Exceptions.

Laboratory Experiments:	
1	Practical Assignments related with implementation of PCC-CS393

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)
Syllabus for B. Tech in Computer Science & Design
(Applicable from the academic session 2021-2022)
SEMESTER – IV

Discrete Mathematics
Code: PCC-CS401
Contacts: 3L+1T

Name of the Course:		Discrete Mathematics	
Course Code: PCC-CS401		Semester: IV	
Duration:6 months		Maximum Marks:100	
Teaching Scheme			Examination Scheme
Theory:3 hrs./week			Mid Semester exam: 15
Tutorial: 1 hour/week			Assignment and Quiz : 10 marks
			Attendance : 5 marks
Practical: NIL			End Semester Exam :70 Marks
Credit Points:		4	
Objective:			
1	Use mathematically correct terminology and notation.		
2	Construct correct direct and indirect proofs.		
3	To know Syntax, Semantics, Validity and Satisfiability, Graphs and Trees		
4	Use counterexamples. Apply logical reasoning to solve a variety of problems.		
Pre-Requisite:			
1	Some concepts from basic math – algebra, geometry, pre-calculus		

Unit	Content	Hrs/Unit	Marks/Unit
1	Sets, Relation and Function: Operations and Laws of Sets, Cartesian Products, Binary Relation, Partial Ordering Relation, Equivalence Relation, Image of a Set, Sum and Product of Functions, Bijective functions, Inverse and Composite Function, Size of a Set, Finite and infinite Sets, Countable and uncountable Sets, Cantor's diagonal argument and The Power Set theorem, Schroeder-Bernstein theorem. Principles of Mathematical Induction: The WellOrdering Principle, Recursive definition, The Division algorithm: Prime Numbers, The Greatest Common Divisor: Euclidean Algorithm, The Fundamental Theorem of Arithmetic.	8	

2	Basic counting techniques-inclusion and exclusion, pigeon-hole principle, permutation and combination	5	
3	Propositional Logic: Syntax, Semantics, Validity and Satisfiability, Basic Connectives and Truth Tables,	8	
	Logical Equivalence: The Laws of Logic, Logical Implication, Rules of Inference, The use of Quantifiers. Proof Techniques: Some Terminology, Proof Methods and Strategies, Forward Proof, Proof by Contradiction, Proof by Contraposition, Proof of Necessity and Sufficiency.		
4.	Algebraic Structures and Morphism: Algebraic Structures with one Binary Operation, Semi Groups, Monoids, Groups, Congruence Relation and Quotient Structures, Free and Cyclic Monoids and Groups, Permutation Groups, Substructures, Normal Subgroups, Algebraic Structures with two Binary Operation, Rings, Integral Domain and Fields. Boolean Algebra and Boolean Ring, Identities of Boolean Algebra, Duality, Representation of Boolean Function, Disjunctive and Conjunctive Normal Form	7	
5	Graphs and Trees: Graphs and their properties, Degree, Connectivity, Path, Cycle, Sub Graph, Isomorphism, Eulerian and Hamiltonian Walks, Graph Colouring, Colouring maps and Planar Graphs, Colouring Vertices, Colouring Edges, List Colouring, Perfect Graph, definition properties and Example, rooted trees, trees and sorting, weighted trees and prefix codes, Bi-connected component and Articulation Points, Shortest distances.	8	

Text book and Reference books:

1. Russell Merris, Combinatorics, Wiley-Interscience series in Discrete Mathematics and Optimisation
2. N. Chandrasekaran and M. Umaparvathi, Discrete Mathematics, PHI
3. Gary Haggard, John Schlipf and Sue Whitesides, Discrete Mathematics for Computer Science, CENGAGE Learning
4. Gary Chartrand and Ping Zhang – Introduction to Graph Theory, TMH
5. J.K. Sharma, Discrete Mathematics, Macmillan
6. Winfried Karl Grassmann and Jean-Paul Tremblay, Logic and Discrete Mathematics, PEARSON.
7. S. K. Chakraborty and B. K. Sarkar, Discrete Mathematics, OXFORD University Press.

8. Douglas B. West, Introduction to graph Theory, PHI
9. C. L. Liu, Elements of Discrete Mathematics, 2nd Ed., Tata McGraw-Hill, 2000.
10. R. C. Penner, Discrete Mathematics: Proof Techniques and Mathematical Structures, World Scientific, 1999.
11. R. L. Graham, D. E. Knuth, and O. Patashnik, Concrete Mathematics, 2nd Ed., Addison-Wesley, 1994.
12. N. Deo, Graph Theory, Prentice Hall of India, 1974.
13. S. Lipschutz and M. L. Lipson, Schaum's Outline of Theory and Problems of Discrete Mathematics, 2nd Ed., Tata McGraw-Hill, 1999.
14. J. P. Tremblay and R. P. Manohar, Discrete Mathematics with Applications to Computer Science, Tata McGraw-Hill, 1997.
15. Russell Merris, Combinatorics, Wiley-Interscience series in Discrete Mathematics and Optimisation
16. N. Chandrasekaran and M. Umaparvathi, Discrete Mathematics, PHI
17. Gary Haggard, John Schlipf and Sue Whitesides, Discrete Mathematics for Computer Science, CENGAGE Learning
18. Gary Chartrand and Ping Zhang – Introduction to Graph Theory, TMH
19. S.B. Singh, Discrete Structures – Khanna Publishing House (AICTE Recommended Textbook – 2018)
20. S.B. Singh, Combinatorics and Graph Theory, Khanna Publishing House (AICTE Recommended Textbook – 2018)

Course Outcome(s)

On completion of the course students will be able to

PCC-CS401.1 Express a logic sentence in terms of predicates, quantifiers, and logical connectives

PCC-CS401.2 Derive the solution for a given problem using deductive logic and prove the solution based on logical inference

PCC-CS401.3 Classify its algebraic structure for a given a mathematical problem,

PCC-CS401.4 Evaluate Boolean functions and simplify expressions using the properties of Boolean algebra

PCC-CS401.5 Develop the given problem as graph networks and solve with techniques of graph theory.

Computer Architecture
Code: PCC-CS402
Contacts: 3L

Name of the Course:	Computer Architecture		
Course Code: PCC-CS402	Semester: IV		
Duration: 6 months	Maximum Marks:100		
Teaching Scheme		Examination Scheme	
Theory: 3 hrs./week		Mid Semester exam: 15	
Tutorial: NIL		Assignment and Quiz: 10 marks	
		Attendance: 5 marks	
Practical: hrs./week		End Semester Exam: 70 Marks	
Credit Points:	3		
Objective:			
1	To learn the basics of stored program concepts.		
2	To learn the principles of pipelining		
3	To learn mechanism of data storage		
4	To distinguish between the concepts of serial, parallel, pipeline architecture.		
Pre-Requisite:			
1	Basic Structure of Computers, Functional units, software, performance issues software, machine instructions		
2	RAM, ROM, Memory management		

Unit	Content	Hrs/Unit	Marks/Unit

1	Introduction: Review of basic computer architecture (Revisited), Quantitative techniques in computer design, measuring and reporting performance. (3L) Pipelining: Basic concepts, instruction and arithmetic pipeline, data hazards, control hazards and structural hazards, techniques for handling hazards. Exception handling. Pipeline optimization techniques; Compiler techniques for improving performance. (9L)	12	
2	Hierarchical memory technology: Inclusion, Coherence and locality properties; Cache memory organizations, Techniques for reducing cache misses; Virtual memory organization, mapping and management techniques, memory replacement policies. (8L)	8	
3	Instruction-level parallelism: basic concepts, techniques for increasing ILP, superscalar, superpipelined and VLIW processor architectures. Array and vector processors. (6L)	6	
4.	Multiprocessor architecture: taxonomy of parallel architectures; Centralized shared- memory architecture: synchronization, memory consistency, interconnection networks. Distributed sharedmemory architecture. Cluster computers. (8L) Non von Neumann architectures: data flow computers, reduction computer architectures, systolic architectures. (4L)	7	

Text/Reference Books:

1. V. Carl, G. Zvonko and S. G. Zaky, "Computer organization", McGraw Hill, 1978.
2. B. Brey and C. R. Sarma, "The Intel microprocessors", Pearson Education, 2000.
3. J. L. Hennessy and D. A. Patterson, "Computer Architecture A Quantitative Approach", Morgan Kauffman, 2011.
4. W. Stallings, "Computer organization", PHI, 1987.
5. P. Barry and P. Crowley, "Modern Embedded Computing", Morgan Kaufmann, 2012.
6. N. Mathivanan, "Microprocessors, PC Hardware and Interfacing", Prentice Hall, 2004.
7. Y. C. Lieu and G. A. Gibson, "Microcomputer Systems: The 8086/8088 Family", Prentice Hall India, 1986.
8. J. Uffenbeck, "The 8086/8088 Design, Programming, Interfacing", Prentice Hall, 1987.
9. B. Govindarajalu, "IBM PC and Clones", Tata McGraw Hill, 1991.
10. P. Able, "8086 Assembly Language Programming", Prentice Hall India6. Winfried Karl Grassmann and Jean-Paul Tremblay, Logic and Discrete Mathematics, PEARSON.

11. Rajaraman – "Computer Organization & Architecture", PHI
12. B.Ram – "Computer Organization & Architecture", Newage Publications

Course Outcomes:

On completion of the course students will be able to

PCC-CS402.1 Learn pipelining concepts with a prior knowledge of stored program methods
PCC-CS402.2 Learn about memory hierarchy and mapping techniques.
PCC-CS402.3 Study of parallel architecture and interconnection network

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Formal Language & Automata Theory
Code: PCC-CS403
Contacts: 3L

Name of the Course:	Formal Language & Automata Theory	
Course Code: PCC-CS403	Semester: IV	
Duration: 6 months	Maximum Marks:100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam: 70 Marks
Credit Points:	3	
Objective:		
1	Be able to construct finite state machines and the equivalent regular expressions.	
2	Be able to prove the equivalence of languages described by finite state machines and regular expressions	

3	Be able to construct pushdown automata and the equivalent context free grammars. And Be able to prove the equivalence of languages described by pushdown automata and context free grammars.
4	Be able to construct Turing machines and Post machines. Be able to prove the equivalence of languages described by Turing machines and Post machines
Pre-Requisite:	
1	Grammar and its classification (Context Free Grammar)

Unit	Content	Hrs/Unit	Marks/Unit
1	Introduction: Alphabet, languages and grammars, productions and derivation, Chomsky hierarchy of languages.	6	
2	Regular languages and finite automata: Regular expressions and languages, deterministic finite automata (DFA) and equivalence with regular expressions, nondeterministic finite automata (NFA) and equivalence with DFA, regular grammars and equivalence with finite automata, properties of regular languages, pumping lemma for regular languages, minimization of finite automata)	7	
3	Context-free languages and pushdown automata: Context-free grammars (CFG) and languages (CFL), Chomsky and Greibach normal forms,	6	
	nondeterministic pushdown automata (PDA) and equivalence with CFG, parse trees, ambiguity in CFG, pumping lemma for context-free languages, deterministic push down automata, closure properties of CFLs.		
4.	Context-sensitive languages: Context-sensitive grammars (CSG) and languages, linear bounded automata and equivalence with CSG.	6	
5	Turing machines: The basic model for Turing machines (TM), Turing recognizable(recursively enumerable) and Turing-decidable (recursive) languages and their closure properties, variants of Turing machines, nondeterministic TMs and equivalence with deterministic TMs, unrestricted grammars and equivalence with Turing machines, TMsas enumerators	6	

6	Undecidability: Church-Turing thesis, universal Turing machine, the universal and diagonalization languages, reduction between languages and Rice s theorem, undecidable problems about languages	6	

Text books/ reference books:

1. John E. Hopcroft, Rajeev Motwani and Jeffrey D. Ullman, Introduction to Automata Theory, Languages, and Computation, Pearson Education Asia.
2. Harry R. Lewis and Christos H. Papadimitriou, Elements of the Theory of Computation, Pearson Education Asia.
3. Dexter C. Kozen, Automata and Computability, Undergraduate Texts in Computer Science, Springer.
4. Michael Sipser, Introduction to the Theory of Computation, PWS Publishing.
5. John Martin, Introduction to Languages and The Theory of Computation, TataMcGraw Hill., PEARSON.
6. Dr. R.B.Patel, Theory of Computation, Khanna Publishing House

Course Outcomes:

On completion of the course students will be able to

PCC-CS403.1 Write a formal notation for strings, languages and machines.

PCC-CS403.2 Design finite automata to accept a set of strings of a language.

PCC-CS403.3 For a given language determine whether the given language is regular or not.

PCC-CS403.4 Design context free grammars to generate strings of context free language.

PCC-CS403.5 Determine equivalence of languages accepted by Push Down Automata and languages generated by context free grammars

PCC-CS403.6 Write the hierarchy of formal languages, grammars and machines.

PCC-CS403.7 Distinguish between computability and non-computability and Decidability and undecidability.

Design and Analysis of Algorithms
Code: PCC-CS404
Contacts: 3L

Name of the Course:	Design and Analysis of Algorithms	
Course Code: PCC-CS404	Semester: IV	
Duration: 6 months	Maximum Marks:100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks

		Attendance: 5 marks
Practical: hrs./week		End Semester Exam: 70 Marks
Credit Points:	3	
Objective:		
1	The aim of this module is to learn how to develop efficient algorithms for simple computational tasks and reasoning about the correctness of them	
2	Through the complexity measures, different range of behaviors of algorithms and the notion of tractable and intractable problems will be understood.	
Pre-Requisite:		
1	To know data-structure and basic programming ability	

Unit	Content	Hrs/Unit	Marks/Unit
1	Introduction: Characteristics of algorithm. Analysis of algorithm: Asymptotic analysis of complexity bounds – best, average and worst-case behavior; Performance measurements of Algorithm, Time and space trade-offs, Analysis of recursive algorithms through recurrence relations: Substitution method, Recursion tree method and Masters' theorem	8	
2	Fundamental Algorithmic Strategies: Brute-Force, Greedy, Dynamic Programming, Branch andBound and Backtracking methodologies for the design of algorithms; Illustrations of these techniques for Problem-Solving, Bin Packing, Knap Sack TSP. Heuristics –characteristics and their application domains.	8	
3	Graph and Tree Algorithms: Traversal algorithms: Depth First Search (DFS) and Breadth First Search (BFS); Shortest path algorithms, Transitive closure, Minimum Spanning Tree, Topological sorting, Network Flow Algorithm.	6	
	Tractable and Intractable Problems: Computability		
4.	of Algorithms, Computability classes – P,NP, NPcomplete and NP-hard. Cook's theorem, Standard NP-complete problems and Reduction techniques.	10	
5	Advanced Topics: Approximation algorithms, Randomized algorithms, Class of problems beyond NP – P SPACE	4	

Text books/ reference books:

1. Introduction to Algorithms, 4TH Edition, Thomas H Cormen, Charles E Lieserson, Ronald L Rivest and Clifford Stein, MIT Press/McGraw-Hill.
2. Fundamentals of Algorithms – E. Horowitz et al.
4. Algorithm Design, 1ST Edition, Jon Kleinberg and ÉvaTardos, Pearson.
5. Algorithm Design: Foundations, Analysis, and Internet Examples, Second Edition, Michael T Goodrich and Roberto Tamassia, Wiley.
6. Algorithms -- A Creative Approach, 3RD Edition, UdiManber, Addison-Wesley, Reading, MA
7. Design & Analysis of Algorithms, Gajendra Sharma, Khanna Publishing House (AICTE Recommended Textbook – 2018)
8. Algorithms Design and Analysis, Udit Agarwal, Dhanpat Rai

Course Outcomes

On completion of the course students will be able to

PCC-CS404.1 For a given algorithms analyze worst-case running times of algorithms based on asymptotic analysis and justify the correctness of algorithms.

PCC-CS404.2 Describe the greedy paradigm and explain when an algorithmic design situation calls for it. For a given problem develop the greedy algorithms.

PCC-CS404.3 Describe the divide-and-conquer paradigm and explain when an algorithmic design situation calls for it. Synthesize divide-and-conquer algorithms. Derive and solve recurrence relation.

PCC-CS404.4 Describe the dynamic-programming paradigm and explain when an algorithmic design situation calls for it. For a given problems of dynamic-programming and

PCC-CS404.5 develop the dynamic programming algorithms, and analyze it to determine its computational complexity.

PCC-CS404,6 For a given model engineering problem model it using graph and write the corresponding algorithm to solve the problems.

PCC-CS404.7 Explain the ways to analyze randomized algorithms (expected running time, probability of error).

PCC-CS404.8 Explain what an approximation algorithm is. Compute the approximation factor of an approximation algorithm (PTAS and FPTAS).

Biology
Code: BSC 401
Contacts: 2L+1T

Name of the Course:	Biology
Course Code: BSC-401	Semester: IV
Duration: 6 months	Maximum Marks:100

Teaching Scheme	Examination Scheme
Theory: 2hrs./week	Mid Semester exam: 15
Tutorial: 1 hour	Assignment and Quiz: 10 marks
	Attendance: 5 marks
Practical: NIL	End Semester Exam: 70 Marks
Credit Points:	3

Objective:	
1	Bring out the fundamental differences between science and engineering
2	Discuss how biological observations of 18_{th} Century that lead to major discoveries

Pre-Requisite:	
1	Basic knowledge of Physics ,Chemistry and mathematics

Unit	Content	Hrs/Unit	Marks/Unit
1	To convey that Biology is as important a scientific discipline as Mathematics, Physics and Chemistry Bring out the fundamental differences between science and engineering by drawing a comparison between eye and camera, Bird flying and aircraft. Mention the most exciting aspect of biology as an independent scientific discipline. Why we need to study biology? Discuss how biological observations of 18_{th} Century that lead to major discoveries. Examples from Brownian motion and the origin of thermodynamics by referring to the original observation of Robert Brown and Julius Mayor. These examples will highlight the fundamental importance of observations in any scientific inquiry.	2	
2	The underlying criterion, such as morphological, biochemical or ecological be highlighted. Hierarchy of life forms at phenomenological level. A common thread weaves this hierarchy Classification. Discuss classification based on (a) cellularity- Unicellular or multicellular (b) ultrastructure- prokaryotes or eucaryotes. (c)	3	

	energy and Carbon utilisation -Autotrophs, heterotrophs, lithotropes (d) Ammonia excretion – aminotelic, uricoteliec, ureotelic (e) Habitata- acquatic or terrestrial (e) Molecular taxonomy- three major kingdoms of life. A given organism can come under different category based on classification. Model organisms for the study of biology come from different groups. E.coli, S.cerevisiae, D. Melanogaster, C. elegance, A. Thaliana, M. musculus		
3	To convey that "Genetics is to biology what Newton's laws are to Physical Sciences" Mendel's laws, Concept of segregation and independent assortment. Concept of allele. Gene mapping, Gene interaction, Epistasis. Meiosis and Mitosis be taught as a part of genetics. Emphasis to be give not to the mechanics of cell division nor the phases but how genetic material passes from parent to offspring. Concepts of recessiveness and dominance. Concept of mapping of phenotype to genes. Discuss about the single gene disorders in humans. Discuss the concept of complementation using human genetics.	4	
4.	Biomolecules: To convey that all forms of life have the same building blocks and yet the manifestations are as diverse as one can imagine Molecules of life. In this context discuss monomeric units and polymeric structures. Discuss about sugars, starch and cellulose. Amino acids and proteins. Nucleotides and DNA/RNA.Two carbon units and lipids.	4	
5	Enzymes: To convey that without catalysis life would not have existed on earth Enzymology: How to monitor enzyme catalysed reactions. How does an enzyme catalyse reactions? Enzyme classification. Mechanism of enzyme action. Discuss at least two examples. Enzyme kinetics and kinetic parameters. Why should we know these parameters to understand biology? RNA catalysis.	4	

6	Information Transfer:The molecular basis of coding and decoding genetic information is universal Molecular basis of information transfer. DNA as a genetic material. Hierarchy of DNA	4	
	structure- from single stranded to double helix to nucleosomes. Concept of genetic code. Universality and degeneracy of genetic code. Define gene in terms of complementation and recombination.		
7	Macromolecular analysis: How to analyse biological processes at the reductionist level Proteins- structure and function. Hierarch in protein structure. Primary secondary, tertiary and quaternary structure. Proteins as enzymes, transporters, receptors and structural elements.	5	
8	Metabolism: The fundamental principles of energy transactions are the same in physical and biological world. Thermodynamics as applied to biological systems. Exothermic and endothermic versus endergonic and exergoinc reactions. Concept of $K_{eq}$and its relation to standard free energy. Spontaneity. ATP as an energy currency. This should include the breakdown of glucose to $CO_2 + H_2O$ (Glycolysis and Krebs cycle) and synthesis of glucose from CO_2 and H_2O (Photosynthesis). Energy yielding and energy consuming reactions. Concept of Energy charge	4	
9	Microbiology Concept of single celled organisms. Concept of species and strains. Identification and classification of microorganisms. Microscopy. Ecological aspects of single celled organisms. Sterilization and media compositions. Growth kinetics.	3	

Text books/ reference books:

1. Biology: A global approach: Campbell, N. A.; Reece, J. B.; Urry, Lisa; Cain, M, L.; Wasserman, S. A.; Minorsky, P. V.; Jackson, R. B. Pearson Education Ltd
2. Outlines of Biochemistry, Conn, E.E; Stumpf, P.K; Bruening, G; Doi, R.H. John Wiley and Sons
3. Principles of Biochemistry (V Edition), By Nelson, D. L.; and Cox, M. M.W.H. Freeman and Company

4. Molecular Genetics (Second edition), Stent, G. S.; and Calender, R. W.H. Freeman and company, Distributed by Satish Kumar Jain for CBS Publisher
5. Microbiology, Prescott, L.M J.P. Harley and C.A. Klein 1995. 2nd edition Wm, C. Brown Publishers

Course Outcomes:

On completion of the course students will be able to

BSC-401.1 Describe how biological observations of 18_{th} Century that lead to major discoveries.
BSC-401.2 Convey that classification per se is not what biology is all about but highlight the underlying criteria, such as morphological, biochemical and ecological
BSC-401.3 Highlight the concepts of recessiveness and dominance during the passage of genetic material from parent to offspring
BSC-401.4 Convey that all forms of life have the same building blocks and yet the manifestations are as diverse as one can imagine
BSC-401.5 Classify enzymes and distinguish between different mechanisms of enzyme action.
BSC-401.6 Identify DNA as a genetic material in the molecular basis of information transfer.
BSC-401.7 Analyse biological processes at the reductionistic level
BSC-401.8 Apply thermodynamic principles to biological systems.
BSC-401.9 Identify and classify microorganisms.

Environmental Sciences
Code: MC-401
Contacts: 1L

Name of the Course:	Environmental Sciences		
Course Code: MC-401	Semester: IV		
Duration:6 months	Maximum Marks:100		
Teaching Scheme		Examination Scheme	
Theory:1hrs./week		Mid Semester exam: 15	
Tutorial: NIL		Assignment and Quiz : 10 marks	
		Attendance : 5 marks	
Practical: NIL		End Semester Exam :70 Marks	
Credit Points:	1		
Objective:			
1	Be able to understand the natural environment and its relationships with human activities.		
2	Be able to apply the fundamental knowledge of science and engineering to assess environmental and health risk.		
3	Be able to understand environmental laws and regulations to develop guidelines and procedures for health and safety issues.		
4	Be able to solve scientific problem-solving related to air, water, noise & land pollution		
Pre-Requisite:			
1	Basic knowledge of Environmental science		

Unit	Content	Hrs/Unit	Marks/Unit
1	Basic ideas of environment, basic concepts, man, society & environment, their interrelationship (1L) Mathematics of population growth and associated problems, Importance of population study in environmental engineering, definition of resource, types of resource, renewable, non-renewable, potentially renewable, effect of excessive use vis-à-vis population growth, Sustainable Development. (2L) Materials balance: Steady state conservation system, steady state system with non-conservative pollutants, step function. (1L) Environmental degradation: Natural environmental Hazards like Flood, earthquake, Landslide-causes, effects and control/management; Anthropogenic	6	

	degradation like Acid rain-cause, effects and control. Nature and scope of Environmental Science and Engineering. (2L)		
2	Elements of ecology: System, open system, closed system, definition of ecology, species, population, community, definition of ecosystem- components types and function. (1L) Structure and function of the following ecosystem: Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems, Mangrove ecosystem (special reference to Sundar ban); Food chain [definition and one example of each food chain], Food web.(2L) Biogeochemical Cycle- definition, significance, flow chart of different cycles with only elementary reaction [Oxygen, carbon, Nitrogen, Phosphate, Sulphur]. (1L) Biodiversity- types, importance, Endemic species, Biodiversity Hot-spot, Threats to biodiversity, Conservation of biodiversity.(2L)	6	

3	Atmospheric Composition: Troposphere, Stratosphere, Mesosphere, Thermosphere, Tropopause and Mesopause. (1L) Energy balance: Conductive and Convective heat transfer, radiation heat transfer, simple global temperature model [Earth as a black body, earth as albedo], Problems.(1L) Green house effects: Definition, impact of greenhouse gases on the global climate and consequently on sea water level, agriculture and marine food. Global warming and its consequence, Control of Global warming. Earth's heat budget.(1L) Lapse rate: Ambient lapse rate Adiabatic lapse rate, atmospheric stability, temperature inversion (radiation inversion).(2L) Atmospheric dispersion: Maximum mixing depth, ventilation coefficient, effective stack height, smokestack plumes and Gaussian plume model.(2L) Definition of pollutants and contaminants, Primary and secondary pollutants: emission standard, criteria	11	

	pollutant. Sources and effect of different air pollutants- Suspended particulate matter, oxides of carbon, oxides of nitrogen, oxides of sulphur, particulate, PAN. (2L) Smog, Photochemical smog and London smog. Depletion Ozone layer: CFC, destruction of ozone layer by CFC, impact of other green-house gases, effect of ozone modification. (1L) Standards and control measures: Industrial, commercial and residential air quality standard, control measure (ESP. cyclone separator, bag house, catalytic converter, scrubber (ventury), Statement with brief reference). (1L)		

4.	Hydrosphere, Hydrological cycle and Natural water. Pollutants of water, their origin and effects: Oxygen demanding wastes, pathogens, nutrients, Salts, thermal application, heavy metals, pesticides, volatile organic compounds. (2L) River/Lake/ground water pollution: River: DO, 5-day BOD test, Seeded BOD test, BOD reaction rate constants, Effect of oxygen demanding wastes on river [deoxygenation, reaeration], COD, Oil, Greases, pH. (2L) Lake: Eutrophication [Definition, source and effect]. (1L) Ground water: Aquifers, hydraulic gradient, ground water flow (Definition only)(1L) Standard and control: Waste water standard [BOD, COD, Oil, Grease], Water Treatment system [coagulation and flocculation, sedimentation and filtration, disinfection, hardness and alkalinity, softening] Waste water treatment system, primary and secondary treatments [Trickling filters, rotating biological contractor, Activated sludge, sludge treatment, oxidation ponds] tertiary treatment definition. (2L) Water pollution due to the toxic elements and their biochemical effects: Lead, Mercury, Cadmium, and Arsenic (1L)	9	
5	Lithosphere; Internal structure of earth, rock and soil (1L)	3	
	Solid Waste: Municipal, industrial, commercial, agricultural, domestic, pathological and hazardous solid wastes; Recovery and disposal method- Open dumping, Land filling, incineration, composting, recycling. Solid waste management and control (hazardous and biomedical waste).(2L)		

6	Definition of noise, effect of noise pollution, noise classification [Transport noise, occupational noise, neighbourhood noise] (1L) Definition of noise frequency, noise pressure, noise intensity, noise threshold limit value, equivalent noise level, L10 (18hr Index) ,n Ld.Noise pollution control. (1L)	3	
7	Environmental impact assessment, Environmental Audit, Environmental laws and protection act of India, Different international environmental treaty/ agreement/ protocol. (2L)	2	

Text books/ reference books:

1. M.P. Poonia & S.C. Sharma, Environmental Studies, Khanna Publishing House (AICTE Recommended Textbook – 2018)
2. Masters, G. M., "Introduction to Environmental Engineering and Science", Prentice-Hall of India Pvt. Ltd.,1991.
3. De, A. K., "Environmental Chemistry", New Age International

Course Outcomes:

On completion of the course students will be able to

MC-401.1 To understand the natural environment and its relationships with human activities.

MC-401.2 To apply the fundamental knowledge of science and engineering to assess environmental and health risk.

MC-401.3 To develop guidelines and procedures for health and safety issues obeying the environmental laws and regulations.

MC-401.4 Acquire skills for scientific problem-solving related to air, water, noise& land pollution.

PRACTICAL SYLLABUS
Semester IV

Computer Architecture Lab
Code: PCC-CS492
Contacts: 4P

Name of the Course:	Computer Architecture Lab
Course Code: PCC-CS492	Semester: IV

Duration: 6 months	Maximum Marks:100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement: 60
Practical: 4 hrs./week	Distribution of marks: 40
Credit Points:	2
Course Outcomes:	
1	PCC-CS402.1
2	PCC-CS402.2
3	PCC-CS402.3
Pre-Requisite:	
1	The hardware based design has been done in 1.the Analog & Digital Electronics laboratory
2	Computer Organisation laboratory

Laboratory Experiments:	
1	HDL introduction.
2	Basic digital logic base programming with HDL
3	8-bit Addition, Multiplication, Division
4	8-bit Register design
5	Memory unit design and perform memory operations.
6	8-bit simple ALU design
7	8-bit simple CPU design
8	Interfacing of CPU and Memory.

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

Design & Analysis Algorithm Lab
Code: PCC-CS494
Contact: 4P

Name of the Course:	Design & Analysis Algorithm Lab
Course Code: PCC-CS494	Semester: IV
Duration:6 months	Maximum Marks:100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement: 60
Practical: 4 hrs./week	Distribution of marks: 40
Credit Points:	2
Course Outcomes:	
1	PCC-CS402.1
2	PCC-CS402.2
3	PCC-CS402.3
Pre-Requisite:	
Pre-Requisite as in : PCC-CS404	

Laboratory Experiments:	
Divide and Conquer:	
1	Implement Binary Search using Divide and Conquer approach Implement Merge Sort using Divide and Conquer approach
2	Implement Quick Sort using Divide and Conquer approach Find Maximum and Minimum element from a array of integer using Divide and Conquer approach
3	Find the minimum number of scalar multiplication needed for chain of matrix
4	Implement all pair of Shortest path for a graph (Floyed- Warshall Algorithm) Implement Traveling Salesman Problem
5	Implement Single Source shortest Path for a graph (Dijkstra , Bellman Ford Algorithm
Brunch and Bound:	
6	Implement 15 Puzzle Problem
Backtracking:	
7	Implement 8 Queen problem
8	Graph Coloring Problem Hamiltonian Problem
Greedy method	

9	Knapsack Problem Job sequencing with deadlines
10	Minimum Cost Spanning Tree by Prim's Algorithm Minimum Cost Spanning Tree by Kruskal's Algorithm
Graph Traversal Algorithm:	
11	Implement Breadth First Search (BFS)
	Implement Depth First Search (DFS)

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

SEMESTER – V

Software Engineering

Code: ESC501

Contact: 3L

Name of the Course:	**Software Engineering**
Course Code: **ESC501**	Semester: V
Duration:6 months	Maximum Marks:100

Teaching Scheme	**Examination Scheme**
Theory:3 hrs./week	Mid Semester exam: 15
Tutorial: NIL	Assignment and Quiz: 10 marks
	Attendance: 5 marks
Practical: hrs./week	End Semester Exam:70 Marks
Credit Points: 3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Overview of System Analysis & Design , Business System Concept, System Development Life Cycle, Waterfall Model , Spiral Model, Feasibility Analysis, Technical Feasibility, Cost- Benefit Analysis, COCOMO model. **[10L]**	10	
2	System Design – Context diagram and DFD, Problem Partitioning, Top-Down And Bottom-Up design; Decision tree, decision table and structured English; Functional vs. Object- Oriented approach. **[5L]**	5	
3	Coding & Documentation – Structured Programming, OO Programming, Information Hiding, Reuse, System Documentation. **[4L]** Testing – Levels of Testing, Integration Testing, Test case Specification, Reliability Assessment, Validation & Verification Metrics, Monitoring & Control. **[8L]**	12	
4.	Software Project Management – Project Scheduling, Staffing, Software Configuration Management, Quality Assurance, Project Monitoring. **[7L]**	7	

5	Static and dynamic models, why modeling, UML diagrams: Class diagram, interaction diagram: collaboration diagram, sequence diagram, state chart diagram, activity diagram, implementation diagram. **[10 L]**	10	

Text book and Reference books:

1. Pressman, Software Engineering : A practitioner's approach– (TMH)
2. Pankaj Jalote, Software Engineering- (Wiley-India)
3. N.S. Gill, Software Engineering – (Khanna Publishing House)
4. Rajib Mall, Software Engineering- (PHI)
5. Agarwal and Agarwal, Software Engineering – (PHI)
6. Sommerville, Software Engineering – Pearson
7. Martin L. Shooman, Software Engineering – TMH

Compiler Design
Code: PCC-CS501
Contact: 3L

Name of the Course:	**Compiler Design**	
Course Code: PCC-CS501	Semester:V	
Duration:6 months	Maximum Marks:100	
Teaching Scheme		**Examination Scheme**
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam:70 Marks
Credit Points:	3	

Objective:	
1	To understand and list the different stages in the process of compilation.
2	Identify different methods of lexical analysis
3	Design top-down and bottom-up parsers
4	Identify synthesized and inherited attributes
5	Develop syntax directed translation schemes

6	Develop algorithms to generate code for a target machine		
Unit	Content	Hrs/Unit	Marks/Unit
1	**Introduction to Compiling** [3L] Compilers, Analysis of the source program, The phases of the compiler, Cousins of the compiler.	3	
2	**Lexical Analysis** [6L] The role of the lexical analyzer, Tokens, Patterns, Lexemes, Input buffering, Specifications of a token, Recognition of a tokens, Finite automata, From a regular expression to an NFA, From a regular expression to NFA, From a regular expression to DFA, Design of a lexical analyzer generator (Lex).	6	
3	**Syntax Analysis** [9L] The role of a parser, Context free grammars, Writing a grammar, Top down Parsing, Nonrecursive Predictive parsing (LL), Bottom up parsing, Handles, Viable prefixes, Operator precedence parsing, LR parsers (SLR, LALR), Parser generators (YACC). Error Recovery strategies for different parsing techniques.	9	
4	**Syntax directed translation** [5L] Syntax director definitions, Construction of syntax trees, Bottom-up evaluation of S attributed definitions, L attributed definitions, Bottom-up evaluation of inherited attributes.	5	
5	**Type checking** [4L] Type systems, Specification of a simple type checker, Equivalence of type expressions, Type conversions	4	
6	**Run time environments** [5L] Source language issues (Activation trees, Control stack, scope of declaration, Binding of names), Storage organization (Subdivision of run-time memory, Activation records), Storage allocation strategies, Parameter passing (call by value, call by reference, copy restore, call by name), Symbol tables, dynamic storage allocation techniques.	5	
7	**Intermediate code generation** [4L] Intermediate languages, Graphical representation, Three-address code, Implementation of three address statements (Quadruples, Triples, Indirect triples).	4	

8	**Code optimization** [5L] Introduction, Basic blocks & flow graphs, Transformation of basic blocks, Dag representation of basic blocks, The principle sources of optimization, Loops in flow graph, Peephole optimization.	5	
9	**Code generations** [4L] Issues in the design of code generator, a simple code generator, Register allocation & assignment.	4	

Text book and Reference books:

1.Aho, Sethi, Ullman - "Compiler Principles, Techniques and Tools" - Pearson Education.
2. Holub - "Compiler Design in C" - PHI.

Course Outcomes:

On completion of the course students will be able to

1. Understand given grammar specification develop the lexical analyser
2. Design a given parser specification design top-down and bottom-up parsers
3. Develop syntax directed translation schemes
4. Develop algorithms to generate code for a target machine

Operating Systems
Code: PCC-CS502
Contacts: 3L

Name of the Course:	**Operating Systems**	
Course Code: PCC-CS502	Semester: V	
Duration: 6 months	Maximum Marks:100	
Teaching Scheme		**Examination Scheme**
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: hrs./week		End Semester Exam :70 Marks
Credit Points:	3	

Objective:	
1	To learn the mechanisms of OS to handle processes and threads and their communication
2	To learn the mechanisms involved in memory management in contemporary OS
3	To gain knowledge on distributed operating system concepts that includes architecture, Mutual exclusion algorithms, deadlock detection algorithms and agreement protocols
4	To know the components and management aspects of concurrency management
Pre-Requisite:	

Unit	Content	Hrs/Unit	Marks/ Unit
1	**Introduction:** Concept of Operating Systems, Generations of Operating systems, Types of Operating Systems, OS Services, System Calls, Structure of an OS - Layered, Monolithic, Microkernel Operating Systems, Concept of Virtual Machine. Case study on UNIX and WINDOWS Operating System.	3	
2	**Processes:** Definition, Process Relationship, Different states of a Process, Process State transitions, Process Control Block (PCB), Context switching **Thread:** Definition, Various states, Benefits of threads, Types of threads, Concept of multithreads, **Process Scheduling**: Foundation and Scheduling objectives, Types of Schedulers, Scheduling criteria: CPU utilization, Throughput, Turnaround Time, Waiting Time, Response Time; Scheduling algorithms: Pre-emptive and Non pre-emptive, FCFS, SJF, RR; Multiprocessor scheduling: Real Time scheduling: RM and EDF.	10	
3.	**Inter-process Communication:** Critical Section, Race Conditions, Mutual Exclusion, Hardware Solution, Strict Alternation, Peterson's Solution, The Producer Consumer Problem, Semaphores, Event Counters, Monitors, Message Passing, Classical IPC Problems: Reader's & Writer Problem, Dinning Philosopher Problemetc.	5	
4.	**Deadlocks:** Definition, Necessary and sufficient conditions for Deadlock, Deadlock Prevention, Deadlock Avoidance: Banker's algorithm, Deadlock detection and Recovery.	5	
5.	**Memory Management:** Basic concept, Logical and Physical address map, Memory allocation: Contiguous Memory allocation– Fixed and variable partition– Internal and External fragmentation and Compaction; Paging: Principle of operation –Page allocation Hardware support for paging, Protection and sharing, Disadvantages of paging. **Virtual Memory**: Basics of Virtual Memory – Hardware and control structures – Locality of reference, Page fault , Working Set , Dirty page/Dirty bit – Demand paging, Page Replacement algorithms: Optimal, First in First Out (FIFO), Second Chance (SC), Not recently used (NRU) and Least Recently used(LRU).	8	

6.	**I/O Hardware:** I/O devices, Device controllers, Direct memory access Principles of I/O Software: Goals of Interrupt handlers, Device drivers, Device independent I/O software, Secondary-Storage Structure: Disk structure, Disk scheduling algorithms **File Management**: Concept of File, Access methods, File types, File operation, Directory structure, File System structure, Allocation methods (contiguous, linked, indexed), Free-space management (bit vector, linked list, grouping), directory implementation (linear list, hash table), efficiency andperformance. **Disk Management:** Disk structure, Disk scheduling FCFS, SSTF, SCAN, C-SCAN, Disk reliability, Disk formatting, Boot-block, Bad blocks	6	

Text book and Reference books:

1. Operating System Concepts Essentials, 9th Edition byAviSilberschatz, Peter Galvin, Greg Gagne, Wiley Asia Student Edition.
2. Operating Systems: Internals and Design Principles, 5th Edition,William Stallings, Prentice Hall of India.
3. Operating System Concepts, Ekta Walia, Khanna Publishing House (AICTE Recommended Textbook – 2018)
4. Operating System: A Design-oriented Approach, 1st Edition by Charles Crowley, Irwin Publishing
5. Operating Systems: A Modern Perspective, 2nd Edition by Gary J. Nutt, AddisonWesley
6. Design of the Unix Operating Systems, 8th Edition by Maurice Bach, Prentice-Hall of India
7. Understanding the Linux Kernel, 3rd Edition, Daniel P. Bovet, Marco Cesati, O'Reilly and Associates

Course Outcomes:

On completion of the course students will be able to

1. Create processes and threads.
2. Develop algorithms for process scheduling for a given specification of CPU utilization, Throughput, Turnaround Time, Waiting Time, Response Time.
3. For a given specification of memory organization develop thetechniques for optimally allocating memory to processes by increasing memory utilization and for improving the access time. Design and implement file management system.
4. For a given I/O devices and OS (specify) develop the I/O management functions in OS as part of a uniform device abstraction by performing operations for synchronization between CPU and I/O controllers.

Object Oriented Programming
Code: PCC-CS503
Contacts: 3L

Name of the Course:	**Object Oriented Programming**	
Course Code: PCC-CS503	Semester: V	
Duration:6 months	Maximum Marks:100	
Teaching Scheme		**Examination Scheme**
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz : 10 marks
		Attendance: 5 marks
Practical: hrs./week		End Semester Exam:70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Abstract data types and their specification. How to implement an ADT. Concrete state space, concrete invariant, abstraction function. Implementing operations, illustrated by the Text example.	8	
2	Features of object-oriented programming. Encapsulation, object identity, polymorphism – but not inheritance.	8	
3	Inheritance in OO design. Design patterns. Introduction and classification. The iterator pattern.	6	
4	Model-view-controller pattern. Commands as methods and as objects. Implementing OO language features. Memory management.	6	
5	Generic types and collections GUIs. Graphical programming with Scale and Swing . The software development process	6	

Text book and Reference books:

1. Rambaugh, James Michael, Blaha – "Object Oriented Modelling and Design" – Prentice Hall, India
2. Ali Bahrami – "Object Oriented System Development" – Mc Graw Hill

3. Patrick Naughton, Herbert Schildt – "The complete reference-Java2" – TMH
4. R.K Das – "Core Java For Beginners" – VIKAS PUBLISHING
5. Deitel and Deitel – "Java How to Program" – 6th Ed. – Pearson
6. Ivor Horton's Beginning Java 2 SDK – Wrox
7. E. Balagurusamy – " Programming With Java: A Primer" – 3rd Ed. – TMH

Course Outcomes:

On completion of the course students will be able to

1. Specify simple abstract data types and design implementations, using abstraction functions to document them.
2. Recognise features of object-oriented design such as encapsulation, polymorphism, inheritance, and composition of systems based on object identity.
3. Name and apply some common object-oriented design patterns and give examples of their use.
4. Design applications with an event-driven graphical user interface.

Introduction to Industrial Management (Humanities III) Code:
HSMC-501
Contacts: 3L

Name of the Course:	**Introduction to Industrial Management (Humanities III)**	
Course Code: HSMC-501	Semester: V	
Duration:6 months	Maximum Marks:100	
Teaching Scheme		**Examination Scheme**
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz : 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam:70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit

1	**Introduction** System- concept, definition, types, parameters, variables and behavior. Management – definition and functions. Organization structure: i. Definition. ii. Goals. iii. Factors considered in formulating structure. iv. Types. v. Advantages and disadvantages. vi. Applications. Concept, meaning and importance of division of labor, scalar & functional processes, span of control, delegation of authority, centralization and decentralization in industrial management. Organizational culture and climate – meaning, differences and factors affecting them. Moral-factors affecting moral. Relationship between moral and productivity. Job satisfaction- factors influencing job satisfaction. Important provisions of factory act and labor laws.	6	
2	**Critical Path Method (CPM) and Programme Evaluation Review Technique (PERT):** 2.1 CPM & PERT-meaning, features, difference, applications. 2.2 Understand different terms used in network diagram. Draw network diagram for a real life project containing 10-15 activities, computation of LPO and EPO.(Take minimum three examples). Determination of critical path on network. Floats, its types and determination of floats. Crashing of network, updating and its applications.	8	

3	**Materials Management:** Material management-definition, functions, importance, relationship with other departments. Purchase - objectives, purchasing systems, purchase procedure, terms and forms used in purchase department. Storekeeping- functions, classification of stores as centralized and decentralized with their advantages, disadvantages and application in actual practice. Functions of store, types of records maintained by store, various types and applications of storage equipment, need and general methods for codification of stores. Inventory control: i. Definition. ii. Objectives. iii. Derivation for expression for Economic Order Quantity (EOQ) and numeric examples. iv. ABC analysis and other modern methods of analysis. v. Various types of inventory models such as Wilson's inventory model, replenishment model and two bin model. (Only sketch and understanding, no derivation.). 3.6 Material Requirement Planning (MRP)- concept, applications and brief details about software packages available in market.	6	
4	**Production planning and Control (PPC):** Types and examples of production. PPC : i. Need and importance. ii. Functions. iii. Forms used and their importance. iv. General approach for each type of production. Scheduling- meaning and need for productivity and utilisation. Gantt chart- Format and method to prepare. Critical ratio scheduling-method and numeric examples. Scheduling using Gantt Chart (for at least 5-7 components having 5-6	8	

	machining operations, with processes, setting and operation time for each component and process, resources available, quantity and other necessary data), At least two examples. 4.7 Bottlenecking- meaning, effect and ways to reduce.		
5	**Value Analysis (VA) and Cost Control:** 5.1 VA-definition, terms used, process and importance. 5.2 VA flow diagram. DARSIRI method of VA. Case study of VA-at least two. Waste-types, sources and ways to reduce them. Cost control-methods and important guide lines.	4	
6	**Recent Trends in IM:** ERP (Enterprise resource planning) - concept, features and applications. Important features of MS Project. Logistics- concept, need and benefits. Just in Time (JIT)-concept and benefits. Supply chain management-concept and benefits.	4	

Text book and Reference books:

1. L.S. Srinath– "CPM & PERT principles and Applications".
2. Buffa – "Modern Production Management".
3. N. Nair – "Materials Management".
4. O. P. Khanna – " Industrial Engineering & Management".
5. Mikes – "Value Analysis".
6. S.C. Sharma, "Engineering Management – Industrial Engineering & Management", Khanna Book Publishing Company, New Delhi

Course Outcomes:

On completion of the course students will be able to

1. Interpret given organization structure, culture, climate and major provisions of factory acts and laws.
2. Explain material requirement planning and store keeping procedure.
3. Plot and analyze inventory control models and techniques.
4. Prepare and analyze CPM and PERT for given activities.
5. List and explain PPC functions.

Computer Graphics
Code: PEC-CSD501A
Contacts: 3L

Name of the Course:	**Computer Graphics**
Course Code: PEC-	Semester: V

CSD501A		
Duration: 6 months	Maximum Marks:100	
Teaching Scheme		**Examination Scheme**
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: NIL		End Semester Exam :70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/ Unit
1	**Introduction to computer graphics & graphics systems [6L**]: Overview of computer graphics, representing pictures, preparing, presenting & interacting with pictures for presentations; Visualization & image processing; RGB color model, direct coding, lookup table; storage tube graphics display, Raster scan display, 3D viewing devices, Plotters, printers, digitizers, Light pens etc.; Active & Passive graphics devices; Computer graphics software. **Scan conversion [8L]:** Points & lines, Line drawing algorithms; DDA algorithm, Bresenham's line algorithm, Circle generation algorithm; Ellipse generating algorithm; scan line polygon, fill algorithm, boundary fill algorithm, flood fill algorithm.	14	
2	**2D transformation & viewing [15L]:** Basic transformations: translation, rotation, scaling; Matrix representations & homogeneous coordinates, transformations between coordinate systems; reflection shear; Transformation of points, lines, parallel lines, intersecting lines. Viewing pipeline, Window to view port co-ordinate transformation, clipping operations, point clipping, line clipping, clipping circles, polygons & ellipse. Cohenand Sutherland line clipping, Sutherland-Hodgeman Polygon clipping, Cyrus-beck clipping method 3D transformation & viewing [5L]: 3D transformations: translation, rotation, scaling & other transformations. Rotation about an arbitrary axis in space, reflection through an arbitrary plane; general parallel projection transformation; clipping, view port clipping, 3D viewing.	20	
	Curves [3L]: Curve representation, surfaces, designs, Bezier curves,		

3.	B-spline curves, end conditions for periodic B-spline curves, rational B-spline curves. **Hidden surfaces [3L]:** Depth comparison, Z-buffer algorithm, Back face detection, BSP tree method, the Painter's algorithm, scan-line algorithm; Hidden line elimination, wire frame methods , fractal - geometry. **Color & shading models [2L]:** Light & color model; interpolative shading model; Texture. **Introduction to Ray-tracing: [3L]** Human vision and color, Lighting, Reflection and transmission models.	6	

Text book and Reference books:

1. Hearn, Baker – "Computer Graphics (C version 2nd Ed.)" – Pearson education
2. Z. Xiang, R. Plastock – " Schaum's outlines Computer Graphics (2nd Ed.)" – TMH
3. D. F. Rogers, J. A. Adams – "Mathematical Elements for Computer Graphics (2nd Ed.)" – TMH

Aesthetics and Art

Code: PEC-CSD501B
Contacts: 3L

Course Description
What is the nature of mind/consciousness - is it immaterial or material, or both? How do we understand the relation between the mind, brain and the body on the one hand, and the mind and the external world, on the other? What is it to have a mental representation or a 'thought'? Are such mental representations, intentional states, and 'experiencing' itself (such as experiencing pain) inseparable from self-consiousness, such that without self-consciousness there can be no consciousness? Can 'thinking' be processively or functionally reproduced in computers? Is the possibility of such reproduction essential to fully grasping what the mind is? These are some of the issues that this course will investigate, by first situating them within the broader epistemological and ontological debates in which they arose, before turning to more contemporary approaches and theoretical responses.

CO1: To situate contemporary debates in the philosophy of mind with respect to epistemological and ontological problematics in the history of philosophy
CO2: To articulate some of the basic problems, debates and systematic responses in the domain of the philosophy of mind.
CO3: To critically analyse and evaluate these responses, with respect to the problems they address, and in relation to each other.
CO4: To enable students to frame possible responses that bring to light implicit dimensions of these issues that have been insufficiently thematized.

Topics

Module 1: (10L)
Introduction: Descartes and Mind-Body dualism, Kant: Copernican turn; The 'I think' argument , The link between Consciousness, self-consciousness and the 'Transcedental I' , Hume: Empiricism, Skepticism and the argument against a permanent self,

Module 2: (12L)
Ryle: The Concept of Mind, 'Descartes Myth', Crane: The Mechanical Mind, Intro and 'The Puzzle of Rpresentation', Nagel, "What is it Like to be a Bat",

Module 3: (10L)
Turing: Computing Machinary and Intelligence , Crane: The Mechanical Mind, 'Computers and Thoughts', Crane: 'Computers and Thoughts' continued,

Module 4: (8L)
Searle:"Minds, Brains, and Programs",Chinese Room Analogy, Dennett: "Can Machines Think?",

Reference:

1. Rene Descartes, Meditations on First Philosophy
2. Immanuel Kant, Critique of Pure Reason
3. David Hume, A Treatise of Human Nature
4. Gilbert Ryle, The Concept of Mind
5. Tim Crane, The Mechanical Mind
6. David Chalmers (ed), Philosophy of Mind: Classical and Contemporary Readings
7. A. M. Turing , "Computing Machinary and Interlligence", in Mind, Vol. LIX, Issue 26
8. J. Searle, Minds, Brains, and Programs."in Behavioral and Brain Sciences, Vol. 3 Issue 3

Computer Vision
Code: PEC-CSD501C
Contacts: 3L

Course Description
The goal is to develop understanding of the fundamental concepts in computer vision and enable students to understand and develop applications using existing tools. Students will be given theoretical and programming assignments targeted towards solving real-world computer vision problems.

Pre-requisite: Linear Algebra, Image Analysis, Digital Signal Processing

Name of the Course:	**Computer Vision**
Course Code: PEC-CSD501C	Semester: V
Duration: 6 months	Maximum Marks:100
Teaching Scheme	**Examination Scheme**

Theory:3 hrs./week	Mid Semester exam: 15
Tutorial: NIL	Assignment and Quiz: 10 marks
	Attendance : 5 marks
Practical: NIL	End Semester Exam :70 Marks
Credit Points:	3

Unit	Content	Hrs/Unit	Marks/ Unit
1	**Module 1: (8L)** Introduction to Computer Vision, Camera geometry and camera calibration, Camera geometry and camera calibration Review of Digital Image Processing,	8	
2	**Module 2: (14L)** Edge Detection and Hough Transforms, Image Segmentation, Feature Point Detection - Harris, SIFT, HOG, LBP, STIP, Feature Detection and Description - Bag Of Words, VLAD, Object Recognition – SVMs, Detection - Viola Jones Object detector	12	
3.	**Module 3: (12L)** Convolutional Neural Networks and Applications Convolutional Neural Networks and Applications, Optical Flow/ Overflow, KLT based object tracking,	10	
4.	**Module 4: (12 L)** Projective Geometry - Basics and 2D transformations (Euclidean, Similarity, Affine and Projective), Epipolar Geometry - Fundamental and Essential Matrix, Least Squares and Robust Estimation (RANSAC), Stereo reconstruction, SfM and Bundle Adjustment, Homography and panorama creation., Recent Progress in Computer Vision, Review and Overflow	10	

Course Outcomes

CO1: Apply techniques for feature extraction and representation, tracking, segmentation, object detection and recognition.
CO2: Apply ideas from single and multi-view geometry in applications requiring depth/3D estimation.
CO3: Look up relevant literature and identify potential solutions for a given computer vision problem and implement them using existing tools/libraries (Matlab/OpenCV).
CO4: Evaluate and compare quantitative performance of vision algorithms by using appropriate metrics.

Text book and Reference books:

1. Richard Szeliski's draft "Computer Vision: Algorithms and Applications"
2. Richard Hartley and Andrew Zisserman, \Multiple View Geometry", Cambridge University Press, 2004
3. David Forsyth, Jean Ponce, \Computer Vision: A Modern Approach", Pearson Education, second edition.
4. Simon J. D. Prince, \Computer Vision: Models, Learning, and Inference", 1st Edition, Cambridge University Press, 2012

Constitution of India
Code: MC-CS501
Contacts: 3L

Name of the Course:	**Constitution of India**		
Course Code: MC-CS501	Semester: V		
Duration: 6 months	Maximum Marks:100		
Teaching Scheme		**Examination Scheme**	
Theory:		Mid Semester exam: 15	
Tutorial: NIL		Assignment and Quiz: 10 marks	
		Attendance : 5 marks	
Practical: NIL			
Credit Points:	0		

Unit	Content	Hrs/Unit	Marks/ Unit
1	**Introduction:** Constitution' meaning of the term,, Indian Constitution: Sources and constitutional history, Features: Citizenship, Preamble, Fundamental Rights and Duties, Directive Principles of State Policy	3	
2	**Union Government and its Administration :** Structure of the Indian Union: Federalism, Centre- State relationship, President: Role, power and position, PM and Council of ministers, Cabinet and Central Secretariat, Lok Sabha, Rajya Sabha	6	
3.	**State Government and its Administration Governor:** Role and Position, CM and Council of ministers, State Secretariat: Organisation, Structure and Functions	6	

4.	**Local Administration District's Administration head:** Role and Importance, Municipalities: Introduction, Mayor and role of Elected Representative, CEO of Municipal Corporation, Pachayati raj: Introduction, PRI: Zila Pachayat, Elected officials and their roles, CEO Zila Pachayat: Position and role, Block level: Organizational Hierarchy (Different 4.departments), Village level: Role of Elected and Appointed officials, Importance of grass root democracy	8	
5.	**Election Commission Election Commission:** Role and Functioning, Chief Election Commissioner and Election Commissioners, State Election Commission: Role and Functioning, Institute and Bodies for the welfare of SC/ST/OBC and women		

Text book and Reference books:

1. 'Indian Polity' by Laxmikanth
2. 'Indian Administration' by Subhash Kashyap
3. 'Indian Constitution' by D.D. Basu
4. 'Indian Administration' by Avasti and Avasti

PRACTICAL SYLLABUS

Computer Aided Design Lab
PCC-CSD591
Contact: 4P

Name of the Course:	**Computer Aided Design Lab**
Course Code: **PCC-CSD591**	Semester:V
Duration:6 months	Maximum Marks:100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement:60
Practical: 4 hrs./week	Distribution of marks:40
Credit Points:	2

Course objective: To impart the parametric fundamentals to create and manipulate geometric models using curves, surfaces and solids.

Introduction: Definition and scope of CAD/CAM, Introduction to design process and role of computers in the design process.
Transformations: 2D and 3D transformations.
Curves and Surfaces: Analytical, Synthetic curves with advantages, Disadvantages, Comparison with parametric curves, Geometric modeling curves and surfaces, Representation, Wire frame models, Parametric representations, Parametric curves and surfaces, Manipulations of curves and surfaces, DDA, Bresenham's /Mid point line, circle, ellipse algorithms.
Solid modeling: Solid models, Fundamentals of solid modeling, Different solid representation schemes, Half -spaces, Boundary representation (B-rep), Constructive solid geometry (CSG), Sweep representation, Analytic solid modeling, Perspective, Parallel projection, Hidden line

removal algorithms. CAD/CAM Data Exchange Formats: Types of file formats & their exchange, Graphics standards.

Laboratory Work: Graphics programming in C++/MATLAB for geometric modeling of different Curves, Surfaces and Solid primitives. The generated geometric models will have the capability to be modified as per the user's requirements.

Minor Project: Students will be given different 2D/3D shapes to be generated by graphics programming in C++/MATLAB using surface and solid modeling schemes. Students can also be given projects based on geometric modeling in Rapid Prototyping.

Course Learning Outcomes: The students will be able to

- create the different wireframe primitives using parametric representations.
- create surface primitives using parametric modeling.
- create the different solid primitives using the different representation schemes.
- apply geometric transformations on the created wireframe, surface and solid models.

Recommended Books

1. Zeid, I., CAD/CAM, McGraw Hill (2008).
2. Rogers, D. F. and Adams, J. A., Mathematical Elements for Computer Graphics, McGraw Hill (1989).
3. Rogers, D. F., Procedural Elements for Computer Graphics, McGraw Hill (2008).
4. Rooney, J. and Steadman, P., Principles of Computer Aided Design, prentice Hall (1988).
5. Rooney, J. and Steadman, P., Computer Aided Design, Pitman/Open University (1987).
6. Mallineuse, G., Computational Concepts and Methods, Kogan Page Ltd. (1986).

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

Operating System Lab
Code: PCC-CS592
Contacts: 4P

Name of the Course:	Operating System Lab
Course Code: PCC-CS592	Semester:V
Duration:6 months	Maximum Marks:100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement:60
Practical: 4 hrs./week	Distribution of marks:40
Credit Points:	2

1 1. **Managing Unix/Linux Operating System [8P]:**

Creating a bash shell script, making a script executable, shell syntax (variables, conditions, control structures, functions,

commands). Partitions, Swap space, Device files, Raw and Block files, Formatting disks, Making file systems, Superblock, I-nodes, File system checker, Mounting file systems, Logical Volumes, Network File systems, Backup schedules and
methods Kernel loading, init and the inittab file, Run-levels, Run level scripts. Password file management, Password
security, Shadow file, Groups and the group file, Shells, restricted shells, user-management commands, homes and
permissions, default files, profiles, locking accounts, setting passwords, Switching user, Switching group, Removing users &user groups.

2. **Process [4P]**: starting new process, replacing a process image, duplicating aprocess image, waiting for a process, zombie process.
3. **Signal [4P]**: signal handling, sending signals, signal interface, signal sets.
4. **Semaphore [6P]**: programming with semaphores (use functions semctl, semget,semop, set_semvalue, del_semvalue, semaphore_p, semaphore_v).
5. **POSIX Threads [6P]**: programming with pthread functions (viz. pthread_create, pthread_join, pthread_exit, pthread_attr_init, pthread_cancel)
6. **Inter-process communication [6P]**: pipes(use functions pipe, popen, pclose), named pipes(FIFOs, accessing FIFO), message passing & shared memory(IPC version V).

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

Object Oriented Programming Lab
Code: PCC-CS593
Contacts: 4P

Name of the Course:	Object Oriented Programming Lab
Course Code: PCC-CS593	Semester:V
Duration:6 months	Maximum Marks:100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement:60
Practical: 4 hrs./week	Distribution of marks:40
Credit Points:	2

Laboratory Experiments:

1. Assignments on class, constructor, overloading, inheritance, overriding
2. Assignments on wrapper class, arrays
3. Assignments on developing interfaces- multiple inheritance, extending interfaces
4. Assignments on creating and accessing packages
5. Assignments on multithreaded programming

6. Assignments on applet programming **Note: Use Java for programming**

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)
Syllabus for B. Tech in Computer Science & Design
(Applicable from the academic session 2021-2022)

SEMESTER – VI

Database Management Systems
Code: PCC-CS601
Contact: 3L

Name of the Course:		Database Management Systems	
Course Code: PCC-CS601		Semester: VI	
Duration:6 months		Maximum Marks:100	
Teaching Scheme			Examination Scheme
Theory:3 hrs./week			Mid Semester exam: 15
Tutorial: NIL			Assignment and Quiz: 10 marks
			Attendance: 5 marks
Practical: hrs./week			End Semester Exam:70 Marks
Credit Points:		3	
Objective:			
1	To understand the different issues involved in the design and implementation of a database system.		
2	To study the physical and logical database designs, database modeling, relational, hierarchical, and network models		
3	To understand and use data manipulation language to query, update, and manage a database		
4	To develop an understanding of essential DBMS concepts such as: database security, integrity, concurrency, distributed database, and intelligent database, Client/Server (Database Server), Data Warehousing.		
5	To design and build a simple database system and demonstrate competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS.		
6	To understand the different issues involved in the design and implementation of a database system.		

Unit	Content	Hrs/Unit	Marks/Unit

1	Database system architecture: Data Abstraction, Data Independence,Data Definition Language(DDL),Data Manipulation Language(DML). Data models: Entity-relationship model, network model, relational and object oriented data models, integrity constraints, data manipulation operations.	9	
2	Relational query languages: Relational algebra, Tuple and domain relational calculus, SQL3, DDL and DML constructs, Open source and Commercial DBMS - MYSQL, ORACLE, DB2, SQLserver. Relational database design: Domain and data dependency, Armstrong's axioms, Normal forms, Dependency preservation, Losslessdesign. Query processing and optimization: Evaluation of relational algebra expressions, Query equivalence, Join strategies, Query optimization algorithms.	13	
3	Storage strategies: Indices, B-trees, hashing.	3	
4.	Transaction processing: Concurrency control, ACID property, Serializability of scheduling, Locking and timestamp based schedulers, Multiversion and optimistic Concurrency Control schemes, Database recovery.	5	
5	Database Security: Authentication, Authorization and access control, DAC, MAC and RBAC models, Intrusion detection, SQL injection.	3	

6	Advanced topics: Object oriented and object relational databases, Logical databases, Web databases, Distributed databases, Data warehousing and data mining.	3	

Text book and Reference books:

1."Database System Concepts", 6th Edition by Abraham Silberschatz, Henry F. Korth, S. Sudarshan,McGraw-Hill.
2."Principles of Database and Knowledge – Base Systems", Vol 1 by J. D. Ullman, Computer Science Press.
3. Database Management Systems, R.P. Mahapatra, Khanna Publishing House, New Delhi (AICTE Recommended Textbook – 2018)

4."Fundamentals of Database Systems" , 5th Edition by R. Elmasri and S. Navathe,
5.PearsonEducation "Foundations of Databases", Reprint by Serge Abiteboul, Richard Hull, Victor Vianu,Addison-Wesley

Course Outcomes:

On completion of the course students will be able to

1. For a given query write relational algebra expressions for that query and optimize the developedexpressions
2. For a given specification of the requirement design the databases using E R method andnormalization.
3. For a given specification construct the SQL queries for Open source and Commercial DBMS -MYSQL, ORACLE, andDB2.
4. For a given query optimize its execution using Query optimizationalgorithms
5. For a given transaction-processing system, determine the transaction atomicity, consistency, isolation, anddurability.
6. Implement the isolation property, including locking, time stamping based on concurrency control and Serializability of scheduling.

Computer Networks
Code: PCC-CS602
Contact: 3L

Name of the Course:	Computer Networks		
Course Code: PCC-CS602	Semester: VI		
Duration:6 months	Maximum Marks:100		
Teaching Scheme		Examination Scheme	
Theory:3 hrs./week		Mid Semester exam: 15	
Tutorial: NIL		Assignment and Quiz: 10 marks	
		Attendance: 5 marks	
Practical: hrs./week		End Semester Exam:70 Marks	
Credit Points:	3		
Objective:			
1	To develop an understanding of modern network architectures from a design and performance perspective.		
2	To introduce the student to the major concepts involved in wide-area networks (WANs), local area networks (LANs) and Wireless LANs (WLANs).		
3	To provide an opportunity to do network programming		
4	To provide a WLAN measurement ideas.		

Unit	Content	Hrs/Unit	Marks/Unit
1	Data communication Components: Representation of data and its flow Networks,Various Connection Topology, Protocols and Standards, OSI model, Transmission Media, LAN: Wired LAN, Wireless LANs, Connecting LAN and Virtual LAN, Techniques for Bandwidth utilization: Multiplexing - Frequency division, Time division and Wave division, Concepts on spread spectrum.	9	

2	Data Link Layer and Medium Access Sub Layer: Error Detection and Error Correction - Fundamentals, Block coding, Hamming Distance, CRC; Flow Control and Error control protocols - Stop and Wait, Go back – N ARQ, Selective Repeat ARQ, Sliding Window, Piggybacking,	8	
	Random Access, Multiple access protocols -Pure ALOHA, Slotted ALOHA,CSMA/CD,CDMA/CA		
3	Network Layer: Switching, Logical addressing – IPV4, IPV6; Address mapping – ARP, RARP, BOOTP and DHCP–Delivery, Forwarding and Unicast Routing protocols.	14	
4.	Transport Layer: Process to Process Communication, User Datagram Protocol (UDP), Transmission Control Protocol (TCP), SCTP Congestion Control; Quality of Service, QoS improving techniques: Leaky Bucket and Token Bucket algorithm.	8	
5	Application Layer: Domain Name Space (DNS), DDNS, TELNET, EMAIL, File Transfer Protocol (FTP), WWW, HTTP, SNMP, Bluetooth, Firewalls, Basic concepts of Cryptography.	8	

Text book and Reference books:

1. Introduction to Algorithms" by Cormen, Leiserson, Rivest, Stein.
2. "The Design and Analysis of Computer Algorithms" by Aho, Hopcroft, Ullman.
3. "Algorithm Design" by Kleinberg and Tardos.
4. Design & Analysis of Algorithms, Gajendra Sharma, Khanna Publishing House, New Delhi

Course Outcomes:

On completion of the course students will be able to

1. Understand research problem formulation.
2. Analyze research related information
3. Follow research ethics
4. Understand that today's world is controlled by Computer, Information Technology, but tomorrow world will be ruled by ideas, concept, and creativity.
5. Understanding that when IPR would take such important place in growth of individuals & nation, it is needless to emphasis the need of information about Intellectual Property Right to be promoted among students in general & engineering in particular.
6. Understand that IPR protection provides an incentive to inventors for further research work and investment in R & D, which leads to creation of new and better products, and in turn brings about, economic growth and social benefits.

Image Processing
Code: PEC-CSD601 A
Contact: 3L

Name of the Course:	Image Processing	
Course Code: PEC-CSD601D	Semester: VI	
Duration:6 months	Maximum Marks:100	
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam:70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit
	Introduction [3L] Background, Digital Image		

1	Representation, Fundamental steps in Image Processing, Elements of Digital Image Processing - Image Acquisition, Storage, Processing, Communication, Display.	9	
2	Digital Image Formation [4L] A Simple Image Model, Geometric Model- Basic Transformation (Translation, Scaling, Rotation), Perspective Projection, Sampling & Quantization - Uniform & Non uniform.	4	
3	Mathematical Preliminaries[9L] Neighbour of pixels, Connectivity, Relations, Equivalence & Transitive Closure; Distance Measures, Arithmetic/Logic Operations, Fourier Transformation, Properties of The Two Dimensional Fourier Transform, Discrete Fourier Transform, Discrete Cosine & SineTransform.	9	
4.	Image Enhancement [8L] Spatial Domain Method, Frequency Domain Method, Contrast Enhancement -Linear & Nonlinear Stretching, Histogram Processing; Smoothing - Image Averaging, Mean Filter, Low-pass Filtering; Image Sharpening. Highpass Filtering, High- boost Filtering, Derivative Filtering, Homomorphic Filtering; Enhancement in the frequency domain - Low pass filtering, High pass filtering.	8	
5	Image Restoration [7L] Degradation Model, Discrete Formulation, Algebraic Approach to Restoration - Unconstrained & Constrained; Constrained Least Square Restoration, Restoration by Homomorphic Filtering, Geometric Transformation - Spatial Transformation,	7	

	Gray Level Interpolation.		
6	Image Segmentation [7L] Point Detection, Line Detection, Edge detection, Combined detection, Edge Linking & Boundary Detection - Local Processing, Global Processing via The Hough Transform; Thresholding - Foundation, Simple Global Thresholding, Optimal Thresholding; Region Oriented Segmentation - Basic Formulation, Region Growing by Pixel Aggregation, Region Splitting & Merging.	7	

Text book and Reference books:

1. Hearn, Baker – "Computer Graphics (C version 2nd Ed.)" – Pearson education
2. Z. Xiang, R. Plastock – " Schaum's outlines Computer Graphics (2nd Ed.)" – TMH
3. D. F. Rogers, J. A. Adams – "Mathematical Elements for Computer Graphics (2nd Ed.)" – TMH

Game Design and Development

Code:PEC-CSD601B
Contact: 3L

Name of the Course:	Game Design and Development
Course Code: PEC-CSD601C	Semester: VI
Duration:6 months	Maximum Marks:100

Teaching Scheme	Examination Scheme
Theory:3 hrs./week	Mid Semester exam: 15
Tutorial: NIL	Assignment and Quiz: 10 marks
	Attendance: 5 marks
Practical: NIL	End Semester Exam:70 Marks

Credit Points:	3

Course Description

This hands-on project-based course will introduce students to the fundamentals of game development & design game engine. Topics include level design, lighting, materials, particle effects, game AI, game logic, user input mappings, audio, physics and motion. Students will learn to implement custom game logic using the Blueprints Visual Scripting system. In this course students will create an architectural visualization, a shooting gallery mini-game and a basic first person shooter. Students will be evaluated on both technical and creative ability

Unit	Content	Hrs/Unit	Marks/Unit
1	**Architectural Visualization** Intro to the UE4 Editor, Adding Static Meshes & Materials, Creating and Detailing an Interior Room, Lighting Techniques, Post Processing Effects, Camera Sequencing, Particle Effects, Introduction to Blueprints, Adding Physics to Static Meshes, Triggering Events (Lighting, Effects, Text), Create a Key Pickup and HUD, Animating and Opening a Door in Blueprints	11	
2	**Shooting Gallery Mini-Game** Intro to the Material Editor, Adding Motion to Objects, Spawning and Destroying Objects, Create a Destructible Mesh to Shatter Objects, Design a Simple User Interface, Creating a Win Condition	10	
3	**First Person Shooter** Audio and Particle Effects (Explosions), Character Enhancements (Sprint, Rifle Zoom, Rate of Fire), Game Objectives and Constraints, Collectible Objects & Win Condition, User Interface Design II, Material Design II, AI	12	
4.	**Side-Scroller (If Time Allows)** Animation Assets, Animation Notifications, Audio II, Character Animation & Blend Spaces, State Machines, Ragdoll Effect, Finalizing & Packaging Games	10	

Course Outcomes

CO1: Ability to utilize and implement general game design theory and techniques

CO2: Ability to design and utilize custom scripts
CO3: Ability to creatively design specific game elements based on topics learned in class
CO4: Ability to Understand and implement basic AI concepts

Text book and Reference books:

1. Carnall, Benjamin. *Unreal Engine 4.X by Example*. Birmingham, UK: Packt Publishing, 2016
2. Sewell, Brenden. *Blueprints Visual Scripting for Unreal Engine*. Birmingham, UK: Packt Publishing, 2015.
3. Doran, John. *Unreal Engine Game Development Cookbook*. Birmingham, UK: Packt Publishing, 2015.
4. Schell, Jesse. *The Art of Game Design: A Book of Lenses.* Boca Raton, USA: CRC Press, 2008.

Augmented & Virtual Reality

Code: PEC-CSD601C
Contact: 3L

Name of the Course:	Augmented & Virtual Reality	
Course Code: PEC-CSD601B	Semester: VI	
Duration:6 months	Maximum Marks:100	
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam:70 Marks
Credit Points:	3	
Objective:		

Course Description:
Rendering, geometric modelling, display optics, sensors and tracking, vestibular systems and interface design. Advanced areas of AR/VR including telepresence, procedural modelling of large virtual worlds, and designing multi-model interactions and interfaces for AR/VR will also be discussed. This will be a project-based course using game engine based AR/VR development.

Pre-requisite: Computer Graphics

CO1: Apply the learned concepts to design moderate to large AR/VR based systems
Parallel and Distributed Algorithms

CO2: Understand rendering in AR/VR and challenges
CO3: Be able to use geometric modelling algorithms to design virtual worlds
CO4: Be able to design user interactions in AR/VR

Module 1: (**12 L**)
Introduction, Historical perspective, Graphics pipeline, Real-time rendering in VR, Transformations, viewing and projection, Geometric modelling

Module 2: (**12 L**)
Light and optics, lens systems and imaging, lens aberrations, Stereoscopy, depth and motion perception, Human perception: visual, audio, vestibular, and tactile

Module 3: (10L)
Introduction to Augmented Reality (AR), Multi-user interaction, Tracking systems

Module 4: (**10L**)
Procedural modelling and creation of large virtual worlds, Telepresence and interaction, User interfaces, social interaction and evaluation of VR systems.

Reference

•LaValle "Virtual Reality", Cambridge University Press, 2016, edition, 2009.
•Doug A. Bowman, Ernst Kruijff, Joseph J. LaViola, and Ivan Poupyrev, 3D User Interfaces, Addison-Wesley, 2005.
•K. S. Hale and K. M. Stanney, Handbook on Virtual Environments, 2nd edition, CRC Press, 2015.

Artificial Intelligence

Code: PEC-CSD602A
Contacts: 3L

Name of the Course:	Artificial Intelligence	
Course Code PEC-CSD602A	Semester: VI	
Duration: 6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15

Tutorial: NIL	Assignment and Quiz: 10 marks
	Attendance: 5 marks
Practical: NIL	End Semester Exam:70 Marks
Credit Points:	3

This is an introductory course in Artificial Intelligence. This course introduces the students to various search techniques, knowledge representation, reasoning, and learning

COs

1. Students are able to apply basic search techniques for problem solving.

2. Students are able to explain how to represent Knowledge required for problem solving.

3. Students are able to apply reasoning to sift through data.

4. Students are able to utilize AI for application in real world.

Text book and Reference books:

1. Parallel Programming, Barry Wilkinson, Michael Allen, Pearson Education, 2nd Edition.
2. Introduction to Parallel algorithms by Jaja from Pearson, 1992.

Soft Computing
Code: PEC-CS602B
Contacts: 3L

Name of the Course:	Soft Computing	
Course Code: PEC-CS702B	Semester: VII	
Duration:6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme

Theory: 3 hrs./week	Mid Semester exam: 15
Tutorial: NIL	Assignment and Quiz : 10 marks
	Attendance: 5 marks
Practical:	End Semester Exam: 70 Marks
Credit Points: 3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Introduction: Introduction to soft computing; introduction to fuzzy sets and fuzzy logic systems; introduction to biological and artificial neural network; introduction to Genetic Algorithm	8	
2	Fuzzy sets and Fuzzy logic systems: Classical Sets and Fuzzy Sets and Fuzzy relations : Operations on Classical sets, properties of classical sets, Fuzzy set operations, properties of fuzzy sets, cardinality, operations, and properties of fuzzy relations. Membership functions : Features of membership functions, standard forms and boundaries, different fuzzification methods. Fuzzy to Crisp conversions: Lambda Cuts for fuzzy sets, fuzzy Relations, Defuzzification methods. Classical Logic and Fuzzy Logic: Classical predicate logic, Fuzzy Logic, Approximate reasoning and Fuzzy Implication Fuzzy Rule based Systems: Linguistic Hedges, Fuzzy Rule based system – Aggregation of fuzzy Rules, Fuzzy Inference System- Mamdani Fuzzy Models – Sugeno Fuzzy Models. Applications of Fuzzy Logic: How Fuzzy Logic is applied in Home Appliances,	10	

	General Fuzzy Logic controllers, Basic Medical Diagnostic systems and Weather forecasting		
3	Neural Network Introduction to Neural Networks: Advent of Modern Neuroscience, Classical AI and Neural Networks, Biological Neurons and Artificial neural network; model of artificial neuron. Learning Methods : Hebbian, competitive, Boltzman etc., Neural Network models: Perceptron, Adaline and Madaline networks; single layer network; Backpropagation and multi layer networks. Competitive learning networks: Kohonen self organizing networks, Hebbian learning; Hopfield Networks. Neuo-Fuzzy modelling:Applications of Neural Networks: Pattern Recognition and classification	10	
4.	Genetic Algorithms: Simple GA, crossover and mutation, Multi-objective Genetic Algorithm (MOGA). Applications of Genetic Algorithm: genetic algorithms in search and optimization, GA based clustering Algorithm, Image processing and pattern Recognition	10	

5	PSO:Other Soft Computing techniques: Simulated Annealing, Tabu search, Ant colony optimization (ACO), Particle Swarm Optimization (PSO).	4	

Text book and Reference books:

1. Fuzzy logic with engineering applications, Timothy J. Ross, John Wiley and Sons.
2. S. Rajasekaran and G.A.V.Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithms", PHI
3. Principles of Soft Computing , S N Sivanandam, S. Sumathi, John Wiley & Sons 4. Genetic Algorithms in search, Optimization & Machine Learning by David E. Goldberg
4. Neuro-Fuzzy and Soft computing, Jang, Sun, Mizutani, PHI
5. Neural Networks: A Classroom Approach,1/e by Kumar Satish, TMH,
6. Genetic Algorithms in search, Optimization & Machine Learning by David E. Goldberg, Pearson/PHI
7. A beginners approach to Soft Computing, Samir Roy & Udit Chakraborty, Pearson
8. Fuzzy Sets and Fuzzy Logic: Theory and Applications, George J. Klir and Bo Yuan, Prentice Hall
9. Neural Networks: A Comprehensive Foundation (2nd Edition), Simon Haykin, Prentice Hall.

Data Warehousing and Data Mining
Code: PEC-CSD602C
Contacts: 3L

Name of the Course:	Data Warehousing and Data Mining	
Course Code PEC-CSD602B	Semester: VI	
Duration: 6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam:70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit
	Unit 1:		
1	Introduction to Data Warehousing; Data Mining: Mining frequent patterns, association and correlations; Sequential Pattern Mining concepts, primitives, scalable methods;	8	
2	Unit 2: Classification and prediction; Cluster Analysis – Types of Data in Cluster Analysis, Partitioning methods, Hierarchical Methods; Transactional Patterns and other temporal based frequent patterns,	8	
3	Unit 3: Mining Time series Data, Periodicity Analysis for time related sequence data, Trend analysis, Similarity search in Time-series analysis;	8	
4.	Unit 4: Mining Data Streams, Methodologies for stream data processing and stream data systems, Frequent pattern mining in stream data, Sequential Pattern Mining in Data Streams, Classification of dynamic data streams, Class Imbalance Problem; Graph Mining; Social Network Analysis;modulation for communication, filtering, feedback control systems.	11	
	Unit 5: Web Mining, Mining the web page layout structure, mining web link structure, mining multimedia data on the web, Automatic classification of web documents and web usage mining; Distributed Data Mining.	9	
	Unit 6: Recent trends in Distributed Warehousing and Data Mining, Class Imbalance Problem; Graph Mining; Social Network Analysis	5	

Text book and Reference books:

1. Data Warehousing Fundamentals for IT Professionals, Second Edition by Paulraj Ponniah, Wiley India.
2. Data Warehousing, Data Mining, & OLAP – Second Edition by Alex Berson and Stephen J. Smith, Tata McGraw Hill Education
3. Data warehouse Toolkit by Ralph Kimball, Wiley India
4. Data Mining & Warehousing by Ikvinderpal Singh, Khanna Publishing House

5. Jiawei Han and M Kamber, Data Mining Concepts and Techniques,, Second Edition, Elsevier Publication, 2011.
6. Vipin Kumar, Introduction to Data Mining - Pang-Ning Tan, Michael Steinbach, Addison Wesley,2006.
7. G Dong and J Pei, Sequence Data Mining, Springer, 2007.

Course Outcomes:
After completion of course, students would be:

1. Study of different sequential pattern algorithms
2. Study the technique to extract patterns from time series data and it application in real world.
3. Can extend the Graph mining algorithms to Web mining
4. Help in identifying the computing framework for Big Data

Animation and Graphics
Code: OEC-CSD601A
Contact: 3L

Name of the Course:	Animation and Graphics	
Course Code: OEC-CSD601A	Semester: VI	
Duration:6 months	Maximum Marks:100	
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam:70 Marks
Credit Points:	3	

Objective

This course will take you right through the fundamentals of Graphic Design from photorealism up to the point where fantasy and imagination begins. Students will understand usage of the colour wheel. Through actual classroom exercises, students will be able to understand concepts of how to put 3D objects on a 2D paper. Visualise the physical space, create it through the computers, visualising scenes, lighting them, understanding surfaces, materials, animating anything students create, including objects, lights, cameras. Even studying the effects of weather on how the students view things. For those who are creative even the sky is not the limit.

Unit	Content	Hrs/Unit	Marks/Unit
	1. Visual Chemistry of Colours 2. Digital Art / Infographics 3. Principles of Engineering Drawing 4. Isometric Drawing and Perspective 5. Modelling of 3d Objects 6. Surface Mapping of Images and materials – Lighting 7. Principles of Animation, Creating Movement Paths , Camera Positioning	40	

Course Outcomes

CO1: Be able to Create Digital Art
CO2: Understand concepts of Isometric and Orthographic drawings and create them
CO3: Modelling 3D Objects
CO4: Animating 3D Objects

Text book and Reference books:

1. Grokking the GIMP: Advanced Techniques for working with Digital Images by Carey Bunks, http://gimp-savvy .com/B OOK
2. 3ds Max 8 From Modeling To Animation, by Boris Kulagin(Author) BPB (Publisher)

Human Resource Development and Organizational Behavior
Code: OEC-CSD601 B

Contact: 3L

Name of the Course:	Human Resource Development and Organizational Behavior	
Course Code: OEC-IT601 B	Semester: VI	
Duration:6 months	Maximum Marks:100	
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam:70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Organizational Behaviour: Definition, Importance, Historical Background, Fundamental Concepts of OB, Challenges and Opportunities for OB. [2] Personality and Attitudes: Meaning of personality, Personality Determinants and Traits, Development of Personality, Types of Attitudes, Job Satisfaction.	4	
2	Perception: Definition, Nature and Importance, Factors influencing Perception, Perceptual Selectivity, Link between Perception and Decision Making. [2] 4. Motivation: Definition, Theories of Motivation - Maslow's Hierarchy of Needs Theory, McGregor's Theory X & Y, Herzberg's Motivation-Hygiene Theory, Alderfer's ERG Theory, McClelland's Theory of Needs, Vroom's Expectancy Theory.	8	
3	Group Behaviour: Characteristics of Group, Types of Groups, Stages of Group Development, Group Decision	4	

	Making. [2] Communication: Communication Process, Direction of Communication, Barriers to Effective Communication. [2] Leadership: Definition, Importance, Theories of Leadership Styles.		
4.	Organizational Politics: Definition, Factors contributing to Political Behaviour. [2] Conflict Management: Traditional vis-a-vis Modern View of Conflict, Functional and Dysfunctional Conflict, Conflict Process, Negotiation – Bargaining Strategies, Negotiation Process. [2] Organizational Design: Various Organizational Structures and their Effects on Human Behaviour, Concepts of Organizational Climate and Organizational Culture.	8	

Text book and Reference books:

1. Robbins, S. P. & Judge, T.A.: Organizational Behavior, Pearson Education, 15th Edn.
2. Luthans, Fred: Organizational Behavior, McGraw Hill, 12th Edn.
3. Shukla, Madhukar: Understanding Organizations – Organizational Theory & Practice in India, PHI
4. Fincham, R. & Rhodes, P.: Principles of Organizational Behaviour, OUP, 4th Edn.
5. Hersey, P., Blanchard, K.H., Johnson, D.E.- Management of Organizational Behavior Leading Human Resources, PHI, 10th Edn.

PRACTICAL SYLLABUS

Database Management System Lab
Code: PCC-CS691
Contacts: 4P

Name of the Course:	Database Management System Lab
Course Code: PCCCS691	Semester:VI

Duration:6 months	Maximum Marks:100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement:60
Practical: 4 hrs./week	Distribution of marks:40
Credit Points:	2

Laboratory Experiments:

Structured Query Language

1. Creating Database
   - Creating a Database
   - Creating a Table
   - Specifying Relational Data Types
   - Specifying Constraints Creating Indexes
2. Table and Record Handling
   - INSERT statement
   - Using SELECT and INSERT together
   - DELETE, UPDATE, TRUNCATE statements
   - DROP, ALTER statements
3. Retrieving Data from a Database
   1. The SELECT statement
   2. Using the WHERE clause
   3. Using Logical Operators in the WHERE clause
   4. Using IN, BETWEEN, LIKE , ORDER BY, GROUP BY and HAVING Clause
   5. Using Aggregate Functions
   6. Combining Tables Using JOINS
   7. Subqueries
4. Database Management
   - Creating Views
   - Creating Column Aliases
   - Creating Database Users
   - Using GRANT and REVOKE

Cursors in Oracle PL / SQL
Writing Oracle PL / SQL Stored Procedures

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

Animation and Game Design Lab

Code: PCC-CSD692
Contacts: 4P

Name of the Course:	Animation and Game Design Lab
Course Code: PCC-CSD692	Semester:VI
Duration:6 months	Maximum Marks:100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement:60
Practical: 4 hrs./week	Distribution of marks:40
Credit Points:	2

Software Requirement: Game Maker Studio 2
Hardware Requirement: Dual Core Processsor, **2** GB RAM.

Laboratory Experiments:
1. Digital Art / Infographics 2. Isometric Drawing and Perspective 3. Modelling of 3d Objects 4. Surface Mapping of Images and materials – Lighting 5. Principles of Animation, Creating Movement Paths , Camera Positioning 6. Create programmatic images, animations, interactive art, and games. 7. Starting off with simple, primitive shapes and building up to more sophisticated sprite-based games

Any experiment specially designed by the college
(Detailed instructions for Laboratory Manual to be followed for further guidance)

Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)
Syllabus for B. Tech in Computer Science & Design
(Applicable from the academic session 2021-2022)

SEMESTER – VII

Machine Learning
Code: PEC-CS701A
Contacts: 3L

Name of the Course:	Machine Learning	
Course Code: PEC-CS701D	Semester: VII	
Duration: 6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: Nil		End Semester Exam: 70 Marks
Credit Points:	3	

COURSE OBJECTIVE		
□ To learn the concept of how to learn patterns and concepts from data without being explicitly programmed		
□ To design and analyse various machine learning algorithms and techniques with a modern outlook focusing on recent advances.		
□ Explore supervised and unsupervised learning paradigms of machine learning.		
□ To explore Deep learning technique and various feature extraction strategies.		
	Hrs/unit	Marks/unit
Unit 1: Supervised Learning (Regression/Classification) • Basic methods: Distance-based methods, Nearest-Neighbours, Decision Trees, Naive Bayes • Linear models: Linear Regression, Logistic Regression, Generalized Linear Models • Support Vector Machines, Nonlinearity and Kernel Methods • Beyond Binary Classification: Multi-class/Structured Outputs, Ranking	10	

Unit 2: Unsupervised Learning • Clustering: K-means/Kernel K-means • Dimensionality Reduction: PCA and kernel PCA • Matrix Factorization and Matrix Completion • Generative Models (mixture models and latent factor models)	7	
Unit 3 Evaluating Machine Learning algorithms and Model Selection, Introduction to Statistical Learning Theory, Ensemble Methods (Boosting, Bagging, Random Forests)	6	
Unit 4 Sparse Modeling and Estimation, Modeling Sequence/Time-Series Data, Deep Learning and Feature Representation Learning	9	
Unit 5 Scalable Machine Learning (Online and Distributed Learning) A selection from some other advanced topics, e.g., Semi-supervised Learning, Active Learning, Reinforcement Learning, Inference in Graphical Models, Introduction to Bayesian Learning and Inference	9	
Unit 6: Recent trends in various learning techniques of machine learning and classification methods	5	

References:

1. Kevin Murphy, Machine Learning: A Probabilistic Perspective, MIT Press, 2012
2. Trevor Hastie, Robert Tibshirani, Jerome Friedman, The Elements of Statistical Learning, Springer 2009 (freely available online)
3. Christopher Bishop, Pattern Recognition and Machine Learning, Springer, 2007
4. Dr. Rajiv Chopra, Machine Learning, Khanna Publishing House, 2018

Cloud Computing
Code: PEC-CS701B
Contact: 3L

Name of the Course:	Cloud Computing	
Course Code: PEC-CS701B	Semester: VII	
Duration: 6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15

Tutorial: NIL	Assignment and Quiz: 10 marks
	Attendance: 5 marks
Practical:	End Semester Exam: 70 Marks
Credit Points: 3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Definition of Cloud Computing and its Basics (Lectures). Defining a Cloud, Cloud Types – NIST model, Cloud Cube	9	
	model, Deployment models (Public , Private, Hybrid and Community Clouds), Service Platform as a Service, Software as a Service with examples of services/ service providers, models – Infrastructure as a Service, Cloud Reference model, Characteristics of Cloud Computing – a shift in paradigm Benefits and advantages of Cloud Computing, A brief introduction on Composability, Infrastructure, Platforms, Virtual Appliances, Communication Protocols, Applications, Connecting to the Cloud by Clients, IaaS – Basic concept, Workload, partitioning of virtual private server instances, Pods, aggregations, silos PaaS – Basic concept, tools and development environment with examples SaaS - Basic concept and characteristics, Open SaaS and SOA, examples of SaaS platform Identity as a Service (IDaaS) Compliance as a Service (CaaS)		

2	Use of Platforms in Cloud Computing Concepts of Abstraction and Virtualization Virtualization technologies : Types of virtualization (access, application, CPU, storage), Mobility patterns (P2V, V2V, V2P, P2P, D2C, C2C, C2D, D2D) Load Balancing and Virtualization: Basic Concepts, Network resources for load balancing, Advanced load balancing (including Application Delivery Controller and Application Delivery Network), Mention of The Google Cloud as an example of use of load balancing Hypervisors: Virtual machine technology and types, VMware vSphere Machine Imaging (including mention of Open Virtualization Format – OVF) Porting of applications in the Cloud: The simple Cloud API and AppZero Virtual Application appliance,Concepts of Platform as a Service, Definition of services, Distinction between SaaS and PaaS (knowledge of Salesforce.com and Force.com), Application development Use of PaaS Application frameworks,	12	

	Discussion of Google Applications Portfolio – Indexed search, Dark Web, Aggregation and disintermediation, Productivity applications and service, Adwords, Google Analytics, Google Translate, a brief discussion on Google Toolkit (including introduction of Google APIs in brief), major features of Google App Engine service., Discussion of Google Applications Portfolio – Indexed search, Dark Web, Aggregation and disintermediation, Productivity applications and service, Adwords, Google Analytics, Google Translate, a brief discussion on Google Toolkit (including introduction of Google APIs in brief), major features of Google App Engine service, Windows Azure platform: Microsoft's approach, architecture, and main elements, overview of Windows Azure AppFabric, Content Delivery Network, SQL Azure, and Windows Live services,		

3	Cloud Infrastructure: Cloud Management: An overview of the features of network management systems and a brief introduction of related products from large cloud vendors, Monitoring of an entire cloud computing deployment stack – an overview with mention of some products, Lifecycle management of cloud services (six stages of lifecycle). Concepts of Cloud Security: Cloud security concerns, Security boundary, Security service boundary Overview of security mapping Security of data: Brokered cloud storage access, Storage location and tenancy, encryption, and auditing and compliance Identity management (awareness of Identity protocol standards)	7	
4.	Concepts of Services and Applications : Service Oriented Architecture: Basic concepts of message-based transactions, Protocol stack for an SOA architecture, Event-driven SOA, Enterprise Service Bus, Service catalogs, Applications in the Cloud: Concepts of cloud transactions, functionality mapping,	8	
	Application attributes, Cloud service attributes, System abstraction and Cloud Bursting, Applications and Cloud APIs Cloud-based Storage: Cloud storage definition – Manned and Unmanned Webmail Services: Cloud mail services including Google Gmail, Mail2Web, Windows Live Hotmail, Yahoo mail, concepts of Syndication services		

Text book and Reference books:

1. Cloud Computing Bible by Barrie Sosinsky, Wiley India Pvt. Ltd, 2013
2. Mastering Cloud Computing by Rajkumar Buyya, Christian Vecchiola,

S. Thamarai Selvi, McGraw Hill Education (India) Private Limited, 2013
3. Cloud computing: A practical approach, Anthony T. Velte, Tata Mcgraw-Hill
4. Cloud Computing, Miller, Pearson
5. Building applications in cloud:Concept, Patterns and Projects, Moyer, Pearson
6. Cloud Computing – Second Edition by Dr. Kumar Saurabh, Wiley India

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Digital Signal Processing
Code: PEC-CS701C
Contacts: 3L

Name of the Course:	Digital Signal Processing	
Course Code: PEC-CS701C	Semester: VII	
Duration:6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz : 10 marks
		Attendance: 5 marks
Practical:		End Semester Exam: 70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Module 1: Discrete-time signals and systems (6 hours) Discrete time signals and systems: Sequences; representation of signals on orthogonal basis; Representation of discrete systems using difference equations, Sampling and reconstruction of signals - aliasing; Sampling theorem and Nyquist rate.	6	

2	Module 2: Z-transform (6 hours) z-Transform, Region of Convergence, Analysis of Linear Shift Invariant systems using z transform, Properties of z-transform for causal signals, Interpretation of stability in zdomain, Inverse z-transforms.	6	
3	Module 2: Discrete Fourier Transform (10 hours) Frequency Domain Analysis, Discrete Fourier Transform (DFT), Properties of DFT, Convolution of signals, Fast Fourier Transform Algorithm, Parseval's Identity, Implementation of Discrete Time Systems.	10	
4.	Module 3:Designof Digital filters (12 hours) Design of FIR Digital filters: Window method, Park-McClellan's method. Design of IIR Digital Filters: Butterworth, Chebyshev and Elliptic Approximations; Low-pass, Band-pass, Band stop and High-pass filters. Effect of finite register length in FIR filter design. Parametric and non-parametric spectral estimation. Introduction to multi-rate signal processing.	12	
	Module 4: Applications of Digital Signal Processing (6 hours) Correlation Functions and Power Spectra, Stationary Processes, Optimal filtering using ARMA Model, Linear Mean-Square Estimation, Wiener Filter.	6	

Text book and Reference books:

1. S. K. Mitra, "Digital Signal Processing: A computer based approach", McGraw Hill, 2011.
2. A.V. Oppenheim and R. W. Schafer, "Discrete Time Signal Processing", Prentice Hall, 1989.
3. J. G. Proakis and D.G. Manolakis, "Digital Signal Processing: Principles, Algorithms And Applications", Prentice Hall, 1997.
4. L. R. Rabiner and B. Gold, "Theory and Application of Digital Signal Processing", Prentice Hall, 1992.
5. J. R. Johnson, "Introduction to Digital Signal Processing", Prentice Hall, 1992.
6. D. J. DeFatta, J. G. Lucas andW. S. Hodgkiss, "Digital Signal Processing", John Wiley & Sons, 1988.

Multi-agent Intelligent Systems
Code: PEC-CS701D
Contacts: 3L

Name of the Course:	Multi-agent Intelligent Systems	
Course Code: PEC-CS701D	Semester: VII	
Duration:6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz : 10 marks
		Attendance: 5 marks
Practical:		End Semester Exam: 70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Introduction: what is an agent?: agents and objects; agents and expert systems; agents and distributed systems; typical application areas for agent systems.	3	
2	Intelligent Agents: the design of intelligent agents - reasoning agents (eg AgentO), agents as reactive systems (eg subsumption architecture); hybrid agents (eg PRS); layered agents (eg Interrap) a contemporary (Java-based) framework for programming agents (eg the Jack language, the JAM! system).	9	
3	Multi-Agent Systems: Classifying multi-agent interactions - cooperative versus non-cooperative; zero-sum and other interactions; what is cooperation? how cooperation occurs - the Prisoner's dilemma and Axelrod's experiments; Interactions between selfinterested agents: auctions & voting systems: negotiation; Interactions between benevolent agents: cooperative distributed problem solving (CDPS), partial global planning; coherence and coordination; Interaction languages and protocols: speech acts, KQML/KIF, the FIPA framework.	12	

4.	Advanced topics: One issue selected from the contemporary research literature, perhaps by guest lecturer.	9	

Text book and Reference books:

1. An Introduction to Multi Agent Systems - Second Edition. Michael Wooldridge (Wiley, 2009)

2. Programming Multi-agent Systems in Agent Speak Using Jason. Rafael H. Bordini, Jomi Fred Hubner and Michael Wooldridge (Wiley, 2007)

Quantum Computing
Code: PEC-CS701E
Contacts: 3L

Name of the Course:	Quantum Computing		
Course Code: PECCS701A	Semester: VII		
Duration: 6 months	Maximum Marks:100		
Teaching Scheme		Examination Scheme	
Theory:3 hrs./week		Mid Semester exam: 15	
Tutorial: NIL		Assignment and Quiz: 10 marks	
		Attendance : 5 marks	
Practical: NIL		End Semester Exam :70 Marks	
Credit Points:	3		
Objective:			
1	The course will provide an insight of basic of quantum physics from a computer scientist's perspective, and how it describes reality and understand the philosophical implications of quantum computing		
Pre-Requisite:			
1	Linear Algebra, Theory of Computation		

Unit	Content	Hrs/Unit	Marks/ Unit
1	Qubit & Quantum States: The Qubit, Vector Spaces. Linear Combination Of Vectors, Uniqueness of a spanning set, basis & dimensions, inner Products, orthonormality, gram-schmidt orthogonalization, bra-ket formalism, the Cauchyschwarez and triangle Inequalities.	3	

2	Matrices & Operators: Observables, The Pauli Operators, Outer Products, The Closure Relation, Representation of operators using matrices, outer products & matrix representation, matrix representation of operators in two dimensional spaces, Pauli Matrix, Hermitian unitary and normal operator, Eigen values & Eigen Vectors, Spectral Decomposition, Trace of an operator, important properties of Trace, Expectation Value of Operator, Projection Operator, Positive Operators,	10	
3.	Commutator Algebra, Heisenberg uncertainty principle, polar decomposition &singular values, Postulates of Quantum Mechanics.	5	
4.	Tensor Products: Representing Composite States in Quantum Mechanics, Computing inner products, Tensor products of	5	
	column vectors, operators and tensor products of Matrices. Density Operator: Density Operator of Pure & Mix state, Key Properties, Characterizing Mixed State, Practical Trace & Reduce Density Operator, Density Operator & Bloch Vector.		
5.	Quantum Measurement Theory: Distinguishing Quantum states & Measures, Projective Measurements, Measurement on Composite systems, Generalized Measurements, Positive Operator- Valued Measures.	8	
6.	Recent trends in Quantum Computing Research, Quantum Computing Applications of Genetic Programming.	6	

Text book and Reference books:

Quantum Computing without Magic by Zdzislaw Meglicki

2. Quantum Computing Explained By DAVID Mc MAHON
3. Quantum Computer Science By Marco Lanzagorta, Jeffrey Uhlmann
4. An Introduction to Quantum Computing Phillip Kaye, Raymond Laflamme, Michele Mosca.

Course Outcomes:

On completion of the course students will be able to
knowledge of Vector spaces, Matrices, Quantum state, Density operator and Quantum

Cyber Security
Code: PEC-CS702A
Contact: 3L

Name of the Course:		Cyber Security	
Course Code: PEC-CS702E		Semester: VII	
Duration: 6 months		Maximum Marks: 100	
Teaching Scheme			Examination Scheme
Theory: 3 hrs./week			Mid Semester exam: 15
Tutorial: NIL			Assignment and Quiz: 10 marks
			Attendance: 5 marks
Practical: NIL			End Semester Exam: 70 Marks
Credit Points:		3	
Objective:			
1	To develop an understanding of modern network architectures from a design and performance perspective.		
2	To introduce the student to the major concepts involved in wide-area networks (WANs), local area networks (LANs) and Wireless LANs (WLANs).		
3	To provide an opportunity to do network programming		
4	To provide a WLAN measurement ideas.		

Unit	Content	Hrs/Unit	Marks/Unit
1	Introduction: Introduction to Cyber Security, Importance and challenges in Cyber Security, Cyberspace, Cyber threats, Cyberwarfare, CIA Triad, Cyber Terrorism, Cyber Security of Critical Infrastructure, Cybersecurity - Organizational Implications.	6	
2	Hackers and Cyber Crimes: Types of Hackers, Hackers and Crackers, Cyber-Attacks and Vulnerabilities, Malware threats, Sniffing, Gaining Access, Escalating Privileges, Executing Applications, Hiding Files, Covering Tracks, Worms, Trojans, Viruses, Backdoors.	7	

3	Ethical Hacking and Social Engineering: Ethical Hacking Concepts and Scopes, Threats and Attack Vectors, Information Assurance, Threat Modelling, Enterprise Information Security Architecture, Vulnerability Assessment and Penetration Testing, Types of Social Engineering, Insider Attack, Preventing Insider Threats, Social Engineering Targets and Defence Strategies.	8	
4.	Cyber Forensics and Auditing: Introduction to Cyber Forensics, Computer Equipment and associated storage media, Role of forensics Investigator, Forensics Investigation Process, Collecting Network based Evidence, Writing Computer Forensics Reports, Auditing, Plan an audit against a set of audit criteria, Information Security Management System Management. Introduction to ISO 27001:2013	10	
5	Cyber Ethics and Laws: Introduction to Cyber Laws, E-Commerce and E-Governance, Certifying Authority and Controller, Offences under IT Act, Computer Offences and its penalty under IT Act 2000, Intellectual Property Rights in Cyberspace. at Network Layer-IPSec.	5	

Text book and Reference books:

1. Cyber security , Nina Gobole & Sunit Belapune; Pub: Wiley India.
2. Information Security and Cyber Laws, Pankaj Agarwal
3. Donaldson, S., Siegel, S., Williams, C.K., Aslam, A., Enterprise Cybersecurity -How to Build a Successful Cyberdefense Program Against Advanced Threats, A-press
4. Nina Godbole, SumitBelapure, Cyber Security, Willey
5. Hacking the Hacker, Roger Grimes, Wiley
6. Cyber Law By Bare Act, Govt Of india, It Act 2000.
7. Information Security & Cyber Laws, Gupta & Gupta, Khanna Publishing House, (AICTE Recommended Textbook- 2018)

Blockchain

Code: PEC-CSD702B
Contact: 3L

Name of the Course:	Blockchain	
Course Code: OEC-CSD701C	Semester: VII	
Duration: 6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam: 70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Nature of Indian Philosophy : Plurality as well as common concerns. 2. Basic concepts of the Vedic and Upanisadic views : Atman, Jagrata, Svapna, Susupti, Turiya, Brahman, Karma, Rta,Rna,	17	
2	Carvaka school : its epistemology, metaphysics and ethics. Mukti	9	
3	Jainism : Concepts of sat, dravya, guna, paryaya, jiva, ajiva, anekantavada, syadvada, and nayavada ; pramanas, ahimsa, bondage and liberation.		
4	5. Buddhism : theory of pramanas, theory of dependent origination, the four noble truths; doctrine of momentaryness; theory of no soul. The interpretation of these theories in schools of Buddhism : Vaibhasika, Sautrantrika, Yogacara, Madhyamika.	5	
5	6. Nyaya : theory of Pramanas; the individual self and its liberation ; the idea of God and proofs for His existence.	5	

Text book and Reference books:

1. M. Hiriyanna : Outlines of Indian Philosophy.
2. C.D.Sharma : A Critical Survey of Indian Philosophy.
3. S.N.Das Gupta : A History of Indian Philosophy Vol – I to V.
4. S.Radhakrishnan : Indian Philosophy Vol – I & II.
5. T.R.V.Murti : Central Philosophy of Buddhism.
6. J.N.Mahanty : Reason and Tradition of Indian Thought.
7. R.D.Ranade : A Constructive Survey of Upanisadic Philosophy.
8. P.T.Raju : Structural Depths of Indian Thought.
9. K.C.Bhattacharya : Studies in Philosophy Vol – 1.
10. Datta and Chatterjee : Introduction of Indian Philosophy

Adhoc –Sensor Network
Code: PEC-CS702C
Contact: 3L

Name of the Course:	Adhoc –Sensor Network	
Course Code: PEC-CS702C	Semester: VII	
Duration: 6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: 4 hrs		End Semester Exam: 70 Marks
Credit Points:	3	
Objective:		
1	provide an overview about sensor networks and emerging technologies	
2	To study about the node and network architecture of sensor nodes and its execution environment.	
3	To understand the concepts of communication, MAC, routing protocols and also study about the naming and addressing in WSN	

4	To learn about topology control and clustering in networks with timing synchronization for localization services with sensor tasking and control. .
5	To study about sensor node hardware and software platforms and understand the simulation and programming techniques..

Unit	Content	Hrs/Unit	Marks/Unit
1	Introduction and Overview [4L] :Overview of wireless networks, types, infrastructure-based and infrastructure-less, introduction to MANETs (Mobile Ad-hoc Networks), characteristics, reactive and proactive routing protocols with examples, introduction to sensor networks, commonalities and differences with MANETs, constraints and challenges, advantages, applications, enabling technologies for WSNs.	4	
2	Architectures Single-node architecture - hardware components, design constraints, energy consumption of sensor nodes , operating systems and execution environments, examples of sensor nodes,	9	
	sensor network scenarios, types of sources and sinks – single hop vs. multi hop networks, multiple sources and sinks – mobility, optimization goals and figures of merit, gateway concepts, design princip		

3	Communication Protocols [9L]: Physical layer and transceiver design considerations, MAC protocols for wireless sensor networks, low duty cycle protocols and wakeup concepts - S-MAC , the mediation device protocol, wakeup radio concepts, address and name management, assignment of MAC addresses, routing protocols- classification, gossiping, flooding, energyefficient routing, unicast protocols, multipath routing, data-centric routing, data aggregation, SPIN, LEACH, Directed-Diffusion, geographic routing.	9	
4.	Infrastructure Establishment: Topology control, flat network topologies, hierarchical networks by clustering, time synchronization, properties, protocols based on sender-receiver and receiver-receiver synchronization, LTS, TPSN, RBS, HRTS, localization and positioning, properties and approaches, single-hop localization, positioning in multi-hop environment, range based localization algorithms – location services, sensor tasking and control		
5	Sensor Network Platforms and Tools [9L]:Sensor node hardware, Berkeley motes, programming challenges, nodelevel software platforms, node-level simulators, state-centric programming, Tiny OS, nesC components, NS2 simulator, TOSSIM.		

Text book and Reference books:

1. 1.Holger Karl & Andreas Willig, “Protocols and Architectures for Wireless Sensor Networks”, John Wiley, 2005.
2. Feng Zhao & Leonidas J. Guibas, “Wireless Sensor Networks- An Information Processing Approach", Elsevier, 2007.
3. REFERENCES
1. Kazem Sohraby, Daniel Minoli, & Taieb Znati, “Wireless Sensor Networks- Technology, Protocols, and Applications”, John Wiley, 2007.
2. Anna Hac, “Wireless Sensor Network Designs”, John Wiley, 2003.

3. Thomas Haenselmann, "Sensor Networks", available online for free, 2008.

Information Theory and Coding
Code: PEC-CS702D
Contact: 3L

Name of the Course:		Information Theory and Coding	
Course Code: PEC-CS702D		Semester: VII	
Duration: 6 months		Maximum Marks: 100	
Teaching Scheme			Examination Scheme
Theory: 3 hrs./week			Mid Semester exam: 15
Tutorial: NIL			Assignment and Quiz: 10 marks
			Attendance: 5 marks
Practical:NIL			End Semester Exam: 70 Marks
Credit Points:		3	
Objective:			
1	To develop an understanding of modern network architectures from a design and performance perspective.		
2	To introduce the student to the major concepts involved in wide-area networks (WANs), local area networks (LANs) and Wireless LANs (WLANs).		
3	To provide an opportunity to do network programming		
4	To provide a WLAN measurement ideas.		
Pre-Requisite:			
1			
2			
3			

Unit	Content	Hrs/Unit	Marks/Unit
1	Source Coding [7L] Uncertainty and information, average mutual information and entropy, information measures for continuous random variables, source coding	7	
	theorem, Huffman codes		

2	Channel Capacity And Coding [7L] Channel models, channel capacity, channel coding, information capacity theorem, The Shannon limit	7	
3	Linear And Block Codes For Error Correction [8L] Matrix description of linear block codes, equivalent codes, parity check matrix, decoding of a linear block code, perfect codes, Hamming codes	8	
4.	Cyclic Codes [7L] Polynomials, division algorithm for polynomials, a method for generating cyclic codes, matrix description of cyclic codes, Golay codes..	7	
5	BCH Codes [8L] Primitive elements, minimal polynomials, generator polynomials in terms of minimal polynomials, examples of BCH codes.	8	
6	Convolutional Codes [8L] Tree codes, trellis codes, polynomial description of convolutional codes, distance notions for convolutional codes, the generating function, matrix representation of convolutional codes, decoding of convolutional codes, distance and performance bounds for convolutional codes, examples of convolutional codes, Turbo codes, Turbo decoding	8	

Text book and Reference books:

2. Information theory, coding and cryptography - Ranjan Bose; TMH.
3. Information and Coding - N Abramson; McGraw Hill.
4. Introduction to Information Theory - M Mansurpur; McGraw Hill.
5. Information Theory - R B Ash; Prentice Hall.
6. Error Control Coding - Shu Lin and D J Costello Jr; Prentice Hall.

Prototyping Interactive Systems

Course Code: OEC-CSD701A

Contact: 3L

Name of the Course:	Prototyping Interactive Systems	
Course Code: OEC-CSD701A	Semester: VII	
Duration: 6 months	Maximum Marks:100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: Nil		End Semester Exam :70 Marks

Course Description:

Introduction to Engineering Design is a multidisciplinary course offered with an aim to ignite the students' mind with concepts in design and innovation as well as engineering skills needed to build physical prototypes. Students will learn to work with microcontrollers, smartphones, low-cost materials, and power tools through several in-class activities and lab exercises.

Pre-requisits: Basic fluency with computers Basic programming knowledge

CO1: Students will learn different methods of interacting with computers including command line, GUI, and novel sensors and actuators.
CO2: Students will be able to plan, design and develop prototypes of interactive systems including its form, function, and interface.
CO3: Students will be able to identify important components of a PC and how they are connected.
CO4: Students will learn to document and share your projects through self- made websites and posters.
CO5: Students will be able to identify electronic components, and procure them.

Detail Syllabus:

Module 1: (16P)
Course logistics and Overview, System design and functioning of Computing systems, Shell Scripting, Introduction to MIT App Inventor (http://appinventor.mit.edu) for rapid prototyping of apps for Android smartphones, Continuation of MIT App Inventor, Implementation of a simple game using the MIT App Inventor

Module 2: (16P)
Setting up a Raspberry Pi. Accessing ports on Raspberry Pi using python, Shell Scripting, Analog and digital sensors (temperature, GPS, IR, ultrasonic, light intensity, accelerometer, etc), Actuators, Arduino Microcontroller and IDE; Criteria to select a microcontroller: Arduino v/s Raspberry Pi, Processing Language and IDE, Arduino + Processing Integration, Arduino + Android Integration

Module 3: (16P)

Fusion 360: 3D CAD Modeling for 3D Printing, Eagle CAD: Printed Circuit Board (PCB) Designing, Cloud Computing and Storage: Google Cloud, Github, Mini Project.

Reference:

1. Fraden, J. 2010. Handbook of modern sensors. Springer.Azuma, R.T. 1997. A survey of augmented reality. Presence. 6, 4 (1997), 355–385.
2. Siewiorek, D. et al. 2008. Application Design for Wearable Computing. Synthesis Lectures on Mobile and Pervasive Computing. 3, 1 (Jan. 2008), 1–66.
3. Wearable Computing Tutorial: http://www.iswc. net/iswc03/iswc2003-intro-tutorial.pdf
4. Making Things Talk, 3e Paperback – 12 Sep 2017 Practical Electronics for Inventors, Fourth Edition Paperback – 16 Apr 2016
5. Make: Paper Inventions (Make : Technology on Your Time) Paperback – 22 Sep 2015
6. Brief history of wearable computing: https://www.media.mit.edu/wearables/lizzy/timeline.html

Human Computer Interaction
Code:OEC-CSD701B

Contact: 3L

Name of the Course:	Human Computer Interaction	
Course Code: PEC-CSD602C	Semester: VI	
Duration: 6 months	Maximum Marks:100	
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: NIL		End Semester Exam :70 Marks
Credit Points:	3	
Objective:		
1	Learn the foundations of Human Computer Interaction	
2	Be familiar with the design technologies for individuals and persons with disabilities	
3	Be aware of mobile Human Computer interaction	
4	Learn the guidelines for user interface.	
Pre-Requisite:		

1	Computer Organization &Architecture

Unit	Content	Hrs/Unit	Marks/ Unit
1	Human: I/O channels – Memory – Reasoning and problem solving; The computer: Devices – Memory – processing and networks;	9	
	Interaction: Models – frameworks – Ergonomics – styles – elements – interactivity- Paradigms.		
2	Interactive Design basics – process – scenarios – navigation – screen design – Iteration and prototyping. HCI in software process – software life cycle – usability engineering – Prototyping in practice – design rationale. Design rules – principles, standards, guidelines, rules. Evaluation Techniques – Universal Design.	11	
3.	Cognitive models –Socio-Organizational issues and stake holder requirements –Communication and collaboration models-Hypertext, Multimedia and WWW.	8	
4.	Mobile Ecosystem: Platforms, Application frameworks- Types of Mobile Applications: Widgets, Applications, Games- Mobile Information Architecture, Mobile 2.0, Mobile Design: Elements of Mobile Design, Tools.	8	
5.	Designing Web Interfaces – Drag & Drop, Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow. Case Studies.	8	
6.	Recent Trends: Speech Recognition and Translation, Multimodal System	3	

Text book and Reference books:

1. Theodor Richardson, Charles N Thies, Secure Software Design, Jones & Bartlett
2. Kenneth R. van Wyk, Mark G. Graff, Dan S. Peters, Diana L. Burley, Enterprise Software Security, Addison Wesley.

Course Outcomes:

On completion of the course students will be able to 1.
Differentiate between various software vulnerabilities.

2. Software process vulnerabilities for an organization.
3. Monitor resources consumption in a software.
4. Interrelate security and software development process.

Multimedia Systems
Code: OEC-CSD701C
Contact: 3L

Name of the Course:	Multimedia Systems
Course Code: OEC-CSD701B	Semester: VII
Duration: 6 months	Maximum Marks:100

Teaching Scheme	Examination Scheme
Theory: 3 hrs./week	Mid Semester exam: 15
Tutorial: NIL	Assignment and Quiz: 10 marks
	Attendance : 5 marks
Practical: Nil	End Semester Exam :70 Marks

Unit	Content	Hrs/Unit	Marks/ Unit
1	Introduction: Multimedia today, Impact of Multimedia, Multimedia Systems, Components and Its Applications	2	
2	Text and Audio, Image and Video(14L) Text: Types of Text, Ways to Present Text, Aspects of Text Design, Character, Character Set, Codes, Unicode, Encryption; Audio: Basic Sound Concepts, Types of Sound, Digitizing Sound, Computer Representation of Sound (Sampling Rate, Sampling Size, Quantization), Audio Formats, Audio tools, MIDI Image: Formats, Image Color Scheme, Image Enhancement; Video: Analogue and Digital Video, Recording Formats and Standards (JPEG, MPEG, H.261) Transmission of Video Signals, Video Capture, and	14	
	Computer based Animation.		

3.	Synchronization, Storage models and Access Techniques:Temporal relationships, synchronization accuracy specification factors, quality of service, Magnetic media, optical media, file systems (traditional, multimedia) Multimedia devices – Output devices, CD-ROM, DVD, Scanner, CCD	8	
4.	Image and Video Database, Document Architecture and Content Management (17L): Image representation, segmentation, similarity based retrieval, image retrieval by color, shape and texture; indexing- kd trees, R-trees, quad trees; Case studies- QBIC, Virage. Video Content, querying, video segmentation, indexing, Content Design and Development, General Design Principles Hypertext: Concept, Open Document Architecture (ODA), Multimedia and Hypermedia Coding Expert Group (MHEG), Standard Generalized Markup Language (SGML), Document Type Definition (DTD), Hypertext Markup Language (HTML) in Web Publishing. Case study of Applications	17	
5.	Multimedia Applications(4L): Interactive television, Video-on-demand, Video Conferencing, Educational Applications, Industrial Applications, Multimedia archives and digital libraries, media editors	4	

Text book and Reference books:

1. Ralf Steinmetz and Klara Nahrstedt , Multimedia: Computing, Communications & Applications , Pearson Ed.
2. Nalin K. Sharda , Multimedia Information System , PHI.
3. Fred Halsall , Multimedia Communications , Pearson Ed.
4. Koegel Buford , Multimedia Systems , Pearson Ed.
5. Fred Hoffstetter , Multimedia Literacy , McGraw Hill.
6. Ralf Steinmetz and Klara Nahrstedt , Multimedia Fundamentals: Vol. 1- Media Coding and Content Processing , PHI.
7. J. Jeffcoate , Multimedia in Practice: Technology and Application , PHI.
8. V.K. Jain, Multimedia and Animation, Khanna Publishing House, New Delhi (AICTE Recommended Textbook – 2018)

Project Management and Entrepreneurship
Code: HSMCS 701

Contact: 2L+1T

Name of the Course:	Project Management and Entrepreneurship	
Course Code: HSMCSD 701	Semester: VII	
Duration: 6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: 1hr		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam: 70 Marks
Credit Points:	3	

ENTREPRENEURSHIP

1. Introduction: Meaning and Concept of Entrepreneurship, Innovation and entrepreneurship, Contributions of entrepreneurs to the society, risk-opportunities perspective and mitigation of risks [2L]
2. Entrepreneurship – An Innovation: Challenges of Innovation, Steps of Innovation Management, Idea Management System, Divergent v/s Convergent Thinking, Qualities of a prospective Entrepreneur [2L]
3. Idea Incubation: Factors determining competitive advantage, Market segment, blue ocean strategy, Industry and Competitor Analysis (market structure, market size, growth potential), Demand-supply analysis [4L]
4. Entrepreneurial Motivation: Design Thinking - Driven Innovation, TRIZ (Theory of Inventive Problem Solving), Achievement motivation theory of entrepreneurship – Theory of McClelland, Harvesting Strategies [2L]
5. Information: Government incentives for entrepreneurship, Incubation, acceleration. Funding new ventures – bootstrapping, crowd sourcing, angel investors, Government of India's efforts at promoting entrepreneurship and innovation – SISI, KVIC, DGFT, SIDBI, Defense and Railways [4L]
6. Closing the Window: Sustaining Competitiveness, Maintaining Competitive Advantage, the Changing Role of the Entrepreneur. [2L]
7. Applications and Project Reports Preparation [4L]

8. PROJECT MANAGEMENT : Definitions of Project and Project Management, Issues and Problems in Project Management, Project Life Cycle - Initiation / Conceptualization Phase, Planning Phase, Implementation / Execution Phase, Closure / Termination Phase [4L]

9. Project Feasibility Studies – Pre-Feasibility and Feasibility Studies, Preparation of Detailed Project Report, Technical Appraisal, Economic/Commercial/Financial Appraisal including Capital Budgeting Process, Social Cost Benefit Analysis [2L]

10. Project Planning – Importance of Project Planning, Steps of Project Planning, Project Scope,

Work Breakdown Structure (WBS) and Organization Breakdown Structure (OBS), Phased Project Planning [2L]

11. Project Scheduling and Costing – Gantt chart, CPM and PERT Analysis, Identification of the Critical Path and its Significance, Calculation of Floats and Slacks, Crashing, Time Cost Trade-off Analysis, Project Cost Reduction Methods. [6L]

12. Project Monitoring and Control – Role of Project Manager, MIS in Project Monitoring, Project Audit [2L]
13. Case Studies with Hands-on Training on MS-Project [4L]

Text Books and References

1. Innovation and Entrepreneurship by Drucker, P.F.; Harper and Row
2. Business, Entrepreneurship and Management: Rao, V.S.P. ;Vikas
3. Entrepreneurship: Roy Rajeev; OUP.
4. Text Book of Project Management: Gopalkrishnan, P. and Ramamoorthy, V.E.; McMillan
5. Project Management for Engineering, Business and Technology: Nicholas, J.M., and Steyn, H.; PHI
6. Project Management: The Managerial Process: Gray, C.F., Larson, E.W. and Desai, G.V.; MGH

Project-II
Code: PROJ-CSD781
Contact: 12P

Project work I

The object of Project Work I is to enable the student to take up investigative study in the broad field of Electronics & Communication Engineering, either fully theoretical/practical or involving both theoretical and practical work to be assigned by the Department on an individual basis or two/three students in a group, under the guidance of a Supervisor. This is expected to provide a good initiation for the student(s) in R&D work. The assignment to normally include:

Project Work II & Dissertation

The object of Project Work II & Dissertation is to enable the student to extend further the investigative study taken up under EC P1, either fully theoretical/practical or involving both theoretical and practical work, under the guidance of a Supervisor from the Department alone or jointly with a Supervisor drawn from R&D laboratory/Industry. This is expected to provide a

good training for the student(s) in R&D work and technical leadership. The assignment to normally include:

1. In depth study of the topic assigned in the light of the Report prepared under EC P1;
2. Review and finalization of the Approach to the Problem relating to the assigned topic;
3. Preparing an Action Plan for conducting the investigation, including team work;
4. Detailed Analysis/Modelling/Simulation/Design/Problem Solving/Experiment as needed;
5. Final development of product/process, testing, results, conclusions and future directions;
6. Preparing a paper for Conference presentation/Publication in Journals, if possible; 7. Preparing a Dissertation in the standard format for being evaluated by the Department.
8. Final Seminar Presentation before a Departmental Committee.

SEMESTER – VIII

Big Data Analysis
Code: PEC-CSD801A
Contact: 3L

Name of the Course:	Big Data Analytics	
Course Code: PEC-CSD801B	Semester:VIII	
Duration:6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz : 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam: 70 Marks
Credit Points:	3	

Total Number of Lectures: 48

COURSE OBJECTIVE	
Understand big data for business intelligence. Learn business case studies for big data analytics. Understand nosql big data management. Perform map-reduce analytics using Hadoop and related tools	
LECTURE WITH BREAKUP	NO. OF LECTUR
Unit 1: What is big data, why big data, convergence of key trends, unstructured data, industry examples of big data, web analytics, big data and marketing, fraud and big data, risk and big data, credit risk management, big data and algorithmic trading, big data and healthcare, big data in medicine, advertising and big data, big data technologies, introduction to Hadoop, open source technologies, cloud and big data, mobile business intelligence, Crowd sourcing analytics, inter and trans firewall analytics.	8

Unit 2: Introduction to NoSQL, aggregate data models, aggregates, key-value and document data models, relationships, graph databases, schemaless databases, materialized views, distribution models, sharding, master-slave replication, peer-peer replication, sharding and replication, consistency, relaxing consistency, version stamps, map-reduce, partitioning and combining, composing map-reduce calculations.	8
Unit 3: Data format, analyzing data with Hadoop, scaling out, Hadoop streaming, Hadoop pipes, design of Hadoop distributed file system (HDFS), HDFS concepts, Java interface, data flow, Hadoop I/O, data integrity, compression, serialization, Avro, file-based data structures	9
Unit 4: MapReduce workflows, unit tests with MRUnit, test data and local tests, anatomy of MapReduce job run, classic Map-reduce, YARN, failures in classic Map-reduce and YARN, job scheduling, shuffle and sort, task execution, MapReduce types, input formats, output formats	10
Unit 5:	7
Hbase, data model and implementations, Hbase clients, Hbase examples, praxis.Cassandra, Cassandra data model, Cassandra examples, Cassandra clients, Hadoop integration.	
Unit 6: Pig, Grunt, pig data model, Pig Latin, developing and testing Pig Latin scripts. Hive, data types and file formats, HiveQL data definition, HiveQL data manipulation, HiveQL queries.	6

COURSE OUTCOMES
After completion of course, students would be:
1. Describe big data and use cases from selected business domains 2. Explain NoSQL big data management 3. Install, configure, and run Hadoop and HDFS 4. Perform map-reduce analytics using Hadoop

Use Hadoop related tools such as HBase, Cassandra, Pig, and Hive for big data analytics
References:

1. Michael Minelli, Michelle Chambers, and AmbigaDhiraj, "Big Data, Big Analytics: Emerging
2. V.K. Jain, Big Data and Hadoop, Khanna Publishing House, New Delhi (2017).
3. V.K. Jain, Data Analysis, Khanna Publishing House, New Delhi (2019).
4. Business Intelligence and Analytic Trends for Today's Businesses", Wiley, 2013.
5. P. J. Sadalage and M. Fowler, "NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence", Addison-Wesley Professional, 2012.
6. Tom White, "Hadoop: The Definitive Guide", Third Edition, O'Reilley, 2012.
7. Eric Sammer, "Hadoop Operations", O'Reilley, 2012.
8. E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilley, 2012.
9. Lars George, "HBase: The Definitive Guide", O'Reilley, 2011.
10. Eben Hewitt, "Cassandra: The Definitive Guide", O'Reilley, 2010.
11. Alan Gates, "Programming Pig", O'Reilley, 2011.

Natural Language Processing
Code: PEC-CSD801B
Contacts: 3L

Name of the Course:	Natural Language Processing	
Course Code: PEC-CSD801C	Semester: VIII	
Duration: 6 months	Maximum Marks:100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical:NIL		End Semester Exam :70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit

1	Regular Expressions and AutomataRecap) - Introduction to NLP, Regular Expression, Finite State Automata [2L] Tokenization - Word Tokenization, Normalization, Sentence Segmentation, Named Entity Recognition, Multi Word Extraction, Spell Checking – Bayesian Approach, Minimum Edit Distance [5L] Morphology - Morphology – Inflectional and Derivational Morphology, Finite State Morphological Parsing, The Lexicon and Morphotactics, Morphological Parsing with Finite State Transducers, Orthographic Rules and Finite State Transducers, Porter Stemmer [4L]	11	
2	Language Modeling Introduction to N-grams, Chain Rule, Smoothing – Add-One Smoothing, Witten-Bell Discounting; Backoff, Deleted Interpolation, N-grams for Spelling and Word Prediction, Evaluation of language models. [4L] Hidden Markov Models and POS Tagging Markov Chain, Hidden Markov Models, Forward Algorithm, Viterbi Algorithm, Part of Speech Tagging – Rule based and Machine Learning based approaches, Evaluation. [4L]	8	
3	Text Classification Text Classification, Naïve Bayes' Text Classification, Evaluation, Sentiment Analysis – Opinion Mining and Emotion Analysis, Resources and Techniques. [4L] Context Free Grammar Context Free Grammar and Constituency, Some common CFG phenomena for	9	
	English, Top-Down and Bottom-up parsing, Probabilistic Context Free Grammar, Dependency Parsing [4L]		
4.	Computational Lexical Semantics Introduction to Lexical Semantics – Homonymy, Polysemy, Synonymy, Thesaurus – WordNet, Computational Lexical Semantics – Thesaurus based and Distributional Word Similarity [4L] Information Retrieval Boolean Retrieval, Termdocument incidence, The Inverted Index, Query Optimization, Phrase Queries, Ranked Retrieval – Term Frequency – Inverse Document Frequency based ranking, Zone Indexing, Query term proximity, Cosine ranking, Combining different features for ranking, Search Engine Evaluation, Relevance Feedback [5L]	9	

Text book and Reference books:

1. Speech and Language Processing, Jurafsky and Martin, Pearson Education
2. Foundation of Statistical Natural Language Processing, Manning and Schutze, MIT Press 3. Multilingual Natural Language Processing Applications from Theory to Practice: Bikel, Pearson.

Mobile Computing
Code: PEC-CSD801C
Contacts: 3L

Name of the Course:	Mobile Computing	
Course Code: OEC-CS801B	Semester: VIII	
Duration: 6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: 3L		Assignment and Quiz: 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam: 70 Marks
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Introduction to Personal Communications Services (PCS): PCS Architecture, Mobility management, Networks signalling. Global System for Mobile Communication (GSM) system overview: GSM Architecture, Mobility management, Network signalling.	5	
2	General Packet Radio Services (GPRS): GPRS Architecture, GPRS Network Nodes. Mobile Data Communication: WLANs (Wireless LANs) IEEE 802.11 standard, Mobile IP.	5	

3	Wireless Application Protocol (WAP): The Mobile Internet standard, WAP Gateway and Protocols, wireless mark up Languages (WML). Wireless Local Loop(WLL): Introduction to WLL Architecture, wireless Local Loop Technologies.	7	
4.	Third Generation (3G) Mobile Services: Introduction to International Mobile Telecommunications 2000 (IMT 2000) vision, Wideband Code Division Multiple Access (W-CDMA), and CDMA 2000, Quality of services in 3G	7	
5	Global Mobile Satellite Systems; case studies of the IRIDIUM and GLOBALSTAR systems. Wireless Enterprise Networks: Introduction to Virtual Networks, Blue tooth technology, Blue tooth Protocols.	7	
6	Server-side programming in Java, Pervasive web application architecture, Device independent example application	8	

Text book and Reference books:

1. "Pervasive Computing", Burkhardt, Pearson
2. "Mobile Communication", J. Schiller, Pearson
3. "Wireless and Mobile Networks Architectures", Yi-Bing Lin & Imrich Chlamtac, John Wiley & Sons, 2001
4. "Mobile and Personal Communication systems and services", Raj Pandya, Prentice Hall of India, 2001.
5. "Guide to Designing and Implementing wireless LANs", Mark Ciampa, Thomson learning, Vikas Publishing House, 2001.
6. "Wireless Web Development", Ray Rischpater, Springer Publishing,
7. "The Wireless Application Protocol", Sandeep Singhal, Pearson .
8. "Third Generation Mobile Telecommunication systems", by P.Stavronlakis, Springer Publishers,
9. Brijesh Gupta “Mobile Computing”, Khanna Publishing House, New Delhi

Internet of Things
Code: OEC-CSD801A
Contacts: 3L

Course Code	OEC-CSD801 A
Course Name	Internet of Things
Credits	3
Pre-Requisites	Wireless Networks

Total Number of Lectures: 48

COURSE OBJECTIVE
Able to understand the application areas of IOT
Able to realize the revolution of Internet in Mobile Devices, Cloud & Sensor Networks
Able to understand building blocks of Internet of Things and characteristics

LECTURE WITH BREAKUP	NO. OF LECTURES
Unit 1: Environmental Parameters Measurement and Monitoring: Why measurement and monitoring are important, effects of adverse parameters for the living being for IOT	7
Unit 2: Sensors: Working Principles: Different types; Selection of Sensors for Practical Applications Introduction of Different Types of Sensors such as Capacitive, Resistive, Surface Acoustic Wave for Temperature, Pressure, Humidity, Toxic Gas etc	8
Unit 3: Important Characteristics of Sensors: Determination of the Characteristics Fractional order element: Constant Phase Impedance for sensing applications such as humidity, water quality, milk quality Impedance Spectroscopy: Equivalent circuit of Sensors and Modelling of Sensors Importance and Adoption of Smart Sensors	11
Unit 4: Architecture of Smart Sensors: Important components, their features Fabrication of Sensor and Smart Sensor: Electrode fabrication: Screen printing, Photolithography, Electroplating Sensing film deposition: Physical and chemical Vapor, Anodization, Sol-gel	10
Unit 5: Interface Electronic Circuit for Smart Sensors and Challenges for Interfacing the Smart Sensor, Usefulness of Silicon Technology in Smart Sensor And Future scope of research in smart sensor	7
Unit 6: Recent trends in smart sensor for day to day life, evolving sensors and their architecture.	5

COURSE OUTCOMES
On completion of the course the student should be able to
Understand the vision of IoT from a global context.
Determine the Market perspective of IoT.
Use of Devices, Gateways and Data Management in IoT.

Application of IoT in Industrial and Commercial Building Automation and Real World Design Constraints.
Building state of the art architecture in IoT.

References:

1. Yasuura, H., Kyung, C.-M., Liu, Y., Lin, Y.-L., Smart Sensors at the IoT Frontier, Springer International Publishing
2. Kyung, C.-M., Yasuura, H., Liu, Y., Lin, Y.-L., Smart Sensors and Systems, Springer International Publishing
3. Jeeva Jose, Internet of Things, Khanna Publishing House.
4. Internet of Things, Arsheep Bahga and Vijay Madisetti

Wearable Applications, Research, Devices, Interactions
Course Code: OEC- CSD801B
Contact: 3L

Name of the Course:	Wearable Applications, Research, Devices, Interactions	
Course Code: PEC-CSD801A	Semester:VIII	
Duration:6 months	Maximum Marks: 100	
Teaching Scheme		Examination Scheme
Theory: 3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz : 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam: 70 Marks
Credit Points:	3	

Course Description:

This is a course about the current paradigm of Wearable Computing. This course will cover the origins, pioneering contributions, and principles of Wearable Computing. With this foundation, it will initiate the exploration into the space by learning how to design physical device, digital (applications) as well as human (interaction techniques) aspects of Wearables. It will help to develop the skills needed to conduct design of these three interrelated elements and also get a chance to apply them.

CO1: Students will be able to identify the motivation, guiding principles, and challenges of Wearable Computing.

CO2: Students will be able to develop skills pertaining to the design of a holistic interactive wearable system comprising of the physical, digital, and the human aspects.
CO3: Students will be able to critique research published on novel applications, design of form factor, and sensor-based interactions of wearable computers.
CO4: Students will be able to generate new project ideas that illustrate effective use of wearables for a problem you identify.
CO5: Students will be able to plan and produce proof-of- concepts to test hypotheses about a wearable solution.

Module 1: (8)
Introduction to Wearable Computing; Course overview, Looking inside technology, Applications of Wearable Technology,

Module 2: (12)
Manual Prototyping, Emerging opportunities for wearables; Wearable Prototyping, Designing for wearability, Arduino Prototyping, Challenges of Wearable Computing

Module 3: (16)
Intelligent agents: Sensing, Activity Recognition, Thresholding based event detection, Intelligent agents II: Just-in-time Information Retrieval, Context awareness, Capture and Access, Context-aware prototyping,

Module 4: (12)
Input techniques, Soft-good prototyping, Output: Audio, visual, tactile, Augmented Reality (AR) and Virtual Reality (VR), Privacy and Social Acceptability, Mini project.

Reference:

Krumm, J. (2010).Ubiquitous computing fundamentals. Boca Raton: Chapman & Hall/CRC Press.

Steganogrophy
Code: OEC-CSD801C
Contacts: 3L

Name of the Course:	Steganogrophy
Course Code: OEC-CSD801C	Semester: VIII
Duration: 6 months	Maximum Marks: 100
Teaching Scheme	Examination Scheme
Theory:3 hrs./week	Mid Semester exam: 15
Tutorial: NIL	Assignment and Quiz: 10 marks

		Attendance: 5 marks
Practical: NIL		End Semester Exam: 70 Marks
Credit Points:	3	

Pre-requisites: Data Structure, Design and Analysis of Algorithms

Module 1:
Origins & Overview of Steganography - History of Use, What is Steganography, Properties of data hiding systems, Steganography and the data hiding domain,Why Steganography is important, Components of a Steganographic System, Types of Steganography, Different parameters of steganography, Steganography vs. Encryption
Module 2:
Text Steganography: What is text steganography, Different types of existing text steganography methods, Format based methods, Random and Statistical Generation based methods, Linguistic Methods
Module 3:
Digital Images - Palette, True Color, Compressed Lossy, lossless, Formats: BMP, JPG, GIF, PNG, Image Steganography: What is image steganography, Different types of existing image steganography algorithms, Spatial domain techniques, Transform domain techniques, Different Examples, Masking and Filtering
Module 4:
Different Modern Steganographic Approaches, Audio and Video Steganography, Steganography and watermarking, Steganography Embedding Tools
Module 5:
Steganalysis - An Overview, The Statistical Properties of Images, The Visual Steganalytic System, Learning Strategies, Introduction of the Support Vector Machine, Neural Networks, Principle Component Analysis, Frequency-Domain Steganalytic System.

References:
1 Information Hiding (Steganography and Watermarking - Attacks and Countermeasures), Johnson, Neil F./ Duric, Zoran/ Jajodia, Sushil , luwer Academic Pub, 2001
2 Information Hiding Techniques for Steganography and Digital Watermarking ,Katzenbeisser, Stefan (Edt)/ Petitcolas, Fabien, A.P. (Edt) , Artech House, 2000
3 Different Research Articles in the domain

Neural Networks and Deep Learning
Code: OEC-CSD802A
Contacts: 3L

Name of the Course:	Neural Networks and Deep Learning

Course Code: OEC-CSD802A	Semester: VIII
Duration:6 months	Maximum Marks: 100
Teaching Scheme	Examination Scheme
Theory: 3 hrs./week	Mid Semester exam: 15
Tutorial: NIL	Assignment and Quiz : 10 marks
	Attendance: 5 marks
Practical:	End Semester Exam: 70 Marks
Credit Points:	3

Unit	Content	Hrs/Unit	Marks/Unit
1	Introduction: Various paradigms of earning problems, Perspectives and Issues in deep learning framework, review of fundamental learning techniques.	3	
2	Feed forward neural network: Artificial Neural Network, activation function, multi-layer neural network.cardinality, operations, and properties of fuzzy relations.	6	
3	Training Neural Network: Risk minimization, loss function, backpropagation, regularization, model selection, and optimization.	6	
4.	Conditional Random Fields: Linear chain, partition function, Markov network, Belief propagation, Training CRFs, Hidden Markov Model, Entropy.	9	
5	Deep Learning: Deep Feed Forward network, regularizations, training deep models, dropouts, Convolutional Neural Network, Recurrent Neural Network, Deep Belief Network.	6	
6	Deep Learning research: Object recognition, sparse coding, computer vision, natural language	6	

Text book and Reference books:

1. Goodfellow, I., Bengio,Y., and Courville, A., Deep Learning, MIT Press, 2016.
2. Bishop, C. ,M., Pattern Recognition and Machine Learning, Springer, 2006.
3. Yegnanarayana, B., Artificial Neural Networks PHI Learning Pvt. Ltd, 2009.

4. Golub, G.,H., and Van Loan,C.,F., Matrix Computations, JHU Press,2013.
5. Satish Kumar, Neural Networks: A Classroom Approach, Tata McGraw-Hill Education, 2004.
6. Dr. Rajiv Chopra, Deep Learning, Khanna Publishing House, New Delhi (AICTE Recommended Textbook – 2018)

E-Commerce & ERP:
Code: OEC-CSD802B
Contacts: 3L

1. Overview, Definitions, Advantages & Disadvantages of E – Commerce, Threats of E – Commerce, Managerial Prospective, Rules & Regulations For Controlling E – Commerce, Cyber Laws. [3 L]
2. Technologies : Relationship Between E – Commerce & Networking, Different Types of Networking Commerce, Internet, Intranet & Extranet, EDI Systems Wireless Application Protocol : Definition, Hand Held Devices, Mobility & Commerce, Mobile Computing, Wireless Web, Web Security, Infrastructure Requirement For E – Commerce . [5 L]
3. Business Models of e – commerce : Model Based On Transaction Type, Model Based On Transaction Party - B2B, B2C, C2B, C2C, E – Governance. [2 L]
4. E – strategy : Overview, Strategic Methods for developing E – commerce. [2 L]
5. Four C's : (Convergence, Collaborative Computing, Content Management & Call Center). Convergence : Technological Advances in Convergence – Types, Convergence and its implications, Convergence & Electronic Commerce. Collaborative Computing : Collaborative product development, contract as per CAD, Simultaneous Collaboration, Security. Content Management : Definition of content, Authoring Tools & Content Management, Content – partnership, repositories, convergence, providers, Web Traffic & Traffic Management ; Content

Marketing. Call Center : Definition, Need, Tasks Handled, Mode of Operation, Equipment , Strength & Weaknesses of Call Center, Customer Premises Equipment (CPE). [6 L]

7. Supply Chain Management : E – logistics, Supply Chain Portal, Supply Chain Planning Tools (SCP Tools), Supply Chain Execution (SCE), SCE - Framework, Internet's effect on Supply Chain Power. [3 L]
8. E – Payment Mechanism : Payment through card system, E – Cheque, E – Cash, E – Payment Threats & Protections. [1 L]
9. E – Marketing :. Home –shopping, E-Marketing, Tele-marketing [1 L]
10. Electronic Data Interchange (EDI) : Meaning, Benefits, Concepts, Application, EDI Model, Protocols (UN EDI FACT / GTDI, ANSI X – 12), Data Encryption (DES / RSA). [2 L]
11. Risk of E – Commerce : Overview, Security for E – Commerce, Security Standards, Firewall, Cryptography, Key Management, Password Systems, Digital certificates, Digital signatures. [4 L]
12. Enterprise Resource Planning (ERP) : Features, capabilities and Overview of Commercial Software, re-engineering work processes for IT applications, Business Process Redesign, Knowledge engineering and data warehouse . Business Modules: Finance, Manufacturing

(Production), Human Resources, Plant Maintenance, Materials Management, QualityManagement, Sales&Distribution ERPPackage, ERP Market: ERP Market Place, SAP AG, PeopleSoft, BAAN, JD Edwards, Oracle Corporation ERP-Present and Future: Enterprise Application Integration (EAI), ERP and E-Commerce, ERP and Internet, Future Directions in ERP [10]

Reference :

1. E-Commerce,M.M. Oka, EPH
2. Kalakotia, Whinston : Frontiers of Electronic Commerce , Pearson Education.
3. Bhaskar Bharat : Electronic Commerce - Technologies & Applications.TMH 4. Loshin Pete, Murphy P.A. : Electronic Commerce , Jaico Publishing Housing.
5. Murthy : E – Commerce , Himalaya Publishing.
6. E – Commerce : Strategy Technologies & Applications, Tata McGraw Hill.
7. Global E-Commerce, J. Christopher & T.H.K. Clerk, University Press
8. Beginning E-Commerce, Reynolds, SPD
9. Krishnamurthy, E-Commerce Mgmt, Vikas

Micro-electronics and VLSI Design
Code: OEC-CSD802C
Contact: 3L
Credits: 3
Allotted Hrs: 39L

Introduction to CMOS circuits: MOS Transistors, MOS transistor switches, CMOS Logic, The inverter, Combinational Logic, NAND gate, NOT Gate, Compound Gates, Multiplexers, Memory-Latches and Registers. [6L]
Processing Technology: Silicon Semiconductor Technology- An Overview, wafer processing, oxidation, epitaxy deposition, Ion-implantation and diffusion, The Silicon Gate Process- Basic CMOS Technology, basic n-well CMOS process, p-well CMOS process, Twin tub process, Silicon on insulator, CMOS process enhancement-Interconnect, circuit elements, 3-D CMOS. Layout Design Rule: Layer Representations, CMOS n-well Rules, Design Rule of background scribe line, Layer Assignment, SOI Rule [10L] .

Power Dissipation: Static dissipation, Dynamic dissipation, short-circuit dissipation, total power dissipation. Programmable Logic, Programmable Logic structure, Programmable interconnect, and Reprogramable Gate Array: Xilinx Programmable Gate Array, Design Methods: Behavioural Synthesis, RTL synthesis [8L]

Placement: placement: Mincut based placement – Iterative improvement placement simulated annealing. Routing: Segmented channel routing – maze routing – routability and routing resources – net delays. [5L]

Verification and Testing: Verification Versus Testing, Verification: logic simulation design validation – timing verification – Testing concepts: failures – mechanisms and faults – fault

coverage – ATPG methods – types of tests – FPGAs – programmability failures – design for testability. [5L]

Overview of VHDL [5L]

Text Book:

1."Digital Integrated Circuit", J.M.Rabaey, Chandrasan, Nicolic, Pearson
2. "CMOS Digital Integrated Circuit", S.M.Kang & Y.Leblebici, TMH
3."Modern VLSI Design" Wayne Wolf, Pearson
4."Algorithm for VLSI Design & Automation", N.Sherwani, Kluwer
5."VHDL", Bhaskar, PHI

References:

1. " Digital Integrated Circuits" Demassa & Ciccone, Willey Pub.
2. "Modern VLSI Design: system on silicon" Wayne Wolf; Addison Wesley Longman Publisher
3. "Basic VLSI Design" Douglas A. Pucknell & Kamran Eshranghian; PHI
4. "CMOS Circuit Design, Layout & Simulation", R.J.Baker, H.W.Lee, D.E. Boyee, PHI

Virtual Reality
Code: OEC-CSD802D
Contacts: 3L

Course Description:

Rendering, geometric modelling, display optics, sensors and tracking, vestibular systems and interface design. Advanced areas of VR including telepresence, procedural modelling of large virtual worlds, and designing multi-model interactions and interfaces for VR will also be discussed. This will be a project-based course using game engine based VR development.

Pre-requisite: Computer Graphics

CO1: Apply the learned concepts to design moderate to large VR based systems
CO2: Understand rendering in VR and challenges
CO3: Be able to use geometric modelling algorithms to design virtual worlds
CO4: Be able to design user interactions in VR

Module 1: (**12 L**)
Introduction, Historical perspective, Graphics pipeline, Real-time rendering in VR, Transformations, viewing and projection, Geometric modelling

Module 2: (**12 L**)
Light and optics, lens systems and imaging, lens aberrations, Stereoscopy, depth and motion perception, Human perception: visual, audio, vestibular, and tactile

Module 3: (10L)
Introduction to Augmented Reality (AR), Multi-user interaction, Tracking systems

Module 4: (**10L**)
Procedural modelling and creation of large virtual worlds, Telepresence and interaction, User interfaces, social interaction and evaluation of VR systems.

Reference

1. LaValle "Virtual Reality", Cambridge University Press, 2016, edition, 2009.
2. Doug A. Bowman, Ernst Kruijff, Joseph J. LaViola, and Ivan Poupyrev, 3D User Interfaces, Addison-Wesley, 2005.
3. K. S. Hale and K. M. Stanney, Handbook on Virtual Environments, 2nd edition, CRC Press, 2015.