

B.E. (COMPUTER SCIENCE AND ENGINEERING) PROGRAMME

Regulations and Syllabi (Effective from 2008)

1. Eligibility:

(1) Candidates who passed the following Examination or any other equivalent Examination thereto and who appeared for the entrance test conducted by the University or approved institutions wherever prescribed are eligible for admission to Four Year B.E. (Computer Science and Engineering) Programme.

Higher Secondary Examination with Mathematics, Physics and Chemistry conducted by the Government of Tamil Nadu or its equivalent in the relevant subjects.

(2) Candidates who passed Three Year Diploma in Technical Education in the concerned subject conducted by the Government of Tamil Nadu are eligible for admission to Second Year of Four Year B.E. (Computer Science and Engineering) Programme.

2. Duration: Four Years comprising 8 Semesters. Each semester has a minimum 90 working days with a minimum of 5 hours a day.

3. Medium: English is the medium of instruction and examination.

4. Weightage for Continuous and End Assessment: The weightage for Continuous Assessment (CA) and End Assessment (EA) be 25:75 unless the ratio is specifically mentioned in the scheme of Examinations.

5. Credit System: Credit system be followed with 18 credits for each semester and each credit is equivalent to 25 hours of effective study provided in the Time Table.

6. Scheme of Examinations

I Semester

Code No.	Course Title	Credit	Marks		
			CA	EA	Total
Theory					
108EHT01	Technical English - I	1	25	75	100
108MAT02	Mathematics - I	3	25	75	100
108PHT03	Engineering Physics - I	3	25	75	100
108CYT04	Engineering Chemistry - I	3	25	75	100
108EGT05	Engineering Graphics - I	3	25	75	100
108FCT06	Fundamentals of Computing - I	3	25	75	100
Practical					
108CLP01	Computer Practices Laboratory - I	1	25	75	100
108ELP02	Engineering Practices Laboratory - I	1	25	75	100
Total		18	200	600	800

II Semester

Code No.	Course Title	Credit	Marks		
			CA	EA	Total
Theory					
208EHT01	Technical English – II	2	25	75	100
208MAT02	Mathematics – II	3	25	75	100
208PHT03	Engineering Physics – II	2	25	75	100
208CYT04	Engineering Chemistry – II	2	25	75	100
208EDT05	Electric Circuits and Electron Devices	3	25	75	100
208CMT06	Basic Civil & Mechanical Engineering	3	25	75	100
Practical					
208CLP01	Computer Practices Laboratory – II	1	25	75	100
208PCP02	Physics & Chemistry Laboratory – II	1	25	75	100
208CDP03	Circuits and Devices Laboratory	1	25	75	100
Total		18	225	675	900

III Semester

Code No.	Course Title	Credit	Marks		
			CA	EA	Total
Theory					
308CST01	Transforms and Partial Differential Equations	3	25	75	100
308CST02	Data Structures	2	25	75	100
308CST03	Digital Principles and Systems Design	3	25	75	100
308CST04	Object Oriented Programming	2	25	75	100
308CST05	Analog and Digital Communication	3	25	75	100
308CST06	Environmental Science and Engineering	2	25	75	100
Practical					
308CSP01	Digital Lab	1	25	75	100
308CSP02	Data Structures Lab	1	25	75	100
308CSP03	Object Oriented Programming Lab	1	25	75	100
Total		18	225	675	900

IV Semester

Code No.	Course Title	Credit	Marks		
			CA	EA	Total
Theory					
408CST01	Probability and Queuing Theory	3	25	75	100
408CST02	Design and Analysis of Algorithms	3	25	75	100
408CST03	Microprocessors & Microcontrollers	2	25	75	100
408CST04	Computer Organization and Architecture	3	25	75	100
408CST05	Operating Systems	2	25	75	100
408CST06	Data Base Management Systems	2	25	75	100
Practical					
408CSP01	Operating Systems Lab	1	25	75	100
408CSP02	Data Base Management Systems Lab	1	25	75	100
408CSP03	Microprocessors Lab	1	25	75	100
Total		18	225	675	900

V Semester

Code No.	Course Title	Credit	Marks		
			CA	EA	Total
Theory					
508CST01	Software Engineering	2	25	75	100
508CST02	Discrete Mathematics	3	25	75	100
508CST03	Computer Networks	3	25	75	100
508CST04	Theory of Computation	3	25	75	100
508CST05	System Software	2	25	75	100
508CST06	Programming Paradigms	2	25	75	100
Practical					
508CSP01	Network Lab	1	25	75	100
508CSP02	System Software Lab	1	25	75	100
508CSP03	Java Lab	1	25	75	100
Total		18	225	675	900

VI Semester

Code No.	Course Title	Credit	Marks		
			CA	EA	Total
Theory					
608CST01	Artificial Intelligence	3	25	75	100
608CST02	Principles of Compiler Design	3	25	75	100
608CST03	Object Oriented Analysis and Design	3	25	75	100
608CST04	Advanced Computer Architecture	3	25	75	100
608CST09	Web Technology (Elective - I)	2	25	75	100
608CST13	Advanced Database Technology (Elective - II)	2	25	75	100
Practical					
608CSP01	Object Oriented Analysis and Design Lab	1	25	75	100
608CSP03	Internet Programming Lab	1	25	75	100
Total		18	200	600	800

VII Semester

Code No.	Course Title	Credit	Marks		
			CA	EA	Total
Theory					
708CST01	Engineering Economics & Financial Accounting	3	25	75	100
708CST02	Computer Graphics	3	25	75	100
708CST03	Mobile and Pervasive Computing	3	25	75	100
708CST04	Digital Signal Processing	3	25	75	100
708CST06	Data Warehousing and Data Mining (Elective III)	2	25	75	100
708CST14	Cryptography and Network Security (Elective IV)	2	25	75	100
Practical					
708CSP01	Computer Graphics Lab	1	25	75	100
708CSP02	Open Source Lab	1	25	75	100
Total		18	200	600	800

VIII Semester

Code No.	Course Title	Credit	Marks		
			CA	EA	Total
Theory					
808CST06	Software Quality Assurance (Elective V)	2	25	75	100
808CST12	High Speed Networks (Elective VI)	2	25	75	100
Practical					
808CSP01	Project Work	14	25	65	100
	Viva voce			10	
Total		18	75	225	300

LIST OF ELECTIVE COURSES

Code No.	Course Title
Elective – I	
608CST05	Multicore Programming
608CST06	Visual Programming
608CST07	Advanced JAVA Programming
608CST08	Parallel Programming
608CST09	Web Technology
Elective – II	
608CST10	UNIX Internals
608CST11	Numerical Methods
608CST12	Embedded Systems
608CST13	Advanced Database Technology
608CST14	Knowledge Management
608CST15	High Performance Microprocessors
Elective – III	
708CST05	Resource Management Techniques
708CST06	Data Warehousing and Data Mining
708CST07	Real Time Systems
708CST08	TCP/IP Design and Implementation
708CST09	Natural Language Processing
708CST10	User Interface Design
708CST11	Service Oriented Architecture
Elective – IV	
708CST12	Advanced Operating Systems
708CST13	C# and .NET Framework
708CST14	Cryptography and Network Security
708CST15	Systems Modeling & Simulation
708CST16	Total Quality Management
708CST17	Network Programming and Management
708CST18	Software Testing
708CST19	Wireless Networks
Elective – V	
808CST01	Intellectual Property Rights
808CST02	Graph Theory
808CST03	Information Security
808CST04	Soft Computing
808CST05	Digital Image Processing
808CST06	Software Quality Assurance
808CST07	Distributed Systems
808CST08	Knowledge Based Decision Support Systems
808CST09	Professional Ethics in Engineering
808CST10	Fundamentals Of Nanoscience
Elective – VI	
808CST11	Indian Constitution and Society
808CST12	High Speed Networks
808CST13	Robotics
808CST14	Software Project Management
808CST15	Quantum Computing
808CST16	Grid Computing
808CST17	Agent Based Intelligent Systems
808CST18	Bio Informatics

7. Passing Requirements: The minimum pass mark (raw score) be 50% in End Assessment (EA) and 50% in Continuous Assessment (CA) and End Assessment (EA) put together. No minimum mark (raw score) in Continuous Assessment (CA) be prescribed unless it is specifically mentioned in the scheme of Examination.

8. Grading System: Grading System on a 10 Point Scale be followed with 1 mark = 0.1 Grade point to successful candidates as given below.

CONVERSION TABLE

(1 mark = 0.1 Grade Point on a 10 Point Scale)

Range of Marks	Grade Point	Letter Grade	Classification
90 to 100	9.0 to 10.0	O	First Class
80 to 89	8.0 to 8.9	A	First Class
70 to 79	7.0 to 7.9	B	First Class
60 to 69	6.0 to 6.9	C	First Class
50 to 59	5.0 to 5.9	D	Second Class
0 to 49	0 to 4.9	F	Reappearance

Procedure for Calculation

Cumulative Grade Point Average (CGPA)	=	$\frac{\text{Sum of Weighted Grade Points}}{\text{Total Credits}}$
	=	$\frac{\sum (CA+EA) C}{\sum C}$
Where Weighted Grade Points in each Course	=	Grade Points (CA+EA) multiplied by Credits
	=	(CA+EA)C
Weighted Cumulative Percentage of Marks(WCPM)	=	CGPAx10

C- Credit,

CA-Continuous Assessment,

EA- End Assessment

9. Pattern of the Question Paper: The question paper for End Assessment will be set for three hours and for the maximum of 100 marks with following divisions and details.

Part A: 10 questions (with equal distribution to all units in the syllabus).
Each question carries 2 marks.

Part B: 5 question with either or type (with equal distribution to all units in the syllabus). Each question carries 16 marks.

The total marks scored by the candidates will be reduced to the maximum prescribed in the Regulations.

10. Syllabus

10SEHT01 - TECHNICAL ENGLISH – I

AIM:

To encourage students to actively involve in participative learning of English and to help them acquire Communication Skills.

OBJECTIVES:

1. To help students develop listening skills for academic and professional purposes.
2. To help students acquire the ability to speak effectively in English in real-life situations.
3. To inculcate reading habit and to develop effective reading skills.
4. To help students improve their active and passive vocabulary.
5. To familiarize students with different rhetorical functions of scientific English.
6. To enable students write letters and reports effectively in formal and business situations.

UNIT I

General Vocabulary - changing words from one form to another - Adjectives, comparative adjectives - Adverbs - Active and passive voice - Tenses - simple present, present continuous - Adverb forms - Nouns - compound nouns - Skimming and scanning - Listening and transfer of information - bar chart, flowchart - Paragraph writing, description - Discussing as a group and making an oral report on the points discussed, conversation techniques - convincing others.

Suggested activities:

1. Matching words & meanings - Using words in context - Making sentences.
2. Changing sentences from active to passive voice & vice versa.
3. Skimming, cloze exercises, exercises transferring information from text to graphic form - bar charts, flow charts.
4. Writing descriptions using descriptive words & phrases, and technical vocabulary.
5. Role play, conversation exercises, discussions, oral reporting exercises
Any other related relevant classroom activity

UNIT II

Vocabulary - prefixes & suffixes - simple past tense - Spelling and punctuation - 'wh' Question forms - Scanning, inference - Listening & note-taking - Paragraph writing - comparison and contrast - Creative thinking and speaking.

Suggested Activities:

1. a. Vocabulary activities using prefixes and suffixes.
b. Exercises using questions - asking & answering questions.
2. Scanning the text for specific information
3. Listening guided note-taking - Writing paragraphs using notes, giving suitable headings and subheadings for paragraphs. Using expressions of comparison and contrast.
4. Discussion activities and exploring creative ideas.
Any other related relevant classroom activity

UNIT III

Tenses - simple past, simple future and past perfect - Reading in Context -Listening & note-taking - single line - Definitions - sequencing of sentences - instruction - Persuasive speaking.

Suggested activities:

1. Providing appropriate context for the use of tenses
2. Listening and note-taking
3. (a) Writing sentence definitions, instructions
(b) Identifying the discourse links and sequencing jumbled sentences / writing instructions.
4. Speaking exercises, discussions, role play exercises using explaining, convincing and persuasive strategies
Any other related relevant classroom activity

UNIT IV

Modal verbs and Probability – Concord subject verb agreement – Correction of errors - Cause and effect expressions – Extended Definition - Speaking about the future plans.

Suggested activities:

1. a. Making sentences using modal verbs to express probability
b. Gap filling using relevant grammatical form of words.
2. Writing extended definitions
3. Speaking - role play activities, discussions, extempore speaking exercises speculating about the future.
Any other related relevant classroom activity

UNIT V

'If' conditionals – Gerunds - Intensive reading - Speaking – Presentation of problems & solutions - Itinerary – planning for an industrial visit - Formal Letter writing – Letter to the editor, invitation letter, accepting, declining letter and permission letter.

Suggested activities:

1. a) Sentence completion exercises using 'If' conditionals.
b) Gap filling exercises using gerunds and present participle forms
2. Reading comprehension exercises.
3. Role play, discussion, debating and speaking activities for stating, discussing problems and suggesting solutions.
4. Planning a tour, Writing a travel itinerary. Writing letters to officials and to the editor in formal/official contexts.
Any other related relevant classroom activity

TEXT BOOK:

1. Department of Humanities & Social Sciences, Anna University, 'English for Engineers and Technologists' Combined Edition (Volumes 1 & 2), Chennai: Orient Longman Pvt. Ltd., 2006. Themes 1 – 4 (Resources, Energy, Computer, Transport)

REFERENCES:

1. Meenakshi Raman and Sangeeta Sharma, 'Technical Communication English skills for Engineers', Oxford University Press, 2008.
2. Andrea, J. Rutherford, 'Basic Communication Skills for Technology', Second Edition, Pearson Education, 2007.

Extensive Reading:

1. A.P.J.Abdul Kalam with Arun Tiwari, 'Wings of Fire' An Autobiography, University Press (India) Pvt. Ltd., 1999, 30th Impression 2007.

NOTE:

The book given under Extensive Reading is meant for inculcating the reading habit of the students. They need not be used for testing purposes.

108MAT02 - MATHEMATICS – I

UNIT I MATRICES

Characteristic equation – Eigen values and eigen vectors of a real matrix – Properties – Cayley-Hamilton theorem (excluding proof) – Orthogonal transformation of a symmetric matrix to diagonal form – Quadratic form – Reduction of quadratic form to canonical form by orthogonal transformation.

UNIT II THREE DIMENSIONAL ANALYTICAL GEOMETRY

Equation of a sphere – Plane section of a sphere – Tangent Plane – Equation of a cone – Right circular cone – Equation of a cylinder – Right circular cylinder.

UNIT III DIFFERENTIAL CALCULUS

Curvature in Cartesian co-ordinates – Centre and radius of curvature – Circle of curvature – Evolutes – Envelopes – Evolute as envelope of normals.

UNIT IV FUNCTIONS OF SEVERAL VARIABLES

Partial derivatives – Euler's theorem for homogenous functions – Total derivatives – Differentiation of implicit functions – Jacobians – Taylor's expansion – Maxima and Minima – Method of Lagrangian multipliers.

UNIT V MULTIPLE INTEGRALS

Double integration – Cartesian and polar coordinates – Change of order of integration – Change of variables between Cartesian and polar coordinates – Triple integration in Cartesian co-ordinates – Area as double integral – Volume as triple integral

TEXT BOOK:

1. Bali N. P and Manish Goyal, "Text book of Engineering Mathematics", Third edition, Laxmi Publications(p) Ltd.,(2008).
2. Grewal. B.S, "Higher Engineering Mathematics", 40th Edition, Khanna Publications, Delhi, (2007).

REFERENCES:

1. Ramana B.V, "Higher Engineering Mathematics", Tata McGraw Hill Publishing Company, New Delhi, (2007).
2. Glyn James, "Advanced Engineering Mathematics", 7th Edition, Pearson Education, (2007).
3. Jain R.K and Iyengar S.R.K," Advanced Engineering Mathematics", 3rd Edition, Narosa Publishing House Pvt. Ltd., (2007).

108PHT03 - ENGINEERING PHYSICS – I

UNIT I ULTRASONICS

Introduction – Production – magnetostriction effect - magnetostriction generator- piezoelectric effect - piezoelectric generator- Detection of ultrasonic waves properties – Cavitations - Velocity measurement – acoustic grating - Industrial applications – drilling, welding, soldering and cleaning – SONAR - Non Destructive Testing – pulse echo system through transmission and reflection modes - A,B and C –scan displays, Medical applications - Sonograms

UNIT II LASERS

Introduction – Principle of Spontaneous emission and stimulated emission. Population inversion, pumping. Einsteins A and B coefficients - derivation. Types of lasers – He-Ne, CO₂, Nd-YAG, Semiconductor lasers (homojunction & heterojunction) Qualitative Industrial Applications - Lasers in welding, heat treatment, cutting – Medical applications - Holography (construction & reconstruction).

UNIT III FIBER OPTICS & APPLICATIONS

Principle and propagation of light in optical fibres – Numerical aperture and Acceptance angle - Types of optical fibres (material, refractive index, mode) – Double crucible technique of fibre drawing - Splicing, Loss in optical fibre – attenuation, dispersion, bending - Fibre optical communication system (Block diagram) - Light sources - Detectors - Fibre optic sensors - temperature & displacement - Endoscope.

UNIT IV QUANTUM PHYSICS

Black body radiation – Planck's theory (derivation) – Deduction of Wien's displacement law and Rayleigh – Jeans' Law from Planck's theory – Compton effect. Theory and experimental verification – Matter waves – Schrödinger's wave equation – Time independent and time dependent equations – Physical significance of wave function – Particle in a one dimensional box - Electron microscope - Scanning electron microscope - Transmission electron microscope.

UNIT V CRYSTAL PHYSICS

Lattice – Unit cell – Bravais lattice – Lattice planes – Miller indices – d spacing in cubic lattice – Calculation of number of atoms per unit cell – Atomic radius – Coordination number – Packing factor for SC, BCC, FCC and HCP structures – NaCl, ZnS, diamond and graphite structures – Polymorphism and allotropy - Crystal defects – point, line and surface defects- Burger vector.

TEXT BOOKS:

1. R. K. Gaur and S.C. Gupta, 'Engineering Physics' Dhanpat Rai Publications, New Delhi(2003)
2. M.N. Avadhanulu and PG Kshirsagar, 'A Text book of Engineering Physics', S.Chand and company, Ltd., New Delhi, 2005.

REFERENCES:

1. Serway and Jewett, 'Physics for Scientists and Engineers with Modern Physics', 6th Edition, Thomson Brooks/Cole, Indian reprint (2007)
2. Rajendran, V and Marikani A, 'Engineering Physics' Tata McGraw Hill Publications Ltd, III Edition, New Delhi, (2004).
3. Palanisamy, P.K., 'Engineering Physics' Scitech publications, Chennai, (2007).
4. Jayakumar. S, 'Engineering Physics', R.K. Publishers, Coimbatore, (2003).
5. Chitra Shadrach and Sivakumar Vadivelu, 'Engineering Physics', Pearson Education, New Delhi, (2007).

108CYT04 - ENGINEERING CHEMISTRY – I

AIM

To impart a sound knowledge on the principles of chemistry involving the different application oriented topics required for all engineering branches.

OBJECTIVES

- The student should be conversant with the principles water characterization and treatment of potable and industrial purposes.
- Principles of polymer chemistry and engineering applications of polymers
- Industrial applications of surface chemistry
- Conventional and non-conventional energy sources and energy storage devices and Chemistry of engineering materials

UNIT I WATER TECHNOLOGY

Characteristics – alkalinity – types of alkalinity and determination – hardness – types and estimation by EDTA method (problems); Domestic water treatment – disinfection methods (Chlorination, ozonation, UV treatment) – Boiler feed water – requirements – disadvantages of using hard water in boilers – internal conditioning (phosphate, calgon and carbonate conditioning methods) – external conditioning – demineralization process – desalination and reverse osmosis.

UNIT II POLYMERS AND COMPOSITES

Polymers-definition – polymerization – types – addition and condensation polymerization – free radical polymerization mechanism – Plastics, classification – preparation, properties and uses of PVC, Teflon, polycarbonate, polyurethane, nylon-6,6, PET- Rubber -vulcanization of rubber, synthetic rubbers – butyl rubber, SBR, Composites – definition, types polymer matrix composites – FRP only.

UNIT III SURFACE CHEMISTRY

Adsorption – types – adsorption of gases on solids – adsorption isotherms – Freundlich and Langmuir isotherms – adsorption of solutes from solution – role of adsorbents in catalysis, ion-exchange adsorption and pollution abatement.

UNIT IV NON-CONVENTIONAL ENERGY SOURCES AND STORAGE DEVICES

Nuclear energy – fission and fusion reactions and light water nuclear reactor for power generation (block diagram only) – breeder reactor – solar energy conversion – solar cells – wind energy – fuel cells – hydrogen – oxygen fuel cell – batteries – alkaline batteries – lead-acid, nickel-cadmium and lithium batteries.

UNIT V ENGINEERING MATERIALS

Refractories – classification – acidic, basic and neutral refractories – properties (refractoriness, refractoriness under load, dimensional stability, porosity, thermal spalling) – manufacture of alumina, magnesite and zirconia bricks, Abrasives – natural and synthetic abrasives – quartz, corundum, emery, garnet, diamond, silicon carbide and boron carbide. Lubricants – mechanism of lubrication, liquid lubricants, - properties – viscosity index, flash and fire points, cloud and pour points, oiliness) – solid lubricants – graphite and molybdenum sulphide. Nanomaterials – introduction to nanochemistry – carbon nanotubes and their applications

TEXT BOOKS:

1. P.C.Jain and Monica Jain, "Engineering Chemistry" Dhanpat Rai Pub, Co., New Delhi (2002).
2. S.S. Dara "A text book of engineering chemistry" S.Chand & Co.Ltd., New Delhi (2006).

REFERENCES:

1. B.K.Sharma "Engineering chemistry" Krishna Prakasan Media (P) Ltd., Meerut (2001).
2. B. Sivasankar "Engineering Chemistry" Tata McGraw-Hill Pub.Co.Ltd, New Delhi (2008).

108EGT05 - ENGINEERING GRAPHICS

AIM

To develop graphic skills in students.

OBJECTIVES

To develop in students graphic skill for communication of concepts, ideas and design of engineering products and expose them to existing national standards related to technical drawings.

Concepts and conventions (Not for Examination)

Importance of graphics in engineering applications – Use of drafting instruments – BIS conventions and specifications – Size, layout and folding of drawing sheets – Lettering and dimensioning.

UNIT I PLANE CURVES AND FREE HAND SKETCHING

Curves used in engineering practices:

Conics – Construction of ellipse, Parabola and hyperbola by eccentricity method – Construction of cycloid – construction of involutes of square and circle – Drawing of tangents and normal to the above curves.

Free hand sketching:

Representation of Three Dimensional objects – General principles of orthographic projection – Need for importance of multiple views and their placement – First angle projection – layout views – Developing visualization skills through free hand sketching of multiple views from pictorial views of objects.

UNIT II PROJECTION OF POINTS, LINES AND PLANE SURFACES

Projection of points and straight lines located in the first quadrant – Determination of true lengths and true inclinations – Projection of polygonal surface and circular lamina inclined to both reference planes.

UNIT III PROJECTION OF SOLIDS

Projection of simple solids like prisms, pyramids, cylinder and cone when the axis is inclined to one reference plane by change of position method.

UNIT IV SECTION OF SOLIDS AND DEVELOPMENT OF SURFACES

Sectioning of above solids in simple vertical position by cutting planes inclined to one reference plane and perpendicular to the other – Obtaining true shape of section.

Development of lateral surfaces of simple and truncated solids – Prisms, pyramids, cylinders and cones – Development of lateral surfaces of solids with cylindrical cutouts, perpendicular to the axis.

UNIT V ISOMETRIC AND PERSPECTIVE PROJECTIONS

Principles of isometric projection – isometric scale – isometric projections of simple solids, truncated prisms, pyramids, cylinders and cones.

Perspective projection of prisms, pyramids and cylinders by visual ray method.

TEXT BOOKS:

1. N.D. Bhatt, "Engineering Drawing" Charotar Publishing House, 46th Edition, (2003).

REFERENCES:

1. K. V. Natrajan, "A text book of Engineering Graphics", Dhanalakshmi Publishers, Chennai (2006).
2. M.S. Kumar, "Engineering Graphics", D.D. Publications, (2007).
3. K. Venugopal & V. Prabhu Raja, "Engineering Graphics", New Age International (P) Limited (2008).
4. M.B. Shah and B.C. Rana, "Engineering Drawing", Pearson Education (2005).
5. K. R. Gopalakrishnana, "Engineering Drawing" (Vol.I&II), Subhas Publications (1998).
6. Dhananjay A.Jolhe, "Engineering Drawing with an introduction to AutoCAD" Tata McGraw Hill Publishing Company Limited (2008).
7. Basant Agarwal and Agarwal C.M., "Engineering Drawing", Tata McGraw Hill Publishing Company Limited, New Delhi, (2008).

Publication of Bureau of Indian Standards:

1. IS 10711 – 2001: Technical products Documentation – Size and lay out of drawing sheets.
2. IS 9609 (Parts 0 & 1) – 2001: Technical products Documentation – Lettering.
3. IS 10714 (Part 20) – 2001 & SP 46 – 2003: Lines for technical drawings.
4. IS 11669 – 1986 & SP 46 – 2003: Dimensioning of Technical Drawings.
5. IS 15021 (Parts 1 to 4) – 2001: Technical drawings – Projection Methods.

Special points applicable to University Examinations on Engineering Graphics:

1. There will be five questions, each of either or type covering all units of the syllabus.
2. All questions will carry equal marks of 20 each making a total of 100.
3. The answer paper shall consist of drawing sheets of A3 size only. The students will be permitted to use appropriate scale to fit solution within A3 size.
4. Whenever the total number of candidates in a college exceeds 150, the University Examination in that college will be conducted in two sessions (FN and AN on the same day) for 50 percent of student (approx) at a time.

108FCT06 - FUNDAMENTALS OF COMPUTING AND PROGRAMMING

AIM :

To provide an awareness to Computing and Programming

OBJECTIVES :

- To enable the student to learn the major components of a computer system
- To know the correct and efficient ways of solving problems
- To learn to use office automation tools
- To learn to program in C

UNIT I INTRODUCTION TO COMPUTERS

Introduction – Characteristics of Computers – Evolution of Computers - Computer Generations – Classification of Computers – Basic Computer organization – Number Systems

UNIT II COMPUTER SOFTWARE

Computer Software –Types of Software – Software Development Steps – Internet Evolution - Basic Internet Terminology – Getting connected to Internet Applications.

UNIT III PROBLEM SOLVING AND OFFICE APPLICATION SOFTWARE

Planning the Computer Program – Purpose – Algorithm – Flow Charts – Pseudocode -Application Software Packages- Introduction to Office Packages (not detailed commands for examination).

UNIT IV INTRODUCTION TO C

Overview of C – Constants, Variables and Data Types – Operators and Expressions – Managing Input and Output operators – Decision Making - Branching and Looping.

UNIT V FUNCTIONS AND POINTERS

Handling of Character Strings – User-defined Functions – Definitions – Declarations - Call by reference – Call by value – Structures and Unions – Pointers – Arrays – The Preprocessor – Developing a C Program : Some Guidelines

TEXT BOOKS:

1. Ashok.N.Kamthane, " Computer Programming", Pearson Education (India) (2008).
2. Behrouz A.Forouzan and Richard.F.Gilberg, "A Structured Programming Approach Using C", II Edition, Brooks-Cole Thomson Learning Publications, (2007).

REFERENCES:

1. Pradip Dey, Manas Ghosh, "Programming in C", Oxford University Press. (2007).
2. Byron Gottfried, "Programming with C", 2nd Edition, (Indian Adapted Edition), TMH publications, (2006).
3. Stephen G.Kochan, "Programming in C", Third Edition, Pearson Education India, (2005).
4. Brian W.Kernighan and Dennis M.Ritchie, "The C Programming Language", Pearson Education Inc., (2005).
5. E.Balagurusamy, "Computing fundamentals and C Programming", Tata McGraw-Hill Publishing Company Limited, (2008).
6. S.Thamarai Selvi and R.Murugan, "C for All", Anuradha Publishers, (2008).

LIST OF EXERCISES

a) Word Processing

1. Document creation, Text manipulation with Scientific notations.
2. Table creation, Table formatting and Conversion.
3. Mail merge and Letter preparation.
4. Drawing - flow Chart

b) Spread Sheet

5. Chart - Line, XY, Bar and Pie.
6. Formula - formula editor.
7. Spread sheet - inclusion of object, Picture and graphics, protecting the document and sheet.
8. Sorting and Import / Export features.

Simple C Programming

9. Data types, Expression Evaluation, Condition Statements.
10. Arrays
11. Structures and Unions
12. Functions

* For programming exercises Flow chart and pseudocode are essential

HARDWARE / SOFTWARE REQUIRED FOR A BATCH OF 30 STUDENTS

Hardware

- LAN System with 33 nodes (OR) Standalone PCs – 33 Nos.
- Printers – 3 Nos.

Software

- OS – Windows / UNIX Clone
- Application Package – Office suite
- Compiler – C

108ELP02 ENGINEERING PRACTICES LABORATORY

OBJECTIVES

To provide exposure to the students with hands on experience on various basic engineering practices in Civil, Mechanical, Electrical and Electronics Engineering.

GROUP A (CIVIL & MECHANICAL)

I CIVIL ENGINEERING PRACTICE

Buildings:

- (a) Study of plumbing and carpentry components of residential and industrial buildings. Safety aspects.

Plumbing Works:

- (a) Study of pipeline joints, its location and functions: valves, taps, couplings, unions, reducers, elbows in household fittings.
- (b) Study of pipe connections requirements for pumps and turbines.
- (c) Preparation of plumbing line sketches for water supply and sewage works.
- (d) Hands-on-exercise:
Basic pipe connections – Mixed pipe material connection – Pipe connections with different joining components.
- (e) Demonstration of plumbing requirements of high-rise buildings.

Carpentry using Power Tools only:

- (a) Study of the joints in roofs, doors, windows and furniture.
- (b) Hands-on-exercise:
Wood work, joints by sawing, planing and cutting.

II MECHANICAL ENGINEERING PRACTICE

Welding:

- (a) Preparation of arc welding of butt joints, lap joints and tee joints.
- (b) Gas welding practice

Basic Machining:

- (a) Simple Turning and Taper turning
- (b) Drilling Practice

Sheet Metal Work:

- (a) Forming & Bending:
- (b) Model making – Trays, funnels, etc.
- (c) Different type of joints.

Machine assembly practice:

- (a) Study of centrifugal pump
- (b) Study of air conditioner

Demonstration on:

- (a) Smithy operations, upsetting, swaging, setting down and bending. Example – Exercise – Production of hexagonal headed bolt.
- (b) Foundry operations like mould preparation for gear and step cone pulley.
- (c) Fitting – Exercises – Preparation of square fitting and vee – fitting models.

GROUP B (ELECTRICAL & ELECTRONICS)

III ELECTRICAL ENGINEERING PRACTICE

1. Residential house wiring using switches, fuse, indicator, lamp and energy meter.
2. Fluorescent lamp wiring.
3. Stair case wiring
4. Measurement of electrical quantities – voltage, current, power & power factor in RLC circuit.
5. Measurement of energy using single phase energy meter.
6. Measurement of resistance to earth of an electrical equipment.

IV ELECTRONICS ENGINEERING PRACTICE

1. Study of Electronic components and equipments – Resistor, colour coding measurement of AC signal parameter (peak-peak, rms period, frequency) using CR.
2. Study of logic gates AND, OR, EOR and NOT.
3. Generation of Clock Signal.
4. Soldering practice – Components Devices and Circuits – Using general purpose PCB.
5. Measurement of ripple factor of HWR and FWR.

REFERENCES:

1. K.Jeyachandran, S.Natarajan & S, Balasubramanian, "A Primer on Engineering Practices Laboratory", Anuradha Publications, (2007).
2. T.Jeyapoovan, M.Saravanapandian & S.Pranitha, "Engineering Practices Lab Manual", Vikas Puplicing House Pvt.Ltd, (2006)
3. H.S. Bawa, "Workshop Practice", Tata McGraw – Hill Publishing Company Limited, (2007).
4. A. Rajendra Prasad & P.M.M.S. Sarma, "Workshop Practice", Sree Sai Publication, (2002).
5. P.Kannaiah & K.L.Narayana, "Manual on Workshop Practice", Scitech Publications, (1999).

SEMESTER EXAMINATION PATTERN

The Laboratory examination is to be conducted for Group A & Group B, allotting 90 minutes for each group, with a break of 15 minutes. Both the examinations are to be taken together in sequence, either in the FN session or in the AN session. The maximum marks for Group A and Group B lab examinations will be 50 each, totaling 100 for the Lab course. The candidates shall answer either I or II under Group A and either III or IV under Group B, based on lots.

Engineering Practices Laboratory

List of equipment and components (For a Batch of 30 Students)

CIVIL

1. Assorted components for plumbing consisting of metallic pipes, plastic pipes, flexible pipes, couplings, unions, elbows, plugs and other fittings. 15 Sets.
2. Carpentry vice (fitted to work bench) 15 Nos.
3. Standard woodworking tools 15 Sets.
4. Models of industrial trusses, door joints, furniture joints 5 each
5. Power Tools: (a) Rotary Hammer 2 Nos
(b) Demolition Hammer 2 Nos
(c) Circular Saw 2 Nos
(d) Planer 2 Nos
(e) Hand Drilling Machine 2 Nos
(f) Jigsaw 2 Nos

MECHANICAL

1. Arc welding transformer with cables and holders 5 Nos.
2. Welding booth with exhaust facility 5 Nos.
3. Welding accessories like welding shield, chipping hammer, wire brush, etc. 5 Sets.
4. Oxygen and acetylene gas cylinders, blow pipe and other welding outfit. 2 Nos.
5. Centre lathe 2 Nos.
6. Hearth furnace, anvil and smithy tools 2 Sets.
7. Moulding table, foundry tools 2 Sets.
8. Power Tool: Angle Grinder 2 Nos
9. Study-purpose items: centrifugal pump, air-conditioner One each.

ELECTRICAL

1. Assorted electrical components for house wiring 15 Sets
2. Electrical measuring instruments 10 Sets
3. Study purpose items: Iron box, fan and regulator, emergency lamp 1 each
4. Megger (250V/500V) 1 No.
5. Power Tools: (a) Range Finder 2 Nos
(b) Digital Live-wire detector 2 Nos

ELECTRONICS

1. Soldering guns 10 Nos.
2. Assorted electronic components for making circuits 50 Nos.
3. Small PCBs 10 Nos.
4. Multimeters 10 Nos.
5. Study purpose items: Telephone, FM radio, low-voltage power supply

PHYSICS LABORATORY – I

LIST OF EXPERIMENTS

1. (a) Particle size determination using Diode Laser
(b) Determination of Laser parameters – Wavelength, and angle of divergence.
(c) Determination of acceptance angle in an optical fiber.
2. Determination of thickness of a thin wire – Air wedge method
3. Determination of velocity of sound and compressibility of liquid – Ultrasonic interferometer.
4. Determination of wavelength of mercury spectrum – spectrometer grating.
5. Determination of thermal conductivity of a bad conductor – Lee's Disc method.
6. Determination of Hysteresis loss in a ferromagnetic material

- **A minimum of FIVE experiments shall be offered.**
- **Laboratory classes on alternate weeks for Physics and Chemistry.**
- **The lab examinations will be held only in the second semester.**

CHEMISTRY LABORATORY – I

LIST OF EXPERIMENTS

1. Estimation of hardness of Water by EDTA
2. Estimation of Copper in brass by EDTA
3. Determination of DO in water (Winkler's method)
4. Estimation of Chloride in Water sample (Argentometric)
5. Estimation of alkalinity of Water sample
6. Determination of molecular weight and degree of polymerization using viscometry.

- **A minimum of FIVE experiments shall be offered.**
- **Laboratory classes on alternate weeks for Physics and Chemistry.**
- **The lab examinations will be held only in the second semester.**

208EHT01 - TECHNICAL ENGLISH II

AIM:

To encourage students to actively involve in participative learning of English and to help them acquire Communication Skills.

OBJECTIVES:

1. To help students develop listening skills for academic and professional purposes.
2. To help students acquire the ability to speak effectively in English in real-life situations.
3. To inculcate reading habit and to develop effective reading skills.
4. To help students improve their active and passive vocabulary.
5. To familiarize students with different rhetorical functions of scientific English.
6. To enable students write letters and reports effectively in formal and business situations.

UNIT I

Technical Vocabulary - meanings in context, sequencing words, Articles- Prepositions, intensive reading& predicting content, Reading and interpretation, extended definitions, Process description

Suggested activities:

1. Exercises on word formation using the prefix 'self' - Gap filling with preposition.
2. Exercises - Using sequence words.
3. Reading comprehension exercise with questions based on inference – Reading headings and predicting the content – Reading advertisements and interpretation.
5. Writing extended definitions – Writing descriptions of processes – Writing paragraphs based on discussions – Writing paragraphs describing the future.

UNIT II

Phrases / Structures indicating use / purpose – Adverbs-Skimming – Non-verbal communication - Listening – correlating verbal and non-verbal communication -Speaking in group discussions – Formal Letter writing – Writing analytical paragraphs.

Suggested activities:

1. Reading comprehension exercises with questions on overall content – Discussions analyzing stylistic features (creative and factual description) - Reading comprehension exercises with texts including graphic communication - Exercises in interpreting non-verbal communication.
2. Listening comprehension exercises to categorise data in tables.
3. Writing formal letters, quotations, clarification, complaint – Letter seeking permission for Industrial visits– Writing analytical paragraphs on different debatable issues.

UNIT III

Cause and effect expressions – Different grammatical forms of the same word - Speaking – stress and intonation, Group Discussions - Reading – Critical reading - Listening, - Writing – using connectives, report writing – types, structure, data collection, content, form, recommendations .

Suggested activities:

1. Exercises combining sentences using cause and effect expressions – Gap filling exercises using the appropriate tense forms – Making sentences using different grammatical forms of the same word. (Eg: object –verb / object – noun)
2. Speaking exercises involving the use of stress and intonation – Group discussions– analysis of problems and offering solutions.
3. Reading comprehension exercises with critical questions, Multiple choice question.
4. Sequencing of jumbled sentences using connectives – Writing different types of reports like industrial accident report and survey report – Writing recommendations.

UNIT IV

Numerical adjectives – Oral instructions – Descriptive writing – Argumentative paragraphs – Letter of application - content, format (CV / Bio-data) - Instructions, imperative forms - Checklists, Yes/No question form – E-mail communication.

Suggested Activities:

1. Rewriting exercises using numerical adjectives.
2. Reading comprehension exercises with analytical questions on content – Evaluation of content.
3. Listening comprehension – entering information in tabular form, intensive listening exercise and completing the steps of a process.
4. Speaking - Role play – group discussions – Activities giving oral instructions.
5. Writing descriptions, expanding hints – Writing argumentative paragraphs – Writing formal letters – Writing letter of application with CV/Bio-data – Writing general and safety instructions – Preparing checklists – Writing e-mail messages.

UNIT V

Speaking - Discussion of Problems and solutions - Creative and critical thinking – Writing an essay, Writing a proposal.

Suggested Activities:

1. Case Studies on problems and solutions
2. Brain storming and discussion
3. Writing Critical essays
4. Writing short proposals of 2 pages for starting a project, solving problems, etc.
5. Writing advertisements.

TEXT BOOK:

1. Chapters 5 – 8. Department of Humanities & Social Sciences, Anna University, 'English for Engineers and Technologists' Combined Edition (Volumes 1 & 2), Chennai: Orient Longman Pvt. Ltd., 2006. Themes 5 – 8 (Technology, Communication, Environment, Industry)

REFERENCES:

1. P. K. Dutt, G. Rajeevan and C.L.N Prakash, 'A Course in Communication Skills', Cambridge University Press, India 2007.
2. Krishna Mohan and Meera Banerjee, 'Developing Communication Skills', Macmillan India Ltd., (Reprinted 1994 – 2007).
3. Edgar Thorpe, Showick Thorpe, 'Objective English', Second Edition, Pearson Education, 2007.

Extensive Reading:

1. Robin Sharma, 'The Monk Who Sold His Ferrari', Jaico Publishing House, 2007

Note:

The book listed under Extensive Reading is meant for inculcating the reading habit of the students. They need not be used for testing purposes.

208MAT02 - MATHEMATICS – II

UNIT I ORDINARY DIFFERENTIAL EQUATIONS

Higher order linear differential equations with constant coefficients – Method of variation of parameters – Cauchy's and Legendre's linear equations – Simultaneous first order linear equations with constant coefficients.

UNIT II VECTOR CALCULUS

Gradient Divergence and Curl – Directional derivative – Irrotational and solenoidal vector fields – Vector integration – Green's theorem in a plane, Gauss divergence theorem and Stokes' theorem (excluding proofs) – Simple applications involving cubes and rectangular parallelepipeds.

UNIT III ANALYTIC FUNCTIONS

Functions of a complex variable – Analytic functions – Necessary conditions, Cauchy – Riemann equation and Sufficient conditions (excluding proofs) – Harmonic and orthogonal properties of analytic function – Harmonic conjugate – Construction of analytic functions – Conformal mapping : $w = z+c$, cz , $1/z$, and bilinear transformation.

UNIT IV COMPLEX INTEGRATION

Complex integration – Statement and applications of Cauchy's integral theorem and Cauchy's integral formula – Taylor and Laurent expansions – Singular points – Residues – Residue theorem – Application of residue theorem to evaluate real integrals – Unit circle and semi-circular contour(excluding poles on boundaries).

UNIT V LAPLACE TRANSFORM

Laplace transform – Conditions for existence – Transform of elementary functions – Basic properties – Transform of derivatives and integrals – Transform of unit step function and impulse functions – Transform of periodic functions.

Definition of Inverse Laplace transform as contour integral – Convolution theorem (excluding proof) – Initial and Final value theorems – Solution of linear ODE of second order with constant coefficients using Laplace transformation techniques.

TEXT BOOK:

1. Bali N. P and Manish Goyal, "Text book of Engineering Mathematics", 3rd Edition, Laxmi Publications (p) Ltd., (2008).
2. Grewal. B.S, "Higher Engineering Mathematics", 40th Edition, Khanna Publications, Delhi, (2007).

REFERENCES:

1. Ramana B.V, "Higher Engineering Mathematics", Tata McGraw Hill Publishing Company, New Delhi, (2007).
2. Glyn James, "Advanced Engineering Mathematics", 3rd Edition, Pearson Education, (2007).
3. Erwin Kreyszig, "Advanced Engineering Mathematics", 7th Edition, Wiley India, (2007).
4. Jain R.K and Iyengar S.R.K, "Advanced Engineering Mathematics", 3rd Edition, Narosa Publishing House Pvt. Ltd., (2007).

208PHT03 - ENGINEERING PHYSICS – II

UNIT I CONDUCTING MATERIALS

Conductors – classical free electron theory of metals – Electrical and thermal conductivity – Wiedemann – Franz law – Lorentz number – Draw backs of classical theory – Quantum theory – Fermi distribution function – Effect of temperature on Fermi Function – Density of energy states – carrier concentration in metals.

UNIT II SEMICONDUCTING MATERIALS

Intrinsic semiconductor – carrier concentration derivation – Fermi level – Variation of Fermi level with temperature – electrical conductivity – band gap determination – extrinsic semiconductors – carrier concentration derivation in n-type and p-type semiconductor – variation of Fermi level with temperature and impurity concentration – compound semiconductors – Hall effect – Determination of Hall coefficient – Applications.

UNIT III MAGNETIC AND SUPERCONDUCTING MATERIALS

Origin of magnetic moment – Bohr magneton – Dia and para magnetism – Ferro magnetism – Domain theory – Hysteresis – soft and hard magnetic materials – anti – ferromagnetic materials – Ferrites – applications – magnetic recording and readout – storage of magnetic data – tapes, floppy and magnetic disc drives.

Superconductivity : properties - Types of super conductors – BCS theory of superconductivity(Qualitative) - High T_c superconductors – Applications of superconductors – SQUID, cryotron, magnetic levitation.

UNIT IV DIELECTRIC MATERIALS

Electrical susceptibility – dielectric constant – electronic, ionic, orientational and space charge polarization – frequency and temperature dependence of polarisation – internal field – Clausius – Mosotti relation (derivation) – dielectric loss – dielectric breakdown – uses of dielectric materials (capacitor and transformer) – ferroelectricity and applications.

UNIT V MODERN ENGINEERING MATERIALS

Metallic glasses: preparation, properties and applications.

Shape memory alloys (SMA): Characteristics, properties of NiTi alloy, application, advantages and disadvantages of SMA

Nanomaterials: synthesis –plasma arcing – chemical vapour deposition – sol-gels – electrodeposition – ball milling - properties of nanoparticles and applications.

Carbon nanotubes: fabrication – arc method – pulsed laser deposition – chemical vapour deposition - structure – properties and applications.

TEXT BOOKS:

1. Charles Kittel ` Introduction to Solid State Physics', John Wiley & sons, 7th edition, Singapore (2007)
2. Charles P. Poole and Frank J.Ownen, 'Introduction to Nanotechnology', Wiley India(2007) (for Unit V)

REFERENCES:

1. Rajendran, V, and Marikani A, 'Materials science'Tata McGraw Hill publications, (2004) New delhi.
2. Jayakumar, S. 'Materials science', R.K. Publishers, Coimbatore, (2008).
3. Palanisamy P.K, 'Materials science', Scitech publications(India) Pvt. LTd., Chennai, second Edition(2007)
4. M. Arumugam, 'Materials Science' Anuradha publications, Kumbakonam, (2006).

208CYT04 - ENGINEERING CHEMISTRY – II

AIM

To impart a sound knowledge on the principles of chemistry involving the different application oriented topics required for all engineering branches.

OBJECTIVES

- The student should be conversant with the principles electrochemistry, electrochemical cells, emf and applications of emf measurements.
- Principles of corrosion control
- Chemistry of Fuels and combustion
- Industrial importance of Phase rule and alloys
- Analytical techniques and their importance.

UNIT I ELECTROCHEMISTRY

Electrochemical cells – reversible and irreversible cells – EMF – measurement of emf – Single electrode potential – Nernst equation (problem) – reference electrodes – Standard Hydrogen electrode – Calomel electrode – Ion selective electrode – glass electrode and measurement of pH – electrochemical series – significance – potentiometer titrations (redox - Fe^{2+} vs dichromate and precipitation – Ag^+ vs Cl^- titrations) and conductometric titrations (acid-base – HCl vs, NaOH) titrations,

UNIT II CORROSION AND CORROSION CONTROL

Chemical corrosion – Pitting – Bedworth rule – electrochemical corrosion – different types – galvanic corrosion – differential aeration corrosion – factors influencing corrosion – corrosion control – sacrificial anode and impressed cathodic current methods – corrosion inhibitors – protective coatings – paints – constituents and functions – metallic coatings – electroplating (Au) and electroless (Ni) plating.

UNIT III FUELS AND COMBUSTION

Calorific value – classification – Coal – proximate and ultimate analysis metallurgical coke – manufacture by Otto-Hoffmann method – Petroleum processing and fractions – cracking – catalytic cracking and methods-knocking – octane number and cetane number – synthetic petrol – Fischer Tropsch and Bergius processes – Gaseous fuels- water gas, producer gas, CNG and LPG, Flue gas analysis – Orsat apparatus – theoretical air for combustion.

UNIT IV PHASE RULE AND ALLOYS

Statement and explanation of terms involved – one component system – water system – condensed phase rule – construction of phase diagram by thermal analysis – simple eutectic systems (lead-silver system only) – alloys – importance, ferrous alloys – nichrome and stainless steel – heat treatment of steel, non-ferrous alloys – brass and bronze.

UNIT V ANALYTICAL TECHNIQUES

Beer-Lambert's law (problem) – UV-visible spectroscopy and IR spectroscopy – principles – instrumentation (problem) (block diagram only) – estimation of iron by colorimetry – flame photometry – principle – instrumentation (block diagram only) – estimation of sodium by flame photometry – atomic absorption spectroscopy – principles – instrumentation (block diagram only) – estimation of nickel by atomic absorption spectroscopy.

TEXT BOOKS:

1. P.C.Jain and Monica Jain, "Engineering Chemistry" Dhanpat Rai Pub, Co., New Delhi (2002).
2. S.S.Dara "A text book of Engineering Chemistry" S.Chand & Co.Ltd., New Delhi (2006).

REFERENCES:

1. B.Sivasankar "Engineering Chemistry" Tata McGraw-Hill Pub.Co.Ltd, New Delhi (2008).
2. B.K.Sharma "Engineering Chemistry" Krishna Prakasan Media (P) Ltd., Meerut (2001).

208EMT05 - ENGINEERING MECHANICS

OBJECTIVE

At the end of this course the student should be able to understand the vectorial and scalar representation of forces and moments, static equilibrium of particles and rigid bodies both in two dimensions and also in three dimensions. Further, he should understand the principle of work and energy. He should be able to comprehend the effect of friction on equilibrium. He should be able to understand the laws of motion, the kinematics of motion and the interrelationship. He should also be able to write the dynamic equilibrium equation. All these should be achieved both conceptually and through solved examples.

UNIT I BASICS & STATICS OF PARTICLES

Introduction – Units and Dimensions – Laws of Mechanics – Lamé's theorem, Parallelogram and triangular Law of forces – Vectors – Vectorial representation of forces and moments – Vector operations: additions, subtraction, dot product, cross product – Coplanar Forces – Resolution and Composition of forces – Equilibrium of a particle – Forces in space – Equilibrium of a particle in space – Equivalent systems of forces – Principle of transmissibility – Single equivalent force.

UNIT II EQUILIBRIUM OF RIGID BODIES

Free body diagram – Types of supports and their reactions – requirements of stable equilibrium – Moments and Couples – Moment of a force about a point and about an axis – Vectorial representation of moments and couples – Scalar components of a moment – Varignon's theorem – Equilibrium of Rigid bodies in two dimensions – Equilibrium of Rigid bodies in three dimensions – Examples

UNIT III PROPERTIES OF SURFACES AND SOLIDS

Determination of Areas and Volumes – First moment of area and the Centroid of sections – Rectangle, circle, triangle from integration – T section, I section, Angle section, Hollow section by using standard formula – second and product moments of plane area – Rectangle, triangle, circle from integration – T section, I section, Angle section, Hollow section by using standard formula – Parallel axis theorem and perpendicular axis theorem – Polar moment of inertia – Principal moments of inertia of plane areas – Principal axes of inertia – Mass moment of inertia – Derivation of mass moment of inertia for rectangular section, prism, sphere from first principle – Relation to area moments of inertia.

UNIT IV DYNAMICS OF PARTICLES

Displacements, Velocity and acceleration, their relationship – Relative motion – Curvilinear motion – Newton's law – Work Energy Equation of particles – Impulse and Momentum – Impact of elastic bodies.

UNIT V FRICTION AND ELEMENTS OF RIGID BODY DYNAMICS

Frictional force – Laws of Coloumb friction – simple contact friction – Rolling resistance – Belt friction.

Translation and Rotation of Rigid Bodies – Velocity and acceleration – General Plane motion.

TEXT BOOK:

1. Beer, F.P and Johnson Jr. E.R. "Vector Mechanics for Engineers", Vol. 1 Statics and Vol. 2 Dynamics, McGraw-Hill International Edition, (1997).

REFERENCES:

1. Rajasekaran, S, Sankarasubramanian, G., "Fundamentals of Engineering Mechanics", Vikas Publishing House Pvt. Ltd., (2000).
2. Hibbeler, R.C., "Engineering Mechanics", Vol. 1 Statics, Vol. 2 Dynamics, Pearson Education Asia Pvt. Ltd., (2000).
3. Palanichamy, M.S., Nagam, S., "Engineering Mechanics – Statics & Dynamics", Tata McGraw-Hill, (2001).
4. Irving H. Shames, "Engineering Mechanics – Statics and Dynamics", IV Edition – Pearson Education Asia Pvt. Ltd., (2003).
5. Ashok Gupta, "Interactive Engineering Mechanics – Statics – A Virtual Tutor (CDROM)", Pearson Education Asia Pvt., Ltd., (2002).

208CCT05 - CIRCUIT THEORY
(Common to EEE, EIE and ICE Branches)

UNIT I BASIC CIRCUITS ANALYSIS

Ohm's Law – Kirchoffs laws – DC and AC Circuits – Resistors in series and parallel circuits – Mesh current and node voltage method of analysis for D.C and A.C. circuits.

UNIT II NETWORK REDUCTION AND NETWORK THEOREMS FOR DC AND AC CIRCUITS:

Network reduction: voltage and current division, source transformation – star delta conversion. Thevenins and Novton & Theorem – Superposition Theorem – Maximum power transfer theorem – Reciprocity Theorem.

UNIT III RESONANCE AND COUPLED CIRCUITS

Series and parallel resonance – their frequency response – Quality factor and Bandwidth - Self and mutual inductance – Coefficient of coupling – Tuned circuits – Single tuned circuits.

UNIT IV TRANSIENT RESPONSE FOR DC CIRCUITS

Transient response of RL, RC and RLC Circuits using Laplace transform for DC input and A.C. with sinusoidal input.

UNIT V ANALYSING THREE PHASE CIRCUITS

Three phase balanced / unbalanced voltage sources – analysis of three phase 3-wire and 4-wire circuits with star and delta connected loads, balanced & unbalanced – phasor diagram of voltages and currents – power and power factor measurements in three phase circuits.

TEXT BOOKS:

1. William H. Hayt Jr, Jack E. Kemmerly and Steven M. Durbin, "Engineering Circuits Analysis", Tata McGraw Hill publishers, 6th edition, New Delhi, (2002).
2. Sudhakar A and Shyam Mohan SP, "Circuits and Network Analysis and Synthesis", Tata McGraw Hill, (2007).

REFERENCES:

1. Paranjothi SR, "Electric Circuits Analysis," New Age International Ltd., New Delhi, (1996).
2. Joseph A. Edminister, Mahmood Nahri, "Electric circuits", Schaum's series, Tata McGraw-Hill, New Delhi (2001).
3. Chakrabati A, "Circuits Theory (Analysis and synthesis), Dhanpath Rai & Sons, New Delhi, (1999).
4. Charles K. Alexander, Mathew N.O. Sadik, "Fundamentals of Electric Circuits", Second Edition, McGraw Hill, (2003)

208EDT05 - ELECTRIC CIRCUITS AND ELECTRON DEVICES
(For ECE, CSE, IT and Biomedical Engg. Branches)

UNIT I CIRCUIT ANALYSIS TECHNIQUES

Kirchoff's current and voltage laws – series and parallel connection of independent sources – R, L and C – Network Theorems – Thevenin, Superposition, Norton, Maximum power transfer and duality – Star-delta conversion.

UNIT II TRANSIENT RESONANCE IN RLC CIRCUITS

Basic RL, RC and RLC circuits and their responses to pulse and sinusoidal inputs – frequency response – Parallel and series resonances – Q factor – single tuned and double tuned circuits.

UNIT III SEMICONDUCTOR DIODES

Review of intrinsic & extrinsic semiconductors – Theory of PN junction diode – Energy band structure – current equation – space charge and diffusion capacitances – effect of temperature and breakdown mechanism – Zener diode and its characteristics.

UNIT IV TRANSISTORS

Principle of operation of PNP and NPN transistors – study of CE, CB and CC configurations and comparison of their characteristics – Breakdown in transistors – operation and comparison of N-Channel and P-Channel JFET – drain current equation – MOSFET – Enhancement and depletion types – structure and operation – comparison of BJT with MOSFET – thermal effect on MOSFET.

UNIT V SPECIAL SEMICONDUCTOR DEVICES
(Qualitative Treatment only)

Tunnel diodes – PIN diode, varactor diode – SCR characteristics and two transistor equivalent model – UJT – Diac and Triac – Laser, CCD, Photodiode, Phototransistor, Photoconductive and Photovoltaic cells – LED, LCD.

TEXT BOOKS:

1. Joseph A. Edminister, Mahmood, Nahri, "Electric Circuits" – Shaum series, Tata McGraw Hill, (2001)
2. S. Salivahanan, N. Suresh kumar and A. Vallavanraj, "Electronic Devices and Circuits", Tata McGraw Hill, 2nd Edition, (2008).
3. David A. Bell, "Electronic Devices and Circuits", Oxford University Press, 5th Edition, (2008).

REFERENCES:

1. Robert T. Paynter, "Introducing Electronics Devices and Circuits", Pearson Education, 7th Edition, (2006).
2. William H. Hayt, J.V. Jack, E. Kemmebly and Steven M. Durbin, "Engineering Circuit Analysis", Tata McGraw Hill, 6th Edition, 2002.
3. J. Millman & Halkins, Satyabranta Jit, "Electronic Devices & Circuits", Tata McGraw Hill, 2nd Edition, 2008.

**208EET06 BASIC ELECTRICAL AND ELECTRONICS ENGINEERING
(Common to branches under Civil, Mechanical and Technology faculty)**

UNIT I ELECTRICAL CIRCUITS & MEASUREMENTS

Ohm's Law – Kirchoff's Laws – Steady State Solution of DC Circuits – Introduction to AC Circuits – Waveforms and RMS Value – Power and Power factor – Single Phase and Three Phase Balanced Circuits.

Operating Principles of Moving Coil and Moving Iron Instruments (Ammeters and Voltmeters), Dynamometer type Watt meters and Energy meters.

UNIT II ELECTRICAL MECHANICS

Construction, Principle of Operation, Basic Equations and Applications of DC Generators, DC Motors, Single Phase Transformer, single phase induction Motor.

UNIT III SEMICONDUCTOR DEVICES AND APPLICATIONS

Characteristics of PN Junction Diode – Zener Effect – Zener Diode and its Characteristics – Half wave and Full wave Rectifiers – Voltage Regulation.

Bipolar Junction Transistor – CB, CE, CC Configurations and Characteristics – Elementary Treatment of Small Signal Amplifier.

UNIT IV DIGITAL ELECTRONICS

Binary Number System – Logic Gates – Boolean Algebra – Half and Full Adders – Flip-Flops – Registers and Counters – A/D and D/A Conversion (single concepts)

UNIT V FUNDAMENTALS OF COMMUNICATION ENGINEERING

Types of Signals: Analog and Digital Signals – Modulation and Demodulation: Principles of Amplitude and Frequency Modulations.

Communication Systems: Radio, TV, Fax, Microwave, Satellite and Optical Fibre (Block Diagram Approach only).

TEXT BOOKS:

1. V.N. Mittle "Basic Electrical Engineering", Tata McGraw Hill Edition, New Delhi, 1990.
2. R.S. Sedha, "Applied Electronics" S. Chand & Co., 2006.

REFERENCES:

1. Muthusubramanian R, Salivahanan S and Muraleedharan K A, "Basic Electrical, Electronics and Computer Engineering", Tata McGraw Hill, Second Edition, (2006).
2. Nagsarkar T K and Sukhija M S, "Basics of Electrical Engineering", Oxford press (2005).
3. Mehta V K, "Principles of Electronics", S.Chand & Company Ltd, (1994).
4. Mahmood Nahvi and Joseph A. Edminister, "Electric Circuits", Schaum' Outline Series, McGraw Hill, (2002).
5. Premkumar N, "Basic Electrical Engineering", Anuradha Publishers, (2003).

**208CMT06 - BASIC CIVIL & MECHANICAL ENGINEERING
(Common to branches under Electrical and I & C Faculty)**

A – CIVIL ENGINEERING

UNIT I SURVEYING AND CIVIL ENGINEERING MATERIALS

Surveying: Objects – types – classification – principles – measurements of distances – angles – leveling – determination of areas – illustrative examples.

Civil Engineering Materials: Bricks – stones – sand – cement – concrete – steel sections.

UNIT II BUILDING COMPONENTS AND STRUCTURES

Foundations: Types, Bearing capacity – Requirement of good foundations.

Superstructure: Brick masonry – stone masonry – beams – columns – lintels – roofing – flooring – plastering – Mechanics – Internal and external forces – stress – strain – elasticity – Types of Bridges and Dams – Basics of Interior Design and Landscaping.

B – MECHANICAL ENGINEERING

UNIT III POWER PLANT ENGINEERING

Introduction, Classification of Power Plants – Working principle of steam, Gas, Diesel, Hydro-electric and Nuclear Power plants – Merits and Demerits – Pumps and turbines – working principle of Reciprocating pumps (single acting and double acting) – Centrifugal Pump.

UNIT IV I C ENGINES

Internal combustion engines as automobile power plant – Working principle of Petrol and Diesel Engines – Four stroke and two stroke cycles – Comparison of four stroke and two stroke engines – Boiler as a power plant.

UNIT V REFRIGERATION AND AIR CONDITIONING SYSTEM

Terminology of Refrigeration and Air Conditioning. Principle of vapour compression and absorption system – Layout of typical domestic refrigerator – Window and Split type room Air conditioner.

REFERENCES:

1. Shanmugam G and Palanichamy M S, "Basic Civil and Mechanical Engineering", Tata McGraw Hill Publishing Co., New Delhi, (1996).
2. Ramamrutham. S, "Basic Civil Engineering", Dhanpat Rai Publishing Co. (P) Ltd. (1999).
3. Seetharaman S. "Basic Civil Engineering", Anuradha Agencies, (2005).
4. Venugopal K and Prahu Raja V, "Basic Mechanical Engineering", Anuradha Publishers, Kumbakonam, (2000).
5. Shantha Kumar S R J., "Basic Mechanical Engineering", Hi-tech Publications, Mayiladuthurai, (2000).

LIST OF EXPERIMENTS

1. UNIX COMMANDS

Study of Unix OS - Basic Shell Commands - Unix Editor

2. SHELL PROGRAMMING

Simple Shell program - Conditional Statements - Testing and Loops

3. C PROGRAMMING ON UNIX

Dynamic Storage Allocation-Pointers-Functions-File Handling

HARDWARE / SOFTWARE REQUIREMENTS FOR A BATCH OF 30 STUDENTS

Hardware

- 1 UNIX Clone Server
- 33 Nodes (thin client or PCs)
- Printer – 3 Nos.

Software

- OS – UNIX Clone (33 user license or License free Linux)
- Compiler - C

208PCP02 - PHYSICS LABORATORY – II

LIST OF EXPERIMENTS

1. Determination of Young's modulus of the material – non uniform bending.
2. Determination of Band Gap of a semiconductor material.
3. Determination of specific resistance of a given coil of wire – Carey Foster Bridge.
4. Determination of viscosity of liquid – Poiseuille's method.
5. Spectrometer dispersive power of a prism.
6. Determination of Young's modulus of the material – uniform bending.
7. Torsional pendulum – Determination of rigidity modulus.

- **A minimum of FIVE experiments shall be offered.**
- **Laboratory classes on alternate weeks for Physics and Chemistry.**
- **The lab examinations will be held only in the second semester.**

CHEMISTRY LABORATORY – II

LIST OF EXPERIMENTS

1. Conduct metric titration (Simple acid base)
2. Conduct metric titration (Mixture of weak and strong acids)
3. Conduct metric titration using BaCl_2 vs Na_2SO_4
4. Potentiometric Titration (Fe^{2+} / KMnO_4 or $\text{K}_2\text{Cr}_2\text{O}_7$)
5. PH titration (acid & base)
6. Determination of water of crystallization of a crystalline salt (Copper sulphate)
7. Estimation of Ferric iron by spectrophotometry.

- **A minimum of FIVE experiments shall be offered.**
- **Laboratory classes on alternate weeks for Physics and Chemistry.**
- **The lab examinations will be held only in the second semester.**

208DMP03 COMPUTER AIDED DRAFTING AND MODELING LABORATORY

List of Exercises using software capable of Drafting and Modeling

1. Study of capabilities of software for Drafting and Modeling – Coordinate systems (absolute, relative, polar, etc.) – Creation of simple figures like polygon and general multi-line figures.
2. Drawing of a Title Block with necessary text and projection symbol.
3. Drawing of curves like parabola, spiral, involute using Bspline or cubic spline.
4. Drawing of front view and top view of simple solids like prism, pyramid, cylinder, cone, etc, and dimensioning.
5. Drawing front view, top view and side view of objects from the given pictorial views (eg. V-block, Base of a mixie, Simple stool, Objects with hole and curves).
6. Drawing of a plan of residential building (Two bed rooms, kitchen, hall, etc.)
7. Drawing of a simple steel truss.
8. Drawing sectional views of prism, pyramid, cylinder, cone, etc,
9. Drawing isometric projection of simple objects.
10. Creation of 3-D models of simple objects and obtaining 2-D multi-view drawings from 3-D model.

Note: Plotting of drawings must be made for each exercise and attached to the records written by students.

List of Equipments for a batch of 30 students:

1. Pentium IV computer or better hardware, with suitable graphics facility -30 No.
2. Licensed software for Drafting and Modeling. - 30 Licenses
3. Laser Printer or Plotter to print / plot drawings - 2 No.

208ELP03 - ELECTRICAL CIRCUIT LABORATORY
(Common to EEE, EIE and ICE)

LIST OF EXPERIMENTS

1. Verification of ohm's laws and kirchoff's laws.
2. Verification of Thevemin's and Norton's Theorem
3. Verification of superposition Theorem
4. Verification of maximum power transfer theorem.
5. Verification of reciprocity theorem
6. Measurement of self inductance of a coil
7. Verification of mesh and nodal analysis.
8. Transient response of RL and RC circuits for DC input.
9. Frequency response of series and parallel resonance circuits.
10. Frequency response of single tuned coupled circuits.

208CDP03 CIRCUITS AND DEVICES LABORATORY

1. Verification of KVL and KCL
2. Verification of Thevenin and Norton Theorems.
3. Verification of superposition Theorem.
4. Verification of Maximum power transfer and reciprocity theorems.
5. Frequency response of series and parallel resonance circuits.
6. Characteristics of PN and Zener diode
7. Characteristics of CE configuration
8. Characteristics of CB configuration
9. Characteristics of UJT and SCR
10. Characteristics of JFET and MOSFET
11. Characteristics of Diac and Triac.
12. Characteristics of Photodiode and Phototransistor.

308CST01 - TRANSFORMS AND PARTIAL DIFFERENTIAL EQUATIONS (Common to all branches)

OBJECTIVES

The course objective is to develop the skills of the students in the areas of Transforms and Partial Differential Equations. This will be necessary for their effective studies in a large number of engineering subjects like heat conduction, communication systems, electro-optics and electromagnetic theory. The course will also serve as a prerequisite for post graduate and specialized studies and research.

1. FOURIER SERIES

Dirichlet's conditions – General Fourier series – Odd and even functions – Half range sine series – Half range cosine series – Complex form of Fourier Series – Parseval's identify – Harmonic Analysis.

2. FOURIER TRANSFORMS

Fourier integral theorem (without proof) – Fourier transform pair – Sine and Cosine transforms – Properties – Transforms of simple functions – Convolution theorem – Parseval's identity.

3. PARTIAL DIFFERENTIAL EQUATIONS

Formation of partial differential equations – Lagrange's linear equation – Solutions of standard types of first order partial differential equations - Linear partial differential equations of second and higher order with constant coefficients.

4. APPLICATIONS OF PARTIAL DIFFERENTIAL EQUATIONS

Solutions of one dimensional wave equation – One dimensional equation of heat conduction – Steady state solution of two-dimensional equation of heat conduction (Insulated edges excluded) – Fourier series solutions in cartesian coordinates.

5. Z -TRANSFORMS AND DIFFERENCE EQUATIONS

Z-transforms - Elementary properties – Inverse Z-transform – Convolution theorem -Formation of difference equations – Solution of difference equations using Z-transform.

TEXT BOOKS

1. Grewal, B.S, '*Higher Engineering Mathematics*' 40th Edition, Khanna publishers, Delhi, (2007)

REFERENCES

1. Bali.N.P and Manish Goyal '*A Textbook of Engineering Mathematics*', Seventh Edition, Laxmi Publications(P) Ltd. (2007)
2. Ramana.B.V. '*Higher Engineering Mathematics*' Tata Mc-GrawHill Publishing Company limited, New Delhi (2007).
3. Glyn James, '*Advanced Modern Engineering Mathematics*', Third edition-Pearson Education (2007).
4. Erwin Kreyszig '*Advanced Engineering Mathematics*', Eighth edition-Wiley India (2007).

308CST02 - DATA STRUCTURES

Aim: To master the design and applications of linear, tree, balanced tree, hashing, set, and graph structures.

Unit I Linear Structures

Abstract Data Types (ADT) – List ADT – array-based implementation – linked list implementation – cursor-based linked lists – doubly-linked lists – applications of lists – Stack ADT – Queue ADT – circular queue implementation – Applications of stacks and queues

Unit II Tree Structures

Tree ADT – tree traversals – left child right sibling data structures for general trees – Binary Tree ADT – expression trees – applications of trees – binary search tree ADT – Threaded Binary Trees.

Unit III Balanced Trees

AVL Trees – Splay Trees – B-Tree - heaps – binary heaps – applications of binary heaps

Unit IV Hashing and Set

Hashing – Separate chaining – open addressing – rehashing – extendible hashing - Disjoint Set ADT – dynamic equivalence problem – smart union algorithms – path compression – applications of Set

Unit V Graphs

Definitions – Topological sort – breadth-first traversal - shortest-path algorithms – minimum spanning tree – Prim's and Kruskal's algorithms – Depth-first traversal – biconnectivity – Euler circuits – applications of graphs

TEXT BOOK

1. M. A. Weiss, "Data Structures and Algorithm Analysis in C", Second Edition , Pearson Education, 2005.

REFERENCES

1. A. V. Aho, J. E. Hopcroft, and J. D. Ullman, "Data Structures and Algorithms", Pearson Education, First Edition Reprint 2003.
2. R. F. Gilberg, B. A. Forouzan, "Data Structures", Second Edition, Thomson India Edition, 2005.

**308CST03 - DIGITAL PRINCIPLES AND SYSTEM DESIGN
(Common to CSE & IT)**

AIM

To provide an in-depth knowledge of the design of digital circuits and the use of Hardware Description Language in digital system design.

OBJECTIVES

- To understand different methods used for the simplification of Boolean functions
- To design and implement combinational circuits
- To design and implement synchronous sequential circuits
- To design and implement asynchronous sequential circuits
- To study the fundamentals of VHDL / Verilog HDL

UNIT I BOOLEAN ALGEBRA AND LOGIC GATES

Review of binary number systems - Binary arithmetic – Binary codes – Boolean algebra and theorems - Boolean functions – Simplifications of Boolean functions using Karnaugh map and tabulation methods – Implementation of Boolean functions using logic gates.

UNIT II COMBINATIONAL LOGIC

Combinational circuits – Analysis and design procedures - Circuits for arithmetic operations - Code conversion – Introduction to Hardware Description Language (HDL)

UNIT III DESIGN WITH MSI DEVICES

Decoders and encoders - Multiplexers and demultiplexers - Memory and programmable logic - HDL for combinational circuits

UNIT IV SYNCHRONOUS SEQUENTIAL LOGIC

Sequential circuits – Flip flops – Analysis and design procedures - State reduction and state assignment - Shift registers – Counters – HDL for Sequential Circuits.

UNIT V ASYNCHRONOUS SEQUENTIAL LOGIC

Analysis and design of asynchronous sequential circuits - Reduction of state and flow tables – Race-free state assignment – Hazards. ASM Chart.

TEXT BOOKS

1. M.Morris Mano, "Digital Design", 3rd edition, Pearson Education, 2007.

REFERENCES

1. Charles H.Roth, Jr. "Fundamentals of Logic Design", 4th Edition, Jaico Publishing House, Cengage Earning, 5th ed, 2005.
2. Donald D.Givone, "Digital Principles and Design", Tata McGraw-Hill, 2007.

308CST04 - OBJECT-ORIENTED PROGRAMMING (Common to CSE & IT)

Aim: To understand the concepts of object-oriented programming and master OOP using C++.

UNIT I

Object oriented programming concepts – objects – classes – methods and messages – abstraction and encapsulation – inheritance – abstract classes – polymorphism.

Introduction to C++ – classes – access specifiers – function and data members – default arguments – function overloading – friend functions – const and volatile functions – static members – Objects – pointers and objects – constant objects – nested classes – local classes

UNIT II

Constructors – default constructor – Parameterized constructors – Constructor with dynamic allocation – copy constructor – destructors – operator overloading – overloading through friend functions – overloading the assignment operator – type conversion – explicit constructor

UNIT III

Function and class templates – Exception handling – try-catch-throw paradigm – exception specification – terminate and Unexpected functions – Uncaught exception.

UNIT IV

Inheritance – public, private, and protected derivations – multiple inheritance – virtual base class – abstract class – composite objects Runtime polymorphism – virtual functions – pure virtual functions – RTTI – typeid – dynamic casting – RTTI and templates – cross casting – down casting

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UNIT V

Streams and formatted I/O – I/O manipulators – file handling – random access – object serialization – namespaces – std namespace – ANSI String Objects – standard template library.

TEXT BOOKS:

1. B. Trivedi, "Programming with ANSI C++", Oxford University Press, 2007.

REFERENCES:

1. Ira Pohl, "Object Oriented Programming using C++", Pearson Education, Second Edition Reprint 2004..
2. S. B. Lippman, Josee Lajoie, Barbara E. Moo, "C++ Primer", Fourth Edition, Pearson Education, 2005.
3. B. Stroustrup, "The C++ Programming language", Third edition, Pearson Education, 2004.

308CST05 - ANALOG AND DIGITAL COMMUNICATION

UNIT I FUNDAMENTALS OF ANALOG COMMUNICATION

Principles of amplitude modulation, AM envelope, frequency spectrum and bandwidth, modulation index and percent modulation, AM Voltage distribution, AM power distribution, Angle modulation - FM and PM waveforms, phase deviation and modulation index, frequency deviation and percent modulation, Frequency analysis of angle modulated waves. Bandwidth requirements for Angle modulated waves.

UNIT II DIGITAL COMMUNICATION

Introduction, Shannon limit for information capacity, digital amplitude modulation, frequency shift keying, FSK bit rate and baud, FSK transmitter, BW consideration of FSK, FSK receiver, phase shift keying – binary phase shift keying – QPSK, Quadrature Amplitude modulation, bandwidth efficiency, carrier recovery – squaring loop, Costas loop, DPSK.

UNIT III DIGITAL TRANSMISSION

Introduction, Pulse modulation, PCM – PCM sampling, sampling rate, signal to quantization noise rate, companding – analog and digital – percentage error, delta modulation, adaptive delta modulation, differential pulse code modulation, pulse transmission – Intersymbol interference, eye patterns.

UNIT IV DATA COMMUNICATIONS

Introduction, History of Data communications, Standards Organizations for data communication, data communication circuits, data communication codes, Error control, Error Detection, Error correction, Data communication Hardware, serial and parallel interfaces, data modems, Asynchronous modem, Synchronous modem, low-speed modem, medium and high speed modem, modem control.

UNIT V SPREAD SPECTRUM AND MULTIPLE ACCESS TECHNIQUES

Introduction, Pseudo-noise sequence, DS spread spectrum with coherent binary PSK, processing gain, FH spread spectrum, multiple access techniques – wireless communication, TDMA and CDMA in wireless communication systems, source coding of speech for wireless communications.

TEXT BOOKS:

1. Wayne Tomasi, "Advanced Electronic Communication Systems", 6/e, Pearson Education, 2007.
2. Simon Haykin, "Communication Systems", 4th Edition, John Wiley & Sons., 2001.

REFERENCES:

1. H.Taub,D L Schilling ,G Saha ,"Principles of Communication"3/e,2007.
2. B.P.Lathi,"Modern Analog And Digital Communication systems", 3/e, Oxford University Press, 2007
3. Blake, "Electronic Communication Systems", Thomson Delmar Publications, 2002.
4. Martin S.Roden, "Analog and Digital Communication System", 3rd Edition, PHI, 2002.
5. B.Sklar,"Digital Communication Fundamentals and Applications"2/e Pearson Education 2007.

**308CST06 - ENVIRONMENTAL SCIENCE AND ENGINEERING
(Common to Civil, CSE, IT & Biomedical Degree Programmes)**

AIM

The aim of this course is to create awareness in every engineering graduate about the importance of environment, the effect of technology on the environment and ecological balance and make them sensitive to the environment problems in every professional endeavour that they participates.

OBJECTIVE

At the end of this course the student is expected to understand what constitutes the environment, what are precious resources in the environment, how to conserve these resources, what is the role of a human being in maintaining a clean environment and useful environment for the future generations and how to maintain ecological balance and preserve bio-diversity. The role of government and non-government organization in environment managements.

Unit I ENVIRONMENT, ECOSYSTEMS AND BIODIVERSITY

Definition, scope and importance of environment – need for public awareness - concept of an ecosystem – structure and function of an ecosystem – producers, consumers and decomposers – energy flow in the ecosystem – ecological succession – food chains, food webs and ecological pyramids – Introduction, types, characteristic features, structure and function of the (a) forest ecosystem (b) grassland ecosystem (c) desert ecosystem (d) aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) – Introduction to biodiversity definition: genetic, species and ecosystem diversity – biogeographical classification of India – value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values – Biodiversity at global, national and local levels – India as a mega-diversity nation – hot-spots of biodiversity – threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts – endangered and endemic species of India – conservation of biodiversity: In-situ and ex-situ conservation of biodiversity.

Field study of common plants, insects, birds

Field study of simple ecosystems – pond, river, hill slopes, etc.

Unit II ENVIRONMENTAL POLLUTION

Definition – causes, effects and control measures of: (a) Air pollution (b) Water pollution (c) Soil pollution (d) Marine pollution (e) Noise pollution (f) Thermal pollution (g) Nuclear hazards – soil waste management: causes, effects and control measures of municipal solid wastes – role of an individual in prevention of pollution – pollution case studies – disaster management: floods, earthquake, cyclone and landslides.

Field study of local polluted site – Urban / Rural / Industrial / Agricultural.

Unit III NATURAL RESOURCES

Forest resources: Use and over-exploitation, deforestation, case studies- timber extraction, mining, dams and their effects on forests and tribal people – Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems – Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies – Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies – Energy resources: Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources. case studies – Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification – role of an individual in conservation of natural resources – Equitable use of resources for sustainable lifestyles.

Field study of local area to document environmental assets – river / forest / grassland / hill / mountain.

Unit IV SOCIAL ISSUES AND THE ENVIRONMENT

From unsustainable to sustainable development – urban problems related to energy – water conservation, rain water harvesting, watershed management – resettlement and rehabilitation of people; its problems and concerns, case studies – role of non-governmental organization- environmental ethics: Issues and possible solutions – climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust, case studies. – wasteland reclamation – consumerism and waste products – environment production act – Air (Prevention and Control of Pollution) act – Water (Prevention and control of Pollution) act – Wildlife protection act – Forest conservation act – enforcement machinery involved in environmental legislation- central and state pollution control boards- Public awareness.

Unit V HUMAN POPULATION AND THE ENVIRONMENT

Population growth, variation among nations – population explosion – family welfare programme – environment and human health – human rights – value education – HIV / AIDS – women and child welfare – role of information technology in environment and human health – Case studies.

TEXT BOOKS

1. Gilbert M.Masters, 'Introduction to Environmental Engineering and Science', 2nd edition, Pearson Education (2004).
2. Benny Joseph, 'Environmental Science and Engineering', Tata McGraw-Hill, New Delhi, (2006).

REFERENCE BOOKS

1. R.K. Trivedi, 'Handbook of Environmental Laws, Rules, Guidelines, Compliances and Standards', Vol. I and II, Enviro Media.
2. Cunningham, W.P. Cooper, T.H. Gorhani, 'Environmental Encyclopedia', Jaico Publ., House, Mumbai, 2001.
3. Dharmendra S. Sengar, 'Environmental law', Prentice hall of India PVT LTD, New Delhi, 2007.
4. Rajagopalan, R, 'Environmental Studies-From Crisis to Cure', Oxford University Press (2005)

308CSP01 - DIGITAL LABORATORY
(Common to CSE & IT)

LIST OF EXPERIMENTS

1. Verification of Boolean theorems using digital logic gates
2. Design and implementation of combinational circuits using basic gates for arbitrary functions, code converters, etc.
3. Design and implementation of 4-bit binary adder / subtractor using basic gates and MSI devices
4. Design and implementation of parity generator / checker using basic gates and MSI devices
5. Design and implementation of magnitude comparator
6. Design and implementation of application using multiplexers/ Demultiplexers
7. Design and implementation of Shift registers
8. Design and implementation of Synchronous and Asynchronous counters
9. Simulation of combinational circuits using Hardware Description Language (VHDL/ Verilog HDL software required)
10. Simulation of sequential circuits using HDL (VHDL/ Verilog HDL software required)

**List of equipments and components for a batch of 30 students (2 per batch)
(Common to Information Technology & Computer Science Engineering)**

S.NO	Name of equipment/ component	Quantity Reqd	Remarks
1	Dual power supply/ single mode powersupply	15/30	+12/-12V
2	IC Trainer	15	10 bit
3	Bread Boards	15	
4	Multimeter	5	
6	IC 7400	60	
7	IC7402	60	
8	IC 7404	60	
9	IC 7486	60	
10	IC 7408	60	
11	IC 7432	60	
12	IC 7483	60	
13	IC74150	60	
14	IC74151	40	
15	IC74147	40	
16	IC7445	40	
17	IC7476	40	
18	IC7491	40	
19	IC555	40	
20	IC7494	40	
21	IC7447	40	
22	IC74180	40	
23	IC7485	40	
24	IC7473	40	
25	IC74138	40	
26	IC7411	40	
27	IC7474	40	
28	Computer with HDL software	30	
29	Seven segment display	40	
30	Assembled LED board/LEDs	40/200	
31	Wires		Single strand

308CSP02 - DATA STRUCTURES LAB

AIM:

To develop programming skills in design and implementation of data structures and their applications.

1. Implement singly and doubly linked lists.
2. Represent a polynomial as a linked list and write functions for polynomial addition.
3. Implement stack and use it to convert infix to postfix expression
4. Implement a double-ended queue (dequeue) where insertion and deletion operations are possible at both the ends.
5. Implement an expression tree. Produce its pre-order, in-order, and post-order traversals.
6. Implement binary search tree.
7. Implement insertion in AVL trees.
8. Implement priority queue using binary heaps
9. Implement hashing with open addressing.
10. Implement Prim's algorithm using priority queues to find MST of an undirected graph.

List of Equipments and components for A Batch of 30 students (1 per batch)

1. SOFTWARE REQUIRED – TURBOC version 3 or GCC version 3.3.4.
2. OPERATING SYSTEM – WINDOWS 2000 / XP / NT OR LINUX
3. COMPUTERS REQUIRED – 30 Nos. (Minimum Requirement : Pentium III or Pentium IV with 256 RAM and 40 GB harddisk)

308CSP03 - OBJECT ORIENTED PROGRAMMING LAB
(Common to CSE & IT)

1. Design C++ classes with static members, methods with default arguments, friend functions. (For example, design matrix and vector classes with static allocation, and a friend function to do matrix-vector multiplication)
2. Implement complex number class with necessary operator overloadings and type conversions such as integer to complex, double to complex, complex to double etc.
3. Implement Matrix class with dynamic memory allocation and necessary methods. Give proper constructor, destructor, copy constructor, and overloading of assignment operator.
4. Overload the new and delete operators to provide custom dynamic allocation of memory.
5. Develop a template of linked-list class and its methods.
6. Develop templates of standard sorting algorithms such as bubble sort, insertion sort, merge sort, and quick sort.
7. Design stack and queue classes with necessary exception handling.
8. Define Point class and an Arc class. Define a Graph class which represents graph as a collection of Point objects and Arc objects. Write a method to find a minimum cost spanning tree in a graph.
9. Develop with suitable hierarchy, classes for Point, Shape, Rectangle, Square, Circle, Ellipse, Triangle, Polygon, etc. Design a simple test application to demonstrate dynamic polymorphism and RTTI.
10. Write a C++ program that randomly generates complex numbers (use previously designed Complex class) and writes them two per line in a file along with an operator (+, -, *, or /). The numbers are written to file in the format (a + ib). Write another program to read one line at a time from this file, perform the corresponding operation on the two complex numbers read, and write the result to another file (one per line).

(Common to Information Technology & Computer Science Engineering)

List of Equipments and software for a batch of 30 students

1. PC – 30 nos.
 - Processor – 2.0 GHz or higher
 - RAM – 256 MB or higher
 - Hard disk – 20 GB or higher
 - OS- Windows 2000/ Windows XP/ NT
2. Software – Turbo C (freeware) – to be installed in all PC's.

SEMESTER IV
408CST01 - PROBABILITY AND QUEUEING THEORY
(Common to CSE & IT)

AIM

The probabilistic models are employed in countless applications in all areas of science and engineering. Queuing theory provides models for a number of situations that arise in real life. The course aims at providing necessary mathematical support and confidence to tackle real life problems.

OBJECTIVES

- At the end of the course, the students would
- Have a well – founded knowledge of standard distributions which can describe real life phenomena.
- Acquire skills in handling situations involving more than one random variable and functions of random variables.
- Understand and characterize phenomena which evolve with respect to time in a probabilistic manner.
- Be exposed to basic characteristic features of a queuing system and acquire skills in analyzing queuing models.

UNIT I RANDOM VARIABLES

Discrete and continuous random variables - Moments - Moment generating functions and their properties. Binomial, Poisson, Geometric, Negative binomial, Uniform, Exponential, Gamma, and Weibull distributions.

UNIT II TWO DIMENSIONAL RANDOM VARIABLES

Joint distributions - Marginal and conditional distributions - Covariance - Correlation and regression - Transformation of random variables - Central limit theorem.

UNIT III MARKOV PROCESSES AND MARKOV CHAINS

Classification - Stationary process - Markov process - Markov chains - Transition probabilities - Limiting distributions-Poisson process

UNIT IV QUEUEING THEORY

Markovian models – Birth and Death Queuing models- Steady state results: Single and multiple server queuing models- queues with finite waiting rooms- Finite source models- Little's Formula

UNIT V NON-MARKOVIAN QUEUES AND QUEUE NETWORKS

M/G/1 queue- Pollaczek- Khintchine formula, series queues- open and closed networks

TEXT BOOKS

1. O.C. Ibe, "Fundamentals of Applied Probability and Random Processes", Elsevier, 1st Indian Reprint, 2007 (For units 1, 2 and 3).
2. D. Gross and C.M. Harris, "Fundamentals of Queueing Theory", Wiley Student edition, 2004 (For units 4 and 5).

BOOKS FOR REFERENCES:

1. A.O. Allen, "Probability, Statistics and Queueing Theory with Computer Applications", Elsevier, 2nd edition, 2005.
2. H.A. Taha, "Operations Research", Pearson Education, Asia, 8th edition, 2007.
3. K.S. Trivedi, "Probability and Statistics with Reliability, Queueing and Computer Science Applications", John Wiley and Sons, 2nd edition, 2002.

408CST02 - DESIGN AND ANALYSIS OF ALGORITHMS

UNIT I

Algorithm Analysis – Time Space Tradeoff – Asymptotic Notations – Conditional asymptotic notation – Removing condition from the conditional asymptotic notation – Properties of big-Oh notation – Recurrence equations – Solving recurrence equations – Analysis of linear search.

UNIT II

Divide and Conquer: General Method – Binary Search – Finding Maximum and Minimum – Merge Sort – Greedy Algorithms: General Method – Container Loading – Knapsack Problem.

UNIT III

Dynamic Programming: General Method – Multistage Graphs – All-Pair shortest paths – Optimal binary search trees – 0/1 Knapsack – Travelling salesperson problem .

UNIT IV

Backtracking: General Method – 8 Queens problem – sum of subsets – graph coloring – Hamiltonian problem – knapsack problem.

UNIT V

Graph Traversals – Connected Components – Spanning Trees – Biconnected components – Branch and Bound: General Methods (FIFO & LC) – 0/1 Knapsack problem – Introduction to NP-Hard and NP-Completeness.

TEXT BOOK:

1. Ellis Horowitz, Sartaj Sahni and Sanguthevar Rajasekaran, Computer Algorithms/ C++, Second Edition, Universities Press, 2007. (For Units II to V)
2. K.S. Easwarakumar, Object Oriented Data Structures using C++, Vikas Publishing House pvt. Ltd., 2000 (For Unit I)

REFERENCES:

1. T. H. Cormen, C. E. Leiserson, R.L.Rivest, and C. Stein, "Introduction to Algorithms", Second Edition, Prentice Hall of India Pvt. Ltd, 2003.
2. Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman, "The Design and Analysis of Computer Algorithms", Pearson Education, 1999.

408CST03 - MICROPROCESSORS AND MICROCONTROLLERS
(Common to CSE & IT)

1. THE 8085 AND 8086 MICROPROCESSORS

8085 Microprocessor architecture-Addressing modes- Instruction set-Programming the 8085

2. 8086 SOFTWARE ASPECTS

Intel 8086 microprocessor - Architecture - Signals- Instruction Set-Addressing Modes-Assembler Directives- Assembly Language Programming-Procedures-Macros-Interrupts And Interrupt Service Routines-BIOS function calls.

3. MULTIPROCESSOR CONFIGURATIONS

Coprocessor Configuration – Closely Coupled Configuration – Loosely Coupled Configuration – 8087 Numeric Data Processor – Data Types – Architecture –8089 I/O Processor –Architecture – Communication between CPU and IOP.

4. I/O INTERFACING

Memory interfacing and I/O interfacing with 8085 – parallel communication interface – serial communication interface – timer-keyboard/display controller – interrupt controller – DMA controller (8237) – applications – stepper motor – temperature control.

5. MICROCONTROLLERS

Architecture of 8051 Microcontroller – signals – I/O ports – memory – counters and timers – serial data I/O – interrupts-
Interfacing -keyboard, LCD,ADC & DAC

TEXT BOOKS:

1. Ramesh S. Gaonkar ,“Microprocessor – Architecture, Programming and Applications with the 8085” Penram International Publisher , 5th Ed.,2006
2. Yn-cheng Liu,Glenn A.Gibson, “Microcomputer systems: The 8086 / 8088 Family architecture, Programming and Design”, second edition, Prentice Hall of India , 2006 .
3. Kenneth J.Ayala, ‘The 8051 microcontroller Architecture, Programming and applications’ second edition ,Penram international.

REFERENCES:

1. Douglas V.Hall, “ Microprocessors and Interfacing : Programming and Hardware”, second edition , Tata Mc Graw Hill ,2006.
2. A.K.Ray & K.M Bhurchandi, “Advanced Microprocessor and Peripherals – Architecture, Programming and Interfacing”, Tata Mc Graw Hill , 2006.
3. Peter Abel, “ IBM PC Assembly language and programming” , fifth edition, Pearson education / Prentice Hall of India Pvt.Ltd,2007.
4. Mohamed Ali Mazidi,Janice Gillispie Mazidi,“ The 8051 microcontroller and embedded systems using Assembly and C”,second edition, Pearson education /Prentice hall of India , 2007.

408CST04 - COMPUTER ORGANIZATION AND ARCHITECTURE (Common to CSE & IT)

1. BASIC STRUCTURE OF COMPUTERS

Functional units – Basic operational concepts – Bus structures – Performance and metrics – Instructions and instruction sequencing – Hardware – Software Interface – Instruction set architecture – Addressing modes – RISC – CISC. ALU design – Fixed point and floating point operations.

2. BASIC PROCESSING UNIT

Fundamental concepts – Execution of a complete instruction – Multiple bus organization – Hardwired control – Micro programmed control – Nano programming.

3. PIPELINING

Basic concepts – Data hazards – Instruction hazards – Influence on instruction sets – Data path and control considerations – Performance considerations – Exception handling.

4. MEMORY SYSTEM

Basic concepts – Semiconductor RAM – ROM – Speed – Size and cost – Cache memories – Improving cache performance – Virtual memory – Memory management requirements – Associative memories – Secondary storage devices.

5. I/O ORGANIZATION

Accessing I/O devices – Programmed Input/Output -Interrupts – Direct Memory Access – Buses – Interface circuits – Standard I/O Interfaces (PCI, SCSI, USB), I/O devices and processors.

Text Book:

1. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Computer Organization", Fifth Edition, Tata McGraw Hill, 2002.

REFERENCES:

1. David A. Patterson and John L. Hennessy, "Computer Organization and Design: The Hardware/Software interface", Third Edition, Elsevier, 2005.
2. William Stallings, "Computer Organization and Architecture – Designing for Performance", Sixth Edition, Pearson Education, 2003.
3. John P. Hayes, "Computer Architecture and Organization", Third Edition, Tata McGraw Hill, 1998.
4. V.P. Heuring, H.F. Jordan, "Computer Systems Design and Architecture", Second Edition, Pearson Education, 2004.

408CST05 - OPERATING SYSTEMS (Common to CSE & IT)

Aim: To learn the various aspects of operating systems such as process management, memory management, and I/O management

UNIT I PROCESSES AND THREADS

Introduction to operating systems – review of computer organization – operating system structures – system calls – system programs – system structure – virtual machines. Processes: Process concept – Process scheduling – Operations on processes – Cooperating processes – Interprocess communication – Communication in client-server systems. Case study: IPC in Linux. Threads: Multi-threading models – Threading issues. Case Study: Pthreads library

UNIT II PROCESS SCHEDULING AND SYNCHRONIZATION

CPU Scheduling: Scheduling criteria – Scheduling algorithms – Multiple-processor scheduling – Real time scheduling – Algorithm Evaluation. Case study: Process scheduling in Linux. Process Synchronization: The critical-section problem – Synchronization hardware – Semaphores – Classic problems of synchronization – critical regions – Monitors. Deadlock: System model – Deadlock characterization – Methods for handling deadlocks – Deadlock prevention – Deadlock avoidance – Deadlock detection – Recovery from deadlock.

UNIT III STORAGE MANAGEMENT

Memory Management: Background – Swapping – Contiguous memory allocation – Paging – Segmentation – Segmentation with paging. Virtual Memory: Background – Demand paging – Process creation – Page replacement – Allocation of frames – Thrashing. Case Study: Memory management in Linux

UNIT IV FILE SYSTEMS

File-System Interface: File concept – Access methods – Directory structure – File-system mounting – Protection. File-System Implementation : Directory implementation – Allocation methods – Free-space management – efficiency and performance – recovery – log-structured file systems. Case studies: File system in Linux – file system in Windows XP

UNIT V I/O SYSTEMS

I/O Systems – I/O Hardware – Application I/O interface – kernel I/O subsystem – streams – performance. Mass-Storage Structure: Disk scheduling – Disk management – Swap-space management – RAID – disk attachment – stable storage – tertiary storage. Case study: I/O in Linux

TEXT BOOK:

1. Silberschatz, Galvin, and Gagne, "Operating System Concepts", Sixth Edition, Wiley India Pvt Ltd, 2003.

REFERENCES:

1. Andrew S. Tanenbaum, "Modern Operating Systems", Second Edition, Pearson Education, 2004.
2. Gary Nutt, "Operating Systems", Third Edition, Pearson Education, 2004.
3. Harvey M. Deital, "Operating Systems", Third Edition, Pearson Education, 2004.

**408CST06 - DATABASE MANAGEMENT SYSTEMS
(Common to CSE & IT)**

1. INTRODUCTION

Purpose of Database System -- Views of data – Data Models – Database Languages -- Database System Architecture – Database users and Administrator – Entity–Relationship model (E-R model) – E-R Diagrams -- Introduction to relational databases

2. RELATIONAL MODEL

The relational Model – The catalog- Types– Keys - Relational Algebra – Domain Relational Calculus – Tuple Relational Calculus - Fundamental operations – Additional Operations- SQL fundamentals - Integrity – Triggers - Security – Advanced SQL features –Embedded SQL– Dynamic SQL- Missing Information– Views – Introduction to Distributed Databases and Client/Server Databases

3. DATABASE DESIGN

Functional Dependencies – Non-loss Decomposition – Functional Dependencies – First, Second, Third Normal Forms, Dependency Preservation – Boyce/Codd Normal Form- Multi-valued Dependencies and Fourth Normal Form – Join Dependencies and Fifth Normal Form

4. TRANSACTIONS

Transaction Concepts - Transaction Recovery – ACID Properties – System Recovery – Media Recovery – Two Phase Commit - Save Points – SQL Facilities for recovery – Concurrency – Need for Concurrency – Locking Protocols – Two Phase Locking – Intent Locking – Deadlock-Serializability – Recovery Isolation Levels – SQL Facilities for Concurrency.

5. IMPLEMENTATION TECHNIQUES

Overview of Physical Storage Media – Magnetic Disks – RAID – Tertiary storage – File Organization – Organization of Records in Files – Indexing and Hashing –Ordered Indices – B+ tree Index Files – B tree Index Files – Static Hashing – Dynamic Hashing – Query Processing Overview – Catalog Information for Cost Estimation – Selection Operation – Sorting – Join Operation – Database Tuning.

TEXT BOOKS:

1. Abraham Silberschatz, Henry F. Korth, S. Sudharshan, "Database System Concepts", Fifth Edition, Tata McGraw Hill, 2006 (Unit I and Unit-V) .
2. C.J.Date, A.Kannan, S.Swamynathan, "An Introduction to Database Systems", Eighth Edition, Pearson Education, 2006.(Unit II, III and IV)

REFERENCES:

1. Ramez Elmasri, Shamkant B. Navathe, "Fundamentals of Database Systems", FourthEdition , Pearson / Addison wesley, 2007.
2. Raghu Ramakrishnan, "Database Management Systems", Third Edition, McGraw Hill, 2003.
3. S.K.Singh, "Database Systems Concepts, Design and Applications", First Edition, Pearson Education, 2006.

408CSP01 - OPERATING SYSTEMS LA (Common to CSE & IT)

(Implement the following on LINUX or other Unix like platform. Use C for high level language implementation)

1. Write programs using the following system calls of UNIX operating system:
 - a. fork, exec, getpid, exit, wait, close, stat, opendir, readdir
2. Write programs using the I/O system calls of UNIX operating system (open, read, write, etc)
3. Write C programs to simulate UNIX commands like ls, grep, etc.
4. Given the list of processes, their CPU burst times and arrival times, display/print the Gantt chart for FCFS and SJF. For each of the scheduling policies, compute and print the average waiting time and average turnaround time. (2 sessions)
5. Given the list of processes, their CPU burst times and arrival times, display/print the Gantt chart for Priority and Round robin. For each of the scheduling policies, compute and print the average waiting time and average turnaround time. (2 sessions)
6. Developing Application using Inter Process communication (using shared memory, pipes or message queues)
7. Implement the Producer – Consumer problem using semaphores (using UNIX system calls).
8. Implement some memory management schemes – I
9. Implement some memory management schemes – II
10. Implement any file allocation technique (Linked, Indexed or Contiguous)

Example for exercises 8 & 9 :

Free space is maintained as a linked list of nodes with each node having the starting byte address and the ending byte address of a free block. Each memory request consists of the process-id and the amount of storage space required in bytes. Allocated memory space is again maintained as a linked list of nodes with each node having the process-id, starting byte address and the ending byte address of the allocated space. When a process finishes (taken as input) the appropriate node from the allocated list should be deleted and

this free disk space should be added to the free space list. [Care should be taken to merge contiguous free blocks into one single block. This results in deleting more than one node from the free space list and changing the start and end address in the appropriate node]. For allocation use first fit, worst fit and best fit.

Hardware and Software required for a batch of 30 students.

Hardware:

30 Personal Computers

Software:

Linux:

- Ubuntu / OpenSUSE / Fedora / Red Hat / Debian / Mint OS

Linux could be loaded in individual PCs.

(OR)

A single server could be loaded with Linux and connected from the individual PCs.

**408CSP02 - DBMS LAB
(Common to CSE & IT)**

1. Data Definition, Table Creation, Constraints,
2. Insert, Select Commands, Update & Delete Commands.
3. Nested Queries & Join Queries
4. Views
5. High level programming language extensions (Control structures, Procedures and Functions).
6. Front end tools
7. Forms
8. Triggers
9. Menu Design
10. Reports.
- 11..Database Design and implementation (Mini Project).

(Common to Information Technology & Computer Science Engineering)

Hardware and Software required for a batch of 30 students:

Hardware:

30 Personal Computers

Software:

1. Front end : VB/VC ++/JAVA
2. Back end: Oracle 11g, my SQL, DB2
3. Platform: Windows 2000 Professional/XP
4. Oracle server could be loaded and can be connected from individual PCs.

**408CSP03 - MICROPROCESSORS LABORATORY
(Common to CSE & IT)**

AIM:

- To learn the assembly language programming of 8085,8086 and 8051 and also to give a practical training of interfacing the peripheral devices with the processor.

OBJECTIVES:

- To implement the assembly language programming of 8085,8086 and 8051.
- To study the system function calls like BIOS/DOS.
- To experiment the interface concepts of various peripheral device with the processor.

Experiments in the following:

1. **Programming with 8085**
2. Programming with 8086-experiments including BIOS/DOS calls:
3. Keyboard control, Display, File Manipulation.
4. Interfacing with 8085/8086-8255,8253
5. Interfacing with 8085/8086-8279,8251
8051 Microcontroller based experiments for Control Applications
6. Mini- Project

List of equipments/components for 30 students (two per batch)

1. 8085 Trainer Kit with onboard 8255, 8253, 8279 and 8251 – 15 nos.
2. TASM/MASM simulator in PC (8086 programs) – 30 nos.
3. 8051 trainer kit – 15 nos.
4. Interfacing with 8086 – PC add-on cards with 8255, 8253, 8279 and 8251 – 15 nos.
5. Stepper motor interfacing module – 5 nos.
6. Traffic light controller interfacing module – 5 nos.
7. ADC, DAC interfacing module – 5 nos.
8. CRO's – 5 nos.

SEMESTER V

508CST01 - SOFTWARE ENGINEERING

UNIT I SOFTWARE PRODUCT AND PROCESS

Introduction – S/W Engineering Paradigm – Verification – Validation – Life Cycle Models – System Engineering – Computer Based System – Business Process Engineering Overview – Product Engineering Overview.

UNIT II SOFTWARE REQUIREMENTS

Functional and Non-Functional – Software Document – Requirement Engineering Process – Feasibility Studies – Software Prototyping – Prototyping in the Software Process – Data – Functional and Behavioral Models – Structured Analysis and Data Dictionary.

UNIT III ANALYSIS, DESIGN CONCEPTS AND PRINCIPLES

Systems Engineering - Analysis Concepts - Design Process And Concepts – Modular Design – Design Heuristic – Architectural Design – Data Design – User Interface Design – Real Time Software Design – System Design – Real Time Executives – Data Acquisition System – Monitoring And Control System.

UNIT IV TESTING

Taxonomy Of Software Testing – Types Of S/W Test – Black Box Testing – Testing Boundary Conditions – Structural Testing – Test Coverage Criteria Based On Data Flow Mechanisms – Regression Testing – Unit Testing – Integration Testing – Validation Testing – System Testing And Debugging – Software Implementation Techniques.

UNIT V SOFTWARE PROJECT MANAGEMENT

Measures And Measurements – ZIPF's Law – Software Cost Estimation – Function Point Models – COCOMO Model – Delphi Method – Scheduling – Earned Value Analysis – Error Tracking – Software Configuration Management – Program Evolution
Dynamics – Software Maintenance – Project Planning – Project Scheduling– Risk Management – CASE Tools.

TEXT BOOKS:

1. Ian Sommerville, "Software engineering", Seventh Edition, Pearson Education Asia, 2007.
2. Roger S. Pressman, "Software Engineering – A practitioner's Approach", Sixth Edition, McGraw-Hill International Edition, 2005.

REFERENCES:

1. Watts S.Humphrey, "A Discipline for Software Engineering", Pearson Education, 2007.
2. James F.Peters and Witold Pedrycz, "Software Engineering, An Engineering Approach", Wiley-India, 2007.
3. Stephen R.Schach, " Software Engineering", Tata McGraw-Hill Publishing Company Limited, 2007.
4. S.A.Kelkar, "Software Engineering", Prentice Hall of India Pvt, 2007.

508CST02 - DISCRETE MATHEMATICS

UNIT I PROPOSITIONAL CALCULUS

Propositional – Logical connectives – Compound propositions – conditional and biconditional propositions – truth tables – Tautologies and contradictions – contra positive – Logical equivalence and implications – Demorgan 's laws – Normal Forms – Principal conjunctive and disjunctive normal forms – Rules of inference – Arguments – Validity of arguments.

UNIT II PREDICATE CALCULUS

Predicates – Statement function – Variable – Free and bound variable – Free and Bound variables – Quantifiers – Universe of discourse – Logical equivalences and implications for quantified statements – Theory of inference – The rules of Universal specification and generalized – Validity of arguments.

UNIT III SET THEORY

Basic concepts – Nations – Subset- Algebra of sets – The power set – Oriented pairs and Cartesian product – Relation on sets – Types of relations and their properties – Relational- matrix and the graph of a relation – Partitions – Equivalence relations – Partial ordering – Poset –Hasse diagram – Lattices and their properties – Sub lattices – Boolean – Homomorphism.

UNIT IV FUNCTIONS

Definitions of functions – Classifications – Type of functions - Examples composition of functions – Inverse functions – Binary and n-ary operations –characteristic function of a set – Hashing functions – Recursive functions – Permutation functions.

UNIT V GROUPS

Algebraic systems – Definitions – Examples – properties – semigroups – Monoids- Homomorphism- sub semi groups and Submonoids – Cosets and Langrange 's theorem- Normal subgroups – Normal algebraic System with two binary operations – Codes and group codes – Basic notions of error correction – Error recovery in group codes.

TUTORIAL

1. Trembly J.P and Manohar R, "Discrete Mathematical Structures with Applications to Computer Science" , Tata McGraw – Hill pub . co.Ltd, New delhi, 2003.
2. Ralph. P. Grimaldi, "Discrete and combinatorial : An Applied Introduction" , Fourth Edition, Pearson Education Asia , Delhi, 2002.

REFERENCES

1. Bernard Kolman, Robert c . Busby, Sharan culter Ross , "Discrete Mathematical Structures" , Fourth Indian reprint , Pearson Education Pvt Ltd., New Delhi, 2003.
2. Kenneth H. Rosen , "Discrete Mathematics and its Applications" , Fifth Edition, Pearson Education Asia , New Delhi, 2002.

508CST03 - COMPUTER NETWORKS

UNIT I

Network architecture – layers – Physical links – Channel access on links – Hybrid multiple access techniques - Issues in the data link layer - Framing – Error correction and detection – Link-level Flow Control

UNIT II

Medium access – CSMA – Ethernet – Token ring – FDDI - Wireless LAN – Bridges and Switches

UNIT III

Circuit switching vs. packet switching / Packet switched networks – IP – ARP – RARP – DHCP – ICMP – Queueing discipline – Routing algorithms – RIP – OSPF – Subnetting – CIDR – Interdomain routing – BGP – Ipv6 – Multicasting – Congestion avoidance in network layer.

UNIT IV

UDP – TCP – Adaptive Flow Control – Adaptive Retransmission - Congestion control – Congestion avoidance – QoS

UNIT V

Email (SMTP, MIME, IMAP, POP3) – HTTP – DNS- SNMP – Telnet – FTP – Security – PGP - SSH

TEXT BOOK:

1. Larry L. Peterson, Bruce S. Davie, "Computer Networks: A Systems Approach", Fourth Edition, Morgan Kauffmann Publishers Inc., 2009, Elsevier.

REFERENCES:

1. James F. Kuross, Keith W. Ross, "Computer Networking, A Top-Down Approach Featuring the Internet", Third Edition, Addison Wesley, 2004.
2. Nader F. Mir, "Computer and Communication Networks", Pearson Education, 2007
3. Comer, "Computer Networks and Internets with Internet Applications", Fourth Edition, Pearson Education, 2005.
4. Andrew S. Tanenbaum, "Computer Networks", Sixth Edition, 2003, PHI Learning.
5. William Stallings, "Data and Computer Communication", Sixth Edition, Pearson Education, 2000

508CST04 - THEORY OF COMPUTATION

UNIT I AUTOMATA

Introduction to formal proof – Additional forms of proof – Inductive proofs – Finite Automata (FA) – Deterministic Finite Automata (DFA) – Non-deterministic Finite Automata (NFA) – Finite Automata with Epsilon transitions.

UNIT II REGULAR EXPRESSIONS AND LANGUAGES

Regular Expression – FA and Regular Expressions – Proving languages not to be regular – Closure properties of regular languages – Equivalence and minimization of Automata.

UNIT III CONTEXT-FREE GRAMMARS AND LANGUAGES

Context-Free Grammar (CFG) – Parse Trees – Ambiguity in grammars and languages – Definition of the Pushdown automata – Languages of a Pushdown Automata – Equivalence of Pushdown automata and CFG– Deterministic Pushdown Automata.

UNIT IV PROPERTIES OF CONTEXT-FREE LANGUAGES

Normal forms for CFG – Pumping Lemma for CFL – Closure Properties of CFL – Turing Machines – Programming Techniques for TM.

UNIT V UNDECIDABILITY

A language that is not Recursively Enumerable (RE) – An undecidable problem that is RE – Undecidable problems about Turing Machine – Post's Correspondence Problem – The classes P and NP.

TEXT BOOK:

1. J.E. Hopcroft, R. Motwani and J.D. Ullman, "Introduction to Automata Theory, Languages and Computations", second Edition, Pearson Education, 2007.

REFERENCES:

1. H.R. Lewis and C.H. Papadimitriou, "Elements of the theory of Computation", Second Edition, Pearson Education, 2003.
2. Thomas A. Sudkamp, "An Introduction to the Theory of Computer Science, Languages and Machines", Third Edition, Pearson Education, 2007.
3. Raymond Greenlaw and H. James Hoover, "Fundamentals of Theory of Computation, Principles and Practice", Morgan Kaufmann Publishers, 1998.
4. Micheal Sipser, "Introduction of the Theory and Computation", Thomson Brokecole, 1997.
5. J. Martin, "Introduction to Languages and the Theory of computation" Third Edition, Tata Mc Graw Hill, 2007

508CST05 - SYSTEM SOFTWARE

AIM

To have an understanding of foundations of design of assemblers, loaders, linkers, and macro processors.

OBJECTIVES

- To understand the relationship between system software and machine architecture.
- To know the design and implementation of assemblers
- To know the design and implementation of linkers and loaders.
- To have an understanding of macroprocessors.
- To have an understanding of system software tools.

UNIT I INTRODUCTION

System software and machine architecture – The Simplified Instructional Computer (SIC) - Machine architecture - Data and instruction formats - addressing modes - instruction sets - I/O and programming.

UNIT II ASSEMBLERS

Basic assembler functions - A simple SIC assembler – Assembler algorithm and data structures - Machine dependent assembler features - Instruction formats and addressing modes – Program relocation - Machine independent assembler features - Literals – Symbol-defining statements – Expressions - One pass assemblers and Multi pass assemblers - Implementation example - MASM assembler.

UNIT III LOADERS AND LINKERS

Basic loader functions - Design of an Absolute Loader – A Simple Bootstrap Loader - Machine dependent loader features - Relocation – Program Linking – Algorithm and Data Structures for Linking Loader - Machine-independent loader features – Automatic Library Search – Loader Options - Loader design options - Linkage Editors – Dynamic Linking – Bootstrap Loaders - Implementation example - MSDOS linker.

UNIT IV MACRO PROCESSORS

Basic macro processor functions - Macro Definition and Expansion – Macro Processor Algorithm and data structures - Machine-independent macro processor features - Concatenation of Macro Parameters – Generation of Unique Labels – Conditional Macro Expansion – Keyword Macro Parameters-Macro within Macro-Implementation example - MASM Macro Processor – ANSI C Macro language.

UNIT V SYSTEM SOFTWARE TOOLS

Text editors - Overview of the Editing Process - User Interface – Editor Structure. - Interactive debugging systems - Debugging functions and capabilities – Relationship with other parts of the system – User-Interface Criteria.

TEXT BOOK:

1. Leland L. Beck, "System Software – An Introduction to Systems Programming", 3rd Edition, Pearson Education Asia, 2006.

REFERENCES:

1. D. M. Dhamdhare, "Systems Programming and Operating Systems", Second Revised Edition, Tata McGraw-Hill, 2000.
2. John J. Donovan "Systems Programming", Tata McGraw-Hill Edition, 2000.
3. John R. Levine, Linkers & Loaders – Harcourt India Pvt. Ltd., Morgan Kaufmann Publishers, 2000.

508CST06 - PROGRAMMING PARADIGMS

AIM:

To understand the concepts of object-oriented, event driven, and concurrent programming paradigms and develop skills in using these paradigms using Java.

UNIT I OBJECT-ORIENTED PROGRAMMING – FUNDAMENTALS

Review of OOP - Objects and classes in Java – defining classes – methods – access specifiers – static members – constructors – finalize method – Arrays – Strings - Packages – JavaDoc comments

UNIT II OBJECT-ORIENTED PROGRAMMING – INHERITANCE

Inheritance – class hierarchy – polymorphism – dynamic binding – final keyword – abstract classes – the Object class – Reflection – interfaces – object cloning – inner classes – proxies

UNIT III EVENT-DRIVEN PROGRAMMING

Graphics programming – Frame – Components – working with 2D shapes – Using color, fonts, and images - Basics of event handling – event handlers – adapter classes – actions – mouse events – AWT event hierarchy – introduction to Swing – Model-View- Controller design pattern – buttons – layout management – Swing Components

UNIT IV GENERIC PROGRAMMING

Motivation for generic programming – generic classes – generic methods – generic code and virtual machine – inheritance and generics – reflection and generics – exceptions – exception hierarchy – throwing and catching exceptions – Stack Trace Elements - assertions – logging.

UNIT V CONCURRENT PROGRAMMING

Multi-threaded programming – interrupting threads – thread states – thread properties – thread synchronization – thread-safe Collections – Executors – synchronizers – threads and event-driven programming.

TEXT BOOK:

1. Cay S. Horstmann and Gary Cornell, "Core Java: Volume I – Fundamentals", Eighth Edition, Sun Microsystems Press, 2008.

REFERENCES:

1. K. Arnold and J. Gosling, "The JAVA programming language", Third edition, Pearson Education, 2000.
2. Timothy Budd, "Understanding Object-oriented programming with Java", Updated Edition, Pearson Education, 2000.
3. C. Thomas Wu, "An introduction to Object-oriented programming with Java", Fourth Edition, Tata McGraw-Hill Publishing company Ltd., 2006.

508CSP01 - NETWORK LAB

1. Programs using TCP Sockets (like date and time server & client, echo server & client, etc..)
2. Programs using UDP Sockets (like simple DNS)
3. Programs using Raw sockets (like packet capturing and filtering)
4. Programs using RPC
5. Simulation of sliding window protocols
6. Experiments using simulators (like OPNET)
7. Performance comparison of MAC protocols
8. Implementing Routing Protocols
9. Performance comparison of Routing protocols
10. Study of UDP performance
11. Study of TCP performance.

Requirement for a batch of 30 students

S.No.	Description of Equipment	Quantity Required
1.	SOFTWARE <input type="checkbox"/> C++ Compiler <input type="checkbox"/> J2SDK (freeware) <input type="checkbox"/> Linux <input type="checkbox"/> NS2/Glomosim/OPNET (Freeware)	30
2.	Hardware <input type="checkbox"/> PCs	30 Nos.

**508CSP02 - SYSTEM SOFTWARE LAB
(Using C)**

1. Implement a symbol table with functions to create, insert, modify, search, and display.
2. Implement pass one of a two pass assembler.
3. Implement pass two of a two pass assembler.
4. Implement a single pass assembler.
5. Implement a two pass macro processor
6. Implement a single pass macro processor.
7. Implement an absolute loader.
8. Implement a relocating loader.
9. Implement pass one of a direct-linking loader.
10. Implement pass two of a direct-linking loader.
11. Implement a simple text editor with features like insertion / deletion of a character, word, and sentence.
12. Implement a symbol table with suitable hashing
(For loader exercises, output the snap shot of the main memory as it would be, after the loading has taken place)

Requirement for a batch of 30 students

S.No.	Description of Equipment	Quantity Required
1.	Hardware - Pentium PC Desktops	30 Nos.
2.	Software - Turbo C (Freely download)	Multiuser

508CSP03 - JAVA LAB

1. Develop Rational number class in Java. Use JavaDoc comments for documentation. Your implementation should use efficient representation for a rational number, i.e. (500 / 1000) should be represented as (1/2).
2. Develop Date class in Java similar to the one available in java.util package. Use JavaDoc comments.
3. Implement Lisp-like list in Java. Write basic operations such as 'car', 'cdr', and 'cons'. If L is a list [3, 0, 2, 5], L.car() returns 3, while L.cdr() returns [0,2,5].
4. Design a Java interface for ADT Stack. Develop two different classes that implement this interface, one using array and the other using linked-list. Provide necessary exception handling in both the implementations.
5. Design a Vehicle class hierarchy in Java. Write a test program to demonstrate polymorphism.
6. Design classes for Currency, Rupee, and Dollar. Write a program that randomly generates Rupee and Dollar objects and write them into a file using object serialization. Write another program to read that file, convert to Rupee if it reads a Dollar, while leave the value as it is if it reads a Rupee.
7. Design a scientific calculator using event-driven programming paradigm of Java.
8. Write a multi-threaded Java program to print all numbers below 100,000 that are both prime and fibonacci number (some examples are 2, 3, 5, 13, etc.). Design a thread that generates prime numbers below 100,000 and writes them into a pipe.
9. Design another thread that generates fibonacci numbers and writes them to another pipe. The main thread should read both the pipes to identify numbers common to both.
10. Develop a simple OPAC system for library using even-driven and concurrent programming paradigms of Java. Use JDBC to connect to a back-end database.
11. Develop multi-threaded echo server and a corresponding GUI client in Java.
12. [Mini-Project] Develop a programmer's editor in Java that supports syntaxhighlighting, compilation support, debugging support, etc.

Requirement for a Batch of 30 Students

S.No.	Description of Equipment	Quantity Required
1.	PC's	30
2.	JUM & J2SC (Freeware)	30
3.	MYSQL or any other DB	30

SIXTH SEMESTER

608CST01 - ARTIFICIAL INTELLIGENCE

AIM:

To learn the basics of designing intelligent agents that can solve general purpose problems, represent and process knowledge, plan and act, reason under uncertainty and can learn from experiences.

UNIT I PROBLEM SOLVING

Introduction – Agents – Problem formulation – uninformed search strategies – heuristics – informed search strategies – constraint satisfaction.

UNIT II LOGICAL REASONING

Logical agents – propositional logic – inferences – first-order logic – inferences in firstorder logic – forward chaining – backward chaining – unification – resolution.

UNIT III PLANNING

Planning with state-space search – partial-order planning – planning graphs – planning and acting in the real world.

UNIT IV UNCERTAIN KNOWLEDGE AND REASONING

Uncertainty – review of probability - probabilistic Reasoning – Bayesian networks – inferences in Bayesian networks – Temporal models – Hidden Markov models

UNIT V LEARNING

Learning from observation - Inductive learning – Decision trees – Explanation based learning – Statistical Learning methods - Reinforcement Learning

TEXT BOOK:

1. S. Russel and P. Norvig, "Artificial Intelligence – A Modern Approach", Second Edition, Pearson Education, 2003.

REFERENCES:

1. David Poole, Alan Mackworth, Randy Goebel, "Computational Intelligence : a logical approach", Oxford University Press, 2004.
2. G. Luger, "Artificial Intelligence: Structures and Strategies for complex problem solving", Fourth Edition, Pearson Education, 2002.
3. J. Nilsson, "Artificial Intelligence: A new Synthesis", Elsevier Publishers, 1998.

608CST02 - PRINCIPLES OF COMPILER DESIGN

UNIT I LEXICAL ANALYSIS

Introduction to Compiling- Compilers-Analysis of the source program-The phases-Cousins-The grouping of phases-Compiler construction tools. The role of the lexical analyzer- Input buffering-Specification of tokens-Recognition of tokens-A language for specifying lexical analyzer.

UNIT II SYNTAX ANALYSIS and RUN-TIME ENVIRONMENTS

Syntax Analysis- The role of the parser-Context-free grammars-Writing a grammar-Topdown parsing-Bottom-up Parsing-LR parsers-Constructing an SLR(1) parsing table. Type Checking- Type Systems-Specification of a simple type checker. Run-Time Environments-Source language issues-Storage organization-Storage-allocation strategies.

UNIT III INTERMEDIATE CODE GENERATION

Intermediate languages-Declarations-Assignment statements - Boolean expressions- Case statements- Backpatching-Procedure calls

UNIT IV CODE GENERATION

Issues in the design of a code generator- The target machine-Run-time storage management-Basic blocks and flow graphs- Next-use information-A simple code generator-Register allocation and assignment-The dag representation of basic blocks - Generating code from dags.

UNIT V CODE OPTIMIZATION

Introduction-The principle sources of optimization-Peepphole optimization- Optimization of basic blocks-Loops in flow graphs- Introduction to global data-flow analysis-Code improving transformations.

TEXT BOOK:

1. Alfred V. Aho, Ravi Sethi Jeffrey D. Ullman, "Compilers- Principles, Techniques, and Tools", Pearson Education Asia, 2007.

REFERENCES:

1. David Galles, "Modern Compiler Design", Pearson Education Asia, 2007
2. Steven S. Muchnick, "Advanced Compiler Design & Implementation",Morgan Kaufmann Pulishers, 2000.
3. C. N. Fisher and R. J. LeBlanc "Crafting a Compiler with C", Pearson Education, 2000.

608CST03 - OBJECT ORIENTED ANALYSIS AND DESIGN

OBJECTIVES:

1. To learn basic OO analysis and design skills through an elaborate case study
2. To use the UML design diagrams
3. To apply the appropriate design patterns

UNIT I

Introduction to OOAD – What is OOAD? – What is UML? What are the United process(UP) phases - Case study – the NextGen POS system, Inception -Use case Modeling - Relating Use cases – include, extend and generalization.

UNIT II

Elaboration - Domain Models - Finding conceptual classes and description classes – Associations – Attributes – Domain model refinement – Finding conceptual class hierarchies- Aggregation and Composition- UML activity diagrams and modeling.

UNIT III

System sequence diagrams - Relationship between sequence diagrams and use cases Logical architecture and UML package diagram – Logical architecture refinement – UML class diagrams - UML interaction diagrams.

UNIT IV

GRASP: Designing objects with responsibilities – Creator – Information expert – Low Coupling – Controller – High Cohesion – Designing for visibility - Applying GoF design patterns – adapter, singleton, factory and observer patterns.

UNIT V

UML state diagrams and modeling - Operation contracts- Mapping design to code –UML deployment and component diagrams.

TEXT BOOK :

1. 1.Craig Larman,"Applying UML and Patterns: An Introduction to object-oriented Analysis and Design and iterative development", Third Edition, Pearson Education, 2005.

REFERENCES:

1. Mike O'Docherty, "Object-Oriented Analysis & Design: Understanding System Development with UML 2.0", John Wiley & Sons, 2005.
2. James W- Cooper, Addison-Wesley, "Java Design Patterns – A Tutorial", 2000.
3. Micheal Blaha, James Rambaugh, "Object-Oriented Modeling and Design with UML", Second Edition, Prentice Hall of India Private Limited, 2007
4. Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides,"Design patterns: Elements of Reusable object-oriented software", Addison-Wesley, 1995.

608CST04 - ADVANCED COMPUTER ARCHITECTURE

UNIT I INSTRUCTION LEVEL PARALLELISM

ILP – Concepts and challenges – Hardware and software approaches – Dynamic scheduling – Speculation - Compiler techniques for exposing ILP – Branch prediction.

UNIT II MULTIPLE ISSUE PROCESSORS

VLIW & EPIC – Advanced compiler support – Hardware support for exposing parallelism – Hardware versus software speculation mechanisms – IA 64 and Itanium processors – Limits on ILP.

UNIT III MULTIPROCESSORS AND THREAD LEVEL PARALLELISM

Symmetric and distributed shared memory architectures – Performance issues – Synchronization – Models of memory consistency – Introduction to Multithreading.

UNIT IV MEMORY AND I/O

Cache performance – Reducing cache miss penalty and miss rate – Reducing hit time – Main memory and performance – Memory technology. Types of storage devices – Buses – RAID – Reliability, availability and dependability – I/O performance measures – Designing an I/O system.

UNIT V MULTI-CORE ARCHITECTURES

Software and hardware multithreading – SMT and CMP architectures – Design issues – Case studies – Intel Multi-core architecture – SUN CMP architecture - heterogeneous multi-core processors – case study: IBM Cell Processor.

TEXT BOOKS:

1. John L. Hennessey and David A. Patterson, "Computer architecture – A quantitative approach", Morgan Kaufmann / Elsevier Publishers, 4th. edition, 2007.

REFERENCES:

1. David E. Culler, Jaswinder Pal Singh, "Parallel computing architecture: A hardware/software approach" , Morgan Kaufmann /Elsevier Publishers, 1999.
2. Kai Hwang and Zhi.Wei Xu, "Scalable Parallel Computing", Tata McGraw Hill, New Delhi, 2003.

ELECTIVE I & II

608CST05 - MULTICORE PROGRAMMING

UNIT I INTRODUCTION TO MULTIPROCESSORS AND SCALABILITY ISSUES

Scalable design principles – Principles of processor design – Instruction Level Parallelism, Thread level parallelism. Parallel computer models -- Symmetric and distributed shared memory architectures – Performance Issues – Multi-core Architectures - Software and hardware multithreading – SMT and CMP architectures – Design issues – Case studies – Intel Multi-core architecture – SUN CMP architecture.

UNIT II PARALLEL PROGRAMMING

Fundamental concepts – Designing for threads – scheduling - Threading and parallel programming constructs – Synchronization – Critical sections – Deadlock. Threading APIs.

UNIT III OPENMP PROGRAMMING

OpenMP – Threading a loop – Thread overheads – Performance issues – Library functions. Solutions to parallel programming problems – Data races, deadlocks and livelocks – Non-blocking algorithms – Memory and cache related issues.

UNIT IV MPI PROGRAMMING

MPI Model – collective communication – data decomposition – communicators and topologies – point-to-point communication – MPI Library.

UNIT V MULTITHREADED APPLICATION DEVELOPMENT

Algorithms, program development and performance tuning.

TEXT BOOKS:

1. Shameem Akhter and Jason Roberts, "Multi-core Programming", Intel Press, 2006.
2. Michael J Quinn, Parallel programming in C with MPI and OpenMP, Tata Mc graw Hill, 2003.

REFERENCES:

1. John L. Hennessey and David A. Patterson, " Computer architecture – A quantitative approach", Morgan Kaufmann/Elsevier Publishers, 4th. edition, 2007.
2. David E. Culler, Jaswinder Pal Singh, "Parallel computing architecture : A hardware/ software approach" , Morgan Kaufmann/Elsevier Publishers, 1999.

608CST06 - VISUAL PROGRAMMING

UNIT I

Windows Programming Fundamentals – MFC – Windows – Graphics – Menus – Mouse and keyboard – Bitmaps – Palettes – Device-Independent Bitmaps

UNIT II

Controls – Modal and Modeless Dialog – Property – Data I/O – Sound – Timer

UNIT III

Memory management – SDI – MDI – MFC for Advanced windows user Interface – status bar and Toolbars – Tree view – List view – Threads

UNIT IV

ODBC – MFC Database classes – DAO - DLLs – Working with Images

UNIT V

COM Fundamentals – ActiveX control – ATL – Internet Programming

TEXT BOOK:

1. Richard C. Leinecker and Tom Archer, "Visual C++ 6 Programming Bible", Wiley DreamTech Press, 2006.

REFERENCES:

1. Lars Klander, "Core Visual C++ 6", Pearson Education, 2000
2. Deital, DEital, Liperi and Yaeger "Visual V++ .NET How to Program" , Pearson Education, 2004.

608CST07 - ADVANCED JAVA PROGRAMMING

UNIT I JAVA FUNDAMENTALS

Java I/O streaming – filter and pipe streams – Byte Code interpretation - Threading – Swing.

UNIT II NETWORK PROGRAMMING IN JAVA

Sockets – secure sockets – custom sockets – UDP datagrams – multicast sockets – URL classes – Reading Data from the server – writing data – configuring the connection – Reading the header – telnet application – Java Messaging services.

UNIT III APPLICATIONS IN DISTRIBUTED ENVIRONMENT

Remote method Invocation – activation models – RMI custom sockets – Object Serialization – RMI – IIOP implementation – CORBA – IDL technology – Naming Services – CORBA programming Models - JAR file creation

UNIT IV MULTI-TIER APPLICATION DEVELOPMENT

Server side programming – servlets – Java Server Pages - Applet to Applet communication – applet to Servlet communication - JDBC – Applications on databases – Multimedia streaming applications – Java Media Framework.

UNIT V ENTERPRISE APPLICATIONS

Server Side Component Architecture – Introduction to J2EE – Session Beans – Entity Beans – Persistent Entity Beans .

TEXT BOOKS:

1. Elliotte Rusty Harold, " Java Network Programming", O'Reilly publishers, 2000 (UNIT II).
2. Ed Roman, "Mastering Enterprise Java Beans", John Wiley & Sons Inc., 1999. (UNIT III and UNIT V).
3. Hortsman & Cornell, "CORE JAVA 2 ADVANCED FEATURES, VOL II", Pearson Education, 2002. (UNIT I and UNIT IV)

REFERENCES:

1. Web reference: <http://java.sun.com>.
2. Patrick Naughton, "COMPLETE REFERENCE: JAVA2", Tata McGraw-Hill, 2003.

608CST08 - PARALLEL PROGRAMMING

UNIT I PARALLEL PROGRAMMING

Introduction to parallel programming – data parallelism – functional parallelism – pipelining – Flynn's taxonomy – parallel algorithm design – task/channel model – Foster's design methodology – case studies: boundary value problem – finding the maximum – n-body problem – Speedup and efficiency – Amdahl's law – Gustafson- Barsis's Law – Karp-Flatt Metric – Isoefficiency metric

UNIT II MESSAGE-PASSING PROGRAMMING

The message-passing model – the message-passing interface – MPI standard – basic concepts of MPI: MPI_Init, MPI_Comm_size, MPI_Comm_rank, MPI_Send, MPI_Recv, MPI_Finalize – timing the MPI programs: MPI_Wtime, MPI_Wtick – collective communication: MPI_Reduce, MPI_Barrier, MPI_Bcast, MPI_Gather, MPI_Scatter – case studies: the sieve of Eratosthenes, Floyd's algorithm, Matrix-vector multiplication.

UNIT III SHARED-MEMORY PROGRAMMING

Shared-memory model – OpenMP standard – parallel *for* loops – *parallel for* pragma – private variables – critical sections – reductions – parallel loop optimizations – general data parallelism – functional parallelism – case studies: the sieve of Eratosthenes, Floyd's algorithm, matrix-vector multiplication – distributed shared-memory programming – DSM primitives.

UNIT IV PARALLEL ALGORITHMS – I

Monte Carlo methods – parallel random number generators – random number distributions – case studies – Matrix multiplication – rowwise block-stripped algorithm – Cannon's algorithm – solving linear systems – back substitution – Gaussian elimination – iterative methods – conjugate gradient method.

UNIT V PARALLEL ALGORITHMS – II

Sorting algorithms – quicksort – parallel quicksort – hyperquicksort – sorting by regular sampling – Fast fourier transform – combinatorial search – divide and conquer – parallel backtrack search – parallel branch and bound – parallel alpha - beta search.

TEXT BOOK:

1. Michael J. Quinn, "Parallel Programming in C with MPI and OpenMP", Tata McGraw-Hill Publishing Company Ltd., 2003.

REFERENCES:

1. B. Wilkinson and M. Allen, "Parallel Programming – Techniques and applications using networked workstations and parallel computers", Second Edition, Pearson Education, 2005.
2. M. J. Quinn, "Parallel Computing – Theory and Practice", Second Edition, Tata McGraw-Hill Publishing Company Ltd., 2002.

608CST09 - WEB TECHNOLOGY

UNIT I

Web Essentials: Clients, Servers, and Communication. The Internet-Basic Internet Protocols -The World Wide Web-HTTP request message-response message-Web Clients Web Servers-Case Study. Markup Languages: XHTML. An Introduction to HTML History-Versions-Basic XHTML Syntax and Semantics-Some Fundamental HTML Elements-Relative URLs-Lists-tables-Frames-Forms-XML Creating HTML Documents Case Study.

UNIT II

Style Sheets: CSS-Introduction to Cascading Style Sheets-Features-Core Syntax-Style Sheets and HTML Style Rle Cascading and Inheritance-Text Properties-Box Model Normal Flow Box Layout-Beyond the Normal Flow-Other Properties-Case Study. Client-Side Programming: The JavaScript Language-History and Versions Introduction JavaScript in Perspective-Syntax-Variables and Data Types-Statements-Operators- Literals-Functions-Objects-Arrays-Built-in Objects-JavaScript Debuggers.

UNIT III

Host Objects : Browsers and the DOM-Introduction to the Document Object Model DOM History and Levels-Intrinsic Event Handling-Modifying Element Style-The Document Tree-DOM Event Handling-Accommodating Noncompliant Browsers Properties of window-Case Study. Server-Side Programming: Java Servlets- Architecture -Overview-A Servlet-Generating Dynamic Content-Life Cycle- Parameter Data-Sessions-Cookies- URL Rewriting-Other Capabilities-Data Storage Servlets and Concurrency-Case Study- Related Technologies.

UNIT IV

Representing Web Data: XML-Documents and Vocabularies-Versions and Declaration-Namespaces JavaScript and XML: Ajax-DOM based XML processing Event-oriented Parsing: SAX-Transforming XML Documents-Selecting XML Data:XPath-Templatebased Transformations: XSLT-Displaying XML Documents in Browsers-Case Study- Related Technologies. Separating Programming and Presentation: JSP Technology Introduction-JSP and Servlets-Running JSP Applications Basic JSP-JavaBeans Classes and JSP-Tag Libraries and Files-Support for the Model-View-Controller Paradigm-Case Study-Related Technologies.

UNIT V

Web Services: JAX-RPC-Concepts-Writing a Java Web Service-Writing a Java Web Service Client-Describing Web Services: WSDL- Representing Data Types: XML Schema-Communicating Object Data: SOAP Related Technologies-Software Installation-Storing Java Objects as Files-Databases and Java Servlets.

TEXT BOOK:

1. Jeffrey C. Jackson, "Web Technologies--A Computer Science Perspective", Pearson Education, 2006.

REFERENCES:

1. Robert. W. Sebesta, "Programming the World Wide Web", Fourth Edition, Pearson Education, 2007 .
2. Deitel, Deitel, Goldberg, "Internet & World Wide Web How To Program", Third Edition, Pearson Education, 2006.
3. Marty Hall and Larry Brown, "Core Web Programming" Second Edition, Volume I and II, Pearson Education, 2001.
4. Bates, "Developing Web Applications", Wiley, 2006.

608CST10 - UNIX INTERNALS

UNIT I

General Review of the System-History-System structure-User Perspective-Operating System Services- Assumptions About Hardware. Introduction to the Kernel-Architecture System Concepts- Data Structures- System Administration.

UNIT II

The Buffer Cache-Headers-Buffer Pool-Buffer Retrieval-Reading and Writing Disk Blocks- Advantages and Disadvantages. Internal Representation of Files-Inodes- Structure-Directories- Path Name to Inode- Super Block-Inode Assignment-Allocation of Disk Blocks -Other File Types.

UNIT III

System Calls for the File System-Open-Read-Write-Lseek-Close-Create-Special files Creation- Change Directory and Change Root-Change Owner and Change Mode- Stat- Fstat-Pipes-Dup- Mount-Unmount-Link-Unlink-File System Abstraction- Maintenance.

UNIT IV

The System Representation of Processes-States-Transitions-System Memory-Context of a Process-Saving the Context-Manipulation of a Process Address Space-Sleep Process Control- signals-Process Termination-Awaiting-Invoking other Programs-The Shell-System Boot and the INIT Process.

UNIT V

Memory Management Policies-Swapping-Demand Paging- a Hybrid System- I/OSubsystem-Driver Interfaces-Disk Drivers-Terminal Drivers.

TEXTBOOK:

1. Maurice J. Bach, "The Design of the Unix Operating System", Pearson Education, 2002.

REFERENCES:

1. Uresh Vahalia, "UNIX Internals: The New Frontiers", Prentice Hall, 2000.
2. John Lion, "Lion's Commentary on UNIX", 6th edition, Peer-to-Peer Communications, 2004.
3. Daniel P. Bovet & Marco Cesati, "Understanding the Linux Kernel", O'REILLY, Shroff Publishers & Distributors Pvt. Ltd, 2000.
4. M. Beck et al, "Linux Kernel Programming", Pearson Education Asia, 2002.

608CST11 - NUMERICAL METHODS

UNIT I SOLUTION OF EQUATIONS AND EIGENVALUE PROBLEMS

Solution of equation – Fixed point iteration: $x=g(x)$ method - Newton's method – Solution of linear system by Gaussian elimination and Gauss-Jordan method– Iterative method - Gauss-Seidel method - Inverse of a matrix by Gauss Jordan method – Eigen value of a matrix by power method and by Jacobi method for symmetric matrix.

UNIT II INTERPOLATION AND APPROXIMATION

Lagrangian Polynomials – Divided differences – Interpolating with a cubic spline – Newton's forward and backward difference formulas.

UNIT III NUMERICAL DIFFERENTIATION AND INTEGRATION

Differentiation using interpolation formulae – Numerical integration by trapezoidal and Simpson's 1/3 and 3/8 rules – Romberg's method – Two and Three point Gaussian quadrature formulae – Double integrals using trapezoidal and Simpson's rules.

UNIT IV INITIAL VALUE PROBLEMS FOR ORDINARY DIFFERENTIAL EQUATIONS

Single step methods: Taylor series method – Euler method for first order equation – Fourth order Runge – Kutta method for solving first and second order equations – Multistep methods: Milne's and Adam's predictor and corrector methods.

UNIT V BOUNDARY VALUE PROBLEMS IN ORDINARY AND PARTIAL DIFFERENTIAL EQUATIONS

Finite difference solution of second order ordinary differential equation – Finite difference solution of one dimensional heat equation by explicit and implicit methods – One dimensional wave equation and two dimensional Laplace and Poisson equations.

TEXT BOOKS:

1. Veerarajan, T and Ramachandran, T. 'Numerical methods with programming in 'C' Second Edition, Tata McGraw-Hill Publishing.Co.Ltd. (2007).
2. Sankara Rao K, 'Numerical Methods for Scientists and Engineers' – 3rd edition Printice Hall of India Private Ltd, New Delhi, (2007).

REFERENCES:

1. Chapra, S. C and Canale, R. P. "Numerical Methods for Engineers", 5th Edition, Tata McGraw-Hill, New Delhi, 2007.
2. Gerald, C. F. and Wheatley, P.O., "Applied Numerical Analysis", 6th Edition, Pearson Education Asia, New Delhi, 2006.
3. Grewal, B.S. and Grewal, J.S., " Numerical methods in Engineering and Science", 6th Edition, Khanna Publishers, New Delhi, 2004

608CST12 - EMBEDDED SYSTEMS

UNIT I EMBEDDED COMPUTING

Challenges of Embedded Systems – Embedded system design process. Embedded processors – 8051 Microcontroller, ARM processor – Architecture, Instruction sets and programming.

UNIT II MEMORY AND INPUT / OUTPUT MANAGEMENT

Programming Input and Output – Memory system mechanisms – Memory and I/O devices and interfacing – Interrupts handling.

UNIT III PROCESSES AND OPERATING SYSTEMS

Multiple tasks and processes – Context switching – Scheduling policies – Interprocess communication mechanisms – Performance issues.

UNIT IV EMBEDDED SOFTWARE

Programming embedded systems in assembly and C – Meeting real time constraints – Multi-state systems and function sequences. Embedded software development tools – Emulators and debuggers.

UNIT V EMBEDDED SYSTEM DEVELOPMENT

Design issues and techniques – Case studies – Complete design of example embedded systems.

TEXT BOOKS:

1. Wayne Wolf, "Computers as Components: Principles of Embedded Computer System Design", Elsevier, 2006.
2. Michael J. Pont, "Embedded C", Pearson Education , 2007.

REFERENCES:

1. Steve Heath, "Embedded System Design", Elsevier, 2005.
2. Muhammed Ali Mazidi, Janice Gillispie Mazidi and Rolin D. McKinlay, "The 8051 Microcontroller and Embedded Systems", Pearson Education, Second edition, 2007.

608CST13 - ADVANCED DATABASE TECHNOLOGY

UNIT I RELATIONAL MODEL ISSUES

ER Model - Normalization – Query Processing – Query Optimization – Transaction Processing - Concurrency Control – Recovery - Database Tuning.

UNIT II DISTRIBUTED DATABASES

Parallel Databases – Inter and Intra Query Parallelism – Distributed Database Features – Distributed Database Architecture – Fragmentation – Distributed Query Processing – Distributed Transactions Processing – Concurrency Control – Recovery – Commit Protocols.

UNIT III OBJECT ORIENTED DATABASES

Introduction to Object Oriented Data Bases - Approaches - Modeling and Design - Persistence – Query Languages - Transaction - Concurrency – Multi Version Locks – Recovery – POSTGRES – JASMINE –GEMSTONE - ODMG Model.

UNIT IV EMERGING SYSTEMS

Enhanced Data Models - Client/Server Model - Data Warehousing and Data Mining - Web Databases – Mobile Databases- XML and Web Databases.

UNIT V CURRENT ISSUES

Rules - Knowledge Bases - Active and Deductive Databases - Multimedia Databases– Multimedia Data Structures – Multimedia Query languages - Spatial Databases.

TEXT BOOKS:

1. Thomas Connolly and Carlolyn Begg, "Database Systems, A Practical Approach to Design, Implementation and Management", Third Edition, Pearson Education 2003.

REFERENCES:

1. R. Elmasri, S.B. Navathe, "Fundamentals of Database Systems", Fifth Edition, Pearson Education, 2006.
2. Abraham Silberschatz, Henry F. Korth, S. Sudharshan, "Database System Concepts", Fifth Edition, Tata McGraw Hill, 2006.
3. C.J.Date, A.Kannan, S.Swamynathan, "An Introduction to Database Systems", Eighth Edition, Pearson Education, 2006.

608CST14 - KNOWLEDGE MANAGEMENT

UNIT I KNOWLEDGE MANAGEMENT

KM Myths – KM Life Cycle – Understanding Knowledge – Knowledge, intelligence – Experience – Common Sense – Cognition and KM – Types of Knowledge – Expert Knowledge – Human Thinking and Learning.

UNIT II KNOWLEDGE MANAGEMENT SYSTEM LIFE CYCLE

Challenges in Building KM Systems – Conventional Vrs KM System Life Cycle (KMSLS) – Knowledge Creation and Knowledge Architecture – Nonaka’s Model of Knowledge Creation and Transformation. Knowledge Architecture.

UNIT III CAPTURING KNOWLEDGE

Evaluating the Expert – Developing a Relationship with Experts – Fuzzy Reasoning and the Quality of Knowledge – Knowledge Capturing Techniques, Brain Storming – Protocol Analysis – Consensus Decision Making – Repertory Grid- Concept Mapping – Blackboarding.

UNIT IV KNOWLEDGE CODIFICATION

Modes of Knowledge Conversion – Codification Tools and Procedures – Knowledge Developer’s Skill Sets – System Testing and Deployment – Knowledge Testing – Approaches to Logical Testing, User Acceptance Testing – KM System Deployment Issues – User Training – Post implementation.

UNIT V KNOWLEDGE TRANSFER AND SHARING

Transfer Methods – Role of the Internet – Knowledge Transfer in e-world – KM SystemTools – Neural Network – Association Rules – Classification Trees – Data Mining and Business Intelligence – Decision Making Architecture – Data Management – Knowledge Management Protocols – Managing Knowledge Workers.

TEXT BOOK:

1. Elias.M. Award & Hassan M. Ghaziri – “Knowledge Management” Pearson Education 2003.

REFERENCES:

1. Guus Schreiber, Hans Akkermans, Anjo Anjewierden, Robert de Hoog, Nigel Shadbolt, Walter Van de Velde and Bob Wielinga, “Knowledge Engineering and Management”, Universities Press, 2001.
2. C.W. Holsapple, “Handbooks on Knowledge Management”, International Handbooks on Information Systems, Vol 1 and 2, 2003

608CST15 - HIGH PERFORMANCE MICROPROCESSORS

UNIT I CISC PRINCIPLES

Classic CISC microprocessors, Intel x86 Family: Architecture - register set - Data formats - Addressing modes - Instruction set - Assembler directives - Interrupts - Segmentation, Paging, Real and Virtual mode execution - Protection mechanism, Task management 80186, 286, 386 and 486 architectures.

UNIT II PENTIUM PROCESSORS

Introduction to Pentium microprocessor - Special Pentium Registers - Pentium Memory Management - New Pentium instructions - Introduction to Pentium Pro and its special features - Architecture of Pentium-II, Pentium-III and Pentium4 microprocessors.

UNIT III RISC PRINCIPLES

RISC Vs CISC - RISC properties and evaluation - On chip register File Vs Cache evaluation - Study of a typical RISC processor - The PowerPC - Architecture & special features - Power PC 601 - IBM RS/6000, Sun SPARC Family - Architecture - Super SPARC.

UNIT IV RISC PROCESSOR

MIPS Rx000 family - Architecture - Special features - MIPS R4000 and R4400 - Motorola 88000 Family - Architecture - MC 88110 - MC 88100 and MC 88200.

UNIT V SPECIAL PURPOSE PROCESSORS

EPIC Architecture - ASIPs - Network Processors - DSPs - Graphics / Image Processors.

TEXT BOOK:

1. Daniel Tabak, "Advanced Microprocessors", Tata McGraw-Hill, 1995, 2nd Edition.

REFERENCES:

1. www.intel.com/products/server/processors/server/itanium2 (Unit V:EPIC)
2. www.hpl.hp.com/techreports/1999/HPL-1999-111.html (Unit V: Network Processor)
3. www.intel.com/design/network/products/npfamily (Unit V: Network Processor)
www.national.com/appinfo/imaging/processors.html(Unit V: Image Processor)
4. Barry B.Brey, "The Intel Microprocessors, 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, PentiumPro Processor, PentiumII, PentiumIII, PentiumIV, Architecture, Programming & Interfacing", 6th Edition, Pearson Education/PHI, 2002.
5. Architecture, Programming & Interfacing", 6th Edition, Pearson Education/PHI, 2002.

608CSP01 - OOAD LAB

OBJECTIVE: To develop a mini-project following the 12 exercises listed below.

1. To develop a problem statement.
2. Develop an IEEE standard SRS document. Also develop risk management and project plan (Gantt chart).
3. Identify Use Cases and develop the Use Case model.
4. Identify the business activities and develop an UML Activity diagram.
5. Identify the conceptual classes and develop a domain model with UML Class diagram.
6. Using the identified scenarios find the interaction between objects and represent them using UML Interaction diagrams.
7. Draw the State Chart diagram.
8. Identify the User Interface, Domain objects, and Technical services. Draw the partial layered, logical architecture diagram with UML package diagram notation.
9. Implement the Technical services layer.
10. Implement the Domain objects layer.
11. Implement the User Interface layer.
12. Draw Component and Deployment diagrams.

Suggested domains for Mini-project.

1. Passport automation system.
2. Book bank
3. Exam Registration
4. Stock maintenance system.
5. Online course reservation system
6. E-ticketing
7. Software personnel management system
8. Credit card processing
9. e-book management system
10. Recruitment system
11. Foreign trading system
12. Conference Management System
13. BPO Management System

Suggested SoftwareTools

ArgoUML, Eclipse IDE, Visual Paradigm, Visual case, and Rational Suite

Requirement for a batch of 30 students

S. No	Description of Equipment	Quantity Required
1.	Software Tools ArgoUML, Eclipse IDE, Visual Paradigm, Visual case and Rational Suite	30 user License
2.	PC's	30

608CSP02 - COMMUNICATION SKILLS LABORATORY (Fifth / Sixth Semester)

Globalisation has brought in numerous opportunities for the teeming millions, with more focus on the students' overall capability apart from academic competence. Many students, particularly those from non-English medium schools, find that they are not preferred due to their inadequacy of communication skills and soft skills, despite possessing sound knowledge in their subject area along with technical capability. Keeping in view their pre-employment needs and career requirements, this course on Communication Skills Laboratory will prepare students to adapt themselves with ease to the industry environment, thus rendering them as prospective assets to industries. The course will equip the students with the necessary communication skills that would go a long way in helping them in their profession.

OBJECTIVES:

- To equip students of engineering and technology with effective speaking and listening skills in English.
- To help them develop their soft skills and interpersonal skills, which will make the transition from college to workplace smoother and help them excel in their job.
- To enhance the performance of students at Placement Interviews, Group Discussions and other recruitment exercises.

I. PC based session (Weightage 40%)

A. English Language Lab

1. Listening Comprehension:

Listening and typing – Listening and sequencing of sentences – Filling in the blanks - Listening and answering questions.

2. Reading Comprehension:

Filling in the blanks - Close exercises – Vocabulary building - Reading and answering questions.

3. Speaking:

Phonetics: Intonation – Ear training - Correct Pronunciation – Sound recognition exercises – Common Errors in English.

Conversations: Face to Face Conversation – Telephone conversation – Role play activities (Students take on roles and engage in conversation)

B. Discussion of audio-visual materials

(Samples are available to learn and practice)

1. Resume / Report Preparation / Letter Writing

Structuring the resume / report - Letter writing / Email Communication - Samples.

2. Presentation skills:

Elements of effective presentation – Structure of presentation - Presentation tools – Voice Modulation – Audience analysis - Body language – Video samples

3. Soft Skills:

Time management – Articulateness – Assertiveness – Psychometrics – Innovation and Creativity - Stress Management & Poise - Video Samples

4. Group Discussion:

Why is GD part of selection process ? - Structure of GD – Moderator – led and other GDs - Strategies in GD – Team work - Body Language - Mock GD -Video samples

5. Interview Skills:

Kinds of interviews – Required Key Skills – Corporate culture – Mock interviews- Video samples.

II. Practice Session (Weightage – 60%)

- 1. Resume / Report Preparation / Letter writing:** Students prepare their own resume and report.
- 2. Presentation Skills:** Students make presentations on given topics.
- 3. Group Discussion:** Students participate in group discussions.
- 4. Interview Skills:** Students participate in Mock Interviews

REFERENCES:

1. Anderson, P.V, Technical Communication, Thomson Wadsworth, Sixth Edition, New Delhi, 2007.
2. Prakash, P, Verbal and Non-Verbal Reasoning, Macmillan India Ltd., Second Edition, New Delhi, 2004.
3. John Seely, The Oxford Guide to Writing and Speaking, Oxford University Press, New Delhi, 2004.
4. Evans, D, Decision maker, Cambridge University Press, 1997.
5. Thorpe, E, and Thorpe, S, Objective English, Pearson Education, Second Edition, New Delhi, 2007.
6. Turton, N.D and Heaton, J.B, Dictionary of Common Errors, Addison Wesley Longman Ltd., Indian reprint 1998.

Lab Requirements:

1. Teacher console and systems for students.
2. English Language Lab Software
3. Career Lab Software

COMMUNICATION SKILLS LABORATORY

Guidelines for the course

1. A batch of 60 / 120 students is divided into two groups – one group for the PCbased session and the other group for the Class room session.
2. The English Lab (2 Periods) will be handled by a faculty member of the **English Department**. The Career Lab (2 Periods) may be handled by any competent teacher, **not necessarily from English Department**
3. **Record Notebook:** At the end of each session of English Lab, review exercises are given for the students to answer and the computer evaluated sheets are to be compiled as record notebook. Similar exercises for the career lab are to be compiled in the record notebook.
4. **Internal Assessment:** The 15 marks (the other 5 marks for attendance) allotted for the internal assessment will be based on the record notebook compiled by the candidate. 10 marks may be allotted for English Lab component and 5 marks for the Career Lab component.
5. **End semester Examination:** The end-semester examination carries 40 weightage for English Lab and 60% weightage for Career Lab. Each candidate will have separate sets of questions assigned by the teacher using the teacher-console enabling PC-based evaluation for the 40% of marks allotted.

The Career Lab component will be evaluated for a maximum of 60% by a local examiner & an external examiner drafted from other Institutions, similar to any other lab examination conducted by Anna University.

608CSP03 - INTERNET PROGRAMMING LAB

LIST OF EXPERIMENTS

1. Create a web page with the following using HTML
 - To embed an image map in a web page
 - To fix the hot spots
 - Show all the related information when the hot spots are clicked.
2. Create a web page with all types of Cascading style sheets.
3. Client Side Scripts for Validating Web Form Controls using DHTML
4. Write programs in Java to create applets incorporating the following features:
5. Create a color palette with matrix of buttons
Set background and foreground of the control text area by selecting a color from color palette. In order to select Foreground or background use check box control as radio buttons To set background images.
6. Write programs in Java using Servlets:
 - To invoke servlets from HTML forms
 - To invoke servlets from Applets
7. Write programs in Java to create three-tier applications using JSP and Databases
 - for conducting on-line examination.
 - for displaying student mark list. Assume that student information is available in a database which has been stored in a database server.
8. Programs using XML – Schema – XSLT/XSL
9. Programs using AJAX
10. Consider a case where we have two web Services- an airline service and a travel agent and the travel agent is searching for an airline. Implement this scenario using Web Services and Data base.

TEXT BOOK:

1. Robert W. Sebesta, "Programming the world wide web", Pearson Education, 2006.

REFERENCE:

1. Deitel, "Internet and world wide web, How to Program", PHI, 3rd Edition, 2005

SEVENTH SEMESTER

708CST01 - ENGINEERING ECONOMICS AND FINANCIAL ACCOUNTING

UNIT I INTRODUCTION

Managerial Economics - Relationship with other disciplines - Firms: Types, objectives and goals - Managerial decisions - Decision analysis.

UNIT II DEMAND & SUPPLY ANALYSIS

Demand - Types of demand - Determinants of demand - Demand function - Demand elasticity - Demand forecasting - Supply - Determinants of supply - Supply function - Supply elasticity.

UNIT III PRODUCTION AND COST ANALYSIS

Production function - Returns to scale - Production optimization - Least cost input - Isoquants - Managerial uses of production function. Cost Concepts - Cost function - Types of Cost - Determinants of cost - Short run and Long run cost curves - Cost Output Decision - Estimation of Cost.

UNIT IV PRICING

Determinants of Price - Pricing under different objectives and different market structures - Price discrimination - Pricing methods in practice - role of Government in pricing control.

UNIT V FINANCIAL ACCOUNTING (ELEMENTARY TREATMENT)

Balance sheet and related concepts - Profit & Loss Statement and related concepts - Financial Ratio Analysis - Cash flow analysis - Funds flow analysis - Comparative financial statements - Analysis & Interpretation of financial statements. Investments - Risks and return evaluation of investment decision - Average rate of return - Payback Period - Net Present Value - Internal rate of return.

TEXT BOOKS:

1. McGuigan, Moyer and Harris, 'Managerial Economics; Applications, Strategy and Tactics', Thomson South Western, 10th Edition, 2005.
2. Prasanna Chandra. 'Fundamentals of Financial Management', Tata Mcgraw Hill Publishing Ltd., 4th edition, 2005.

REFERENCES:

1. Samuelson. Paul A and Nordhaus W.D., 'Economics', Tata Mcgraw Hill Publishing Company Limited, New Delhi, 2004.
2. Paresh Shah, 'Basic Financial Accounting for Management', Oxford University Press, New Delhi, 2007.
3. Salvatore Dominick, 'Managerial Economics in a global economy'. Thomson South Western, 4th Edition, 2001.

708CST02 - COMPUTER GRAPHICS

UNIT I 2D PRIMITIVES

output primitives – Line, Circle and Ellipse drawing algorithms - Attributes of output primitives – Two dimensional Geometric transformation - Two dimensional viewing – Line, Polygon, Curve and Text clipping algorithms

UNIT II 3D CONCEPTS

Parallel and Perspective projections - Three dimensional object representation – Polygons, Curved lines, Splines, Quadric Surfaces,- Visualization of data sets - 3D transformations – Viewing -Visible surface identification.

UNIT III GRAPHICS PROGRAMMING

Color Models – RGB, YIQ, CMY, HSV – Animations – General Computer Animation, Raster, Keyframe - Graphics programming using OpenGL – Basic graphics primitives – Drawing three dimensional objects - Drawing three dimensional scenes

UNIT IV RENDERING

Introduction to Shading models – Flat and Smooth shading – Adding texture to faces – Adding shadows of objects – Building a camera in a program – Creating shaded objects – Rendering texture – Drawing Shadows.

UNIT V FRACTALS

Fractals and Self similarity – Peano curves – Creating image by iterated functions – Mandelbrot sets – Julia Sets – Random Fractals – Overview of Ray Tracing – Intersecting rays with other primitives – Adding Surface texture – Reflections and Transparency – Boolean operations on Objects

TEXT BOOKS:

1. Donald Hearn, Pauline Baker, Computer Graphics – C Version, second edition, Pearson Education,2004.
2. F.S. Hill, Computer Graphics using OpenGL, Second edition, Pearson Education, 2003.

REFERENCES:

1. James D. Foley, Andries Van Dam, Steven K. Feiner, John F. Hughes, Computer Graphics- Principles and practice, Second Edition in C, Pearson Education, 2007.

708CST03 - MOBILE AND PERVASIVE COMPUTING

UNIT I MOBILE NETWORKS

Cellular Wireless Networks – GSM – Architecture – Protocols – Connection Establishment – Frequency Allocation – Routing – Mobility Management – Security – GPRS.

UNIT II WIRELESS NETWORKS

Wireless LANs and PANs – IEEE 802.11 Standard – Architecture – Services – Network – HiperLAN – Blue Tooth- Wi-Fi – WiMAX

UNIT III ROUTING

Mobile IP – DHCP – AdHoc- Proactive and Reactive Routing Protocols – Multicast Routing.

UNIT IV TRANSPORT AND APPLICATION LAYERS

Mobile TCP- WAP – Architecture – WWW Programming Model- WDP – WTLS – WTP – WSP – WAE – WTA Architecture – WML – WMLScripts.

UNIT V PERVASIVE COMPUTING

Pervasive computing infrastructure-applications- Device Technology - Hardware, Human-machine Interfaces, Biometrics, and Operating systems- Device Connectivity – Protocols, Security, and Device Management- Pervasive Web Application architecture- Access from PCs and PDAs - Access via WAP.

TEXT BOOKS:

1. Jochen Schiller, "Mobile Communications", PHI, Second Edition, 2003.
2. Jochen Burkhardt, Pervasive Computing: Technology and Architecture of Mobile Internet Applications, Addison-Wesley Professional; 3rd edition, 2007

REFERENCES:

1. Frank Adelstein, Sandeep KS Gupta, Golden Richard, Fundamentals of Mobile and Pervasive Computing, McGraw-Hill 2005.
2. Debashis Saha, Networking Infrastructure for Pervasive Computing: Enabling Technologies, Kluwer Academic Publisher, Springer; First edition, 2002.
3. Introduction to Wireless and Mobile Systems by Agrawal and Zeng, Brooks/ Cole (Thomson Learning), First edition, 2002.
4. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, Principles of Mobile Computing, Springer, New York, 2003.

708CST04 - DIGITAL SIGNAL PROCESSING

UNIT I SIGNALS AND SYSTEMS

Basic elements of DSP – concepts of frequency in Analog and Digital Signals – sampling theorem – Discrete – time signals, systems – Analysis of discrete time LTI systems – Z transform – Convolution (linear and circular) – Correlation.

UNIT II FREQUENCY TRANSFORMATIONS

Introduction to DFT – Properties of DFT – Filtering methods based on DFT – FFT Algorithms Decimation – in – time Algorithms, Decimation – in – frequency Algorithms – Use of FFT in Linear Filtering – DCT.

UNIT III IIR FILTER DESIGN

Structures of IIR – Analog filter design – Discrete time IIR filter from analog filter – IIR filter design by Impulse Invariance, Bilinear transformation, Approximation of derivatives – (HPF, BPF, BRF) filter design using frequency translation.

UNIT IV FIR FILTER DESIGN

Structures of FIR – Linear phase FIR filter – Filter design using windowing techniques, Frequency sampling techniques – Finite word length effects in digital Filters.

UNIT V APPLICATIONS

Multirate signal processing – Speech compression – Adaptive filter – Musical sound processing – Image enhancement.

TEXT BOOKS:

1. John G. Proakis & Dimitris G. Manolakis, "Digital Signal Processing – Principles, Algorithms & Applications", Fourth edition, Pearson education / Prentice Hall, 2007.
2. Emmanuel C. Ifeachor, & Barrie W. Jervis, "Digital Signal Processing", Second edition, Pearson Education / Prentice Hall, 2002.

REFERENCES:

1. Alan V. Oppenheim, Ronald W. Schaffer & John R. Buck, "Discrete Time Signal Processing", Pearson Education, 2nd edition, 2005.
2. Andreas Antoniou, "Digital Signal Processing", Tata McGraw Hill, 2001.

ELECTIVE III & IV

708CST05 - RESOURCE MANAGEMENT TECHNIQUES

UNIT I LINEAR PROGRAMMING:

Principal components of decision problem – Modeling phases – LP Formulation and graphic solution – Resource allocation problems – Simplex method – Sensitivity analysis.

UNIT II DUALITY AND NETWORKS:

Definition of dual problem – Primal – Dual relationships – Dual simplex methods – Post optimality analysis – Transportation and assignment model shortest route problem.

UNIT III INTEGER PROGRAMMING:

Cutting plan algorithm – Branch and bound methods, Multistage (Dynamic) programming.

UNIT IV CLASSICAL OPTIMISATION THEORY:

Unconstrained external problems, Newton – Raphson method – Equality constraints – Jacobean methods – Lagrangian method – Kuhn – Tucker conditions – Simple problems.

UNIT V OBJECT SCHEDULING:

Network diagram representation – Critical path method – Time charts and resource leveling – PERT.

TEXT BOOKS:

1. H.A.Taha, 'Operation Research', Prentice Hall of India, 2002.
2. Paneer Selvam, 'Operations Research', Prentice Hall of India.

REFERENCES:

1. Anderson 'Quantitative Methods for Business', 8th Edition, Thomson Learning, 2002.
2. Winston 'Operation Research', Thomson Learning, 2003.
3. Vohra, 'Quantitative Techniques in Management', Tata McGraw Hill, 2002.
4. Anand Sarma, 'Operation Research', Himalaya Publishing House, 2003.

708CST06 - DATA WAREHOUSING AND DATA MINING

UNIT I DATA WAREHOUSING

Data warehousing Components –Building a Data warehouse -- Mapping the Data Warehouse to a Multiprocessor Architecture – DBMS Schemas for Decision Support – Data Extraction, Cleanup, and Transformation Tools –Metadata.

UNIT II BUSINESS ANALYSIS

Reporting and Query tools and Applications – Tool Categories – The Need for Applications – Cognos Impromptu – Online Analytical Processing (OLAP) – Need – Multidimensional Data Model – OLAP Guidelines – Multidimensional versus Multirelational OLAP – Categories of Tools – OLAP Tools and the Internet.

UNIT III DATA MINING

Introduction – Data – Types of Data – Data Mining Functionalities – Interestingness of Patterns – Classification of Data Mining Systems – Data Mining Task Primitives – Integration of a Data Mining System with a Data Warehouse – Issues –Data Preprocessing.

UNIT IV ASSOCIATION RULE MINING AND CLASSIFICATION

Mining Frequent Patterns, Associations and Correlations – Mining Methods – Mining Various Kinds of Association Rules – Correlation Analysis – Constraint Based Association Mining – Classification and Prediction - Basic Concepts - Decision Tree Induction - Bayesian Classification – Rule Based Classification – Classification by Backpropagation – Support Vector Machines – Associative Classification – Lazy Learners – Other Classification Methods – Prediction.

UNIT V CLUSTERING AND APPLICATIONS AND TRENDS IN DATA MINING

Cluster Analysis - Types of Data – Categorization of Major Clustering Methods – Kmeans – Partitioning Methods – Hierarchical Methods - Density-Based Methods –Grid Based Methods – Model-Based Clustering Methods – Clustering High Dimensional Data - Constraint – Based Cluster Analysis – Outlier Analysis – Data Mining Applications.

TEXT BOOKS:

1. Alex Berson and Stephen J. Smith, " Data Warehousing, Data Mining & OLAP", Tata McGraw – Hill Edition, Tenth Reprint 2007.
2. Jiawei Han and Micheline Kamber, "Data Mining Concepts and Techniques", Second Edition, Elsevier, 2007.

REFERENCES:

1. Pang-Ning Tan, Michael Steinbach and Vipin Kumar, " Introduction To Data Mining", Person Education, 2007.
2. K.P. Soman, Shyam Diwakar and V. Ajay ", Insight into Data mining Theory and Practice", Easter Economy Edition, Prentice Hall of India, 2006.
3. G. K. Gupta, " Introduction to Data Mining with Case Studies", Easter Economy Edition, Prentice Hall of India, 2006.
4. Daniel T.Larose, "Data Mining Methods and Models", Wile-Interscience, 2006.

708CST07 - REAL TIME SYSTEMS

UNIT I INTRODUCTION

Introduction - Issues in Real Time Computing, Structure of a Real Time System. Task Classes, Performance Measures for Real Time Systems, Estimating Program Run times. Task Assignment and Scheduling - Classical Uniprocessor scheduling algorithms, UniProcessor scheduling of IRIS Tasks, Task Assignment, Mode Changes, and Fault Tolerant Scheduling.

UNIT II PROGRAMMING LANGUAGES AND TOOLS

Programming Language and Tools – Desired Language characteristics, Data Typing, Control structures, Facilitating Hierarchical Decomposition, Packages, Run-time (Exception) Error handling, Overloading and Generics, Multitasking, Low Level programming, Task scheduling, Timing Specifications, Programming Environments, Run-time Support.

UNIT III REAL TIME DATABASES

Real time Databases - Basic Definition, Real time Vs General Purpose Databases, Main Memory Databases, Transaction priorities, Transaction Aborts, Concurrency Control Issues, Disk Scheduling Algorithms, Two-phase Approach to improve Predictability, Maintaining Serialization Consistency, Databases for Hard Real Time systems.

UNIT IV COMMUNICATION

Real-Time Communication - Communications Media, Network Topologies Protocols, Fault Tolerant Routing. Fault Tolerance Techniques - Fault Types, Fault Detection. Fault Error containment Redundancy, Data Diversity, Reversal Checks, Integrated Failure handling.

UNIT V EVALUATION TECHNIQUES

Reliability Evaluation Techniques - Obtaining Parameter Values, Reliability Models for Hardware Redundancy, Software Error models. Clock Synchronization - Clock, A Nonfault-Tolerant Synchronization Algorithm, Impact of Faults, Fault Tolerant Synchronization in Hardware, Fault Tolerant Synchronization in Software

TEXT BOOKS:

1. C.M. Krishna, Kang G. Shin, "Real-Time Systems", McGraw-Hill International Editions, 1997.

REFERENCES:

1. Stuart Bennett, "Real Time Computer Control-An Introduction", Second edition Perntice Hall PTR, 1994.
2. Peter D. Lawrence, "Real time Micro Computer System Design – An Introduction", McGraw Hill, 1988.
3. S.T. Allworth and R.N. Zobel, "Introduction to real time software design", Macmillan, II Edition, 1987.
4. R.J.A Buhur, D.L. Bailey, " An Introduction to Real-Time Systems", Prentice-Hall International, 1999.
5. Philip.A.Laplante "Real Time System Design and Analysis" PHI , III Edition, April 2004.

708CST08 - TCP/IP DESIGN AND IMPLEMENTATION

UNIT I INTRODUCTION

Internetworking concepts and architecture model – classful Internet address – CIDR – Subnetting and Supernetting – AARP – RARP- IP- IP Routing – ICMP – IPV6.

UNIT II TCP

Services – header – connection establishment and termination – interactive data flow – bulk data flow – timeout and retransmission – persist timer – keep alive timer – futures and performance.

UNIT III IP IMPLEMENTATION

IP global software organization – routing table – routing algorithms – fragmentation and reassembly – error processing (ICMP) – Multicast Processing (IGMP).

UNIT IV TCP IMPLEMENTATION I

Data structure and input processing – transmission control blocks – segment format – comparison – finite state machine implementation – Output processing – mutual exclusion – computing the TCP Data length.

UNIT V TCP IMPLEMENTATION II

Timers – events and messages – timer process – deleting and inserting timer event – flow control and adaptive retransmission – congestion avoidance and control – urgent data processing and push function.

TEXT BOOKS:

1. Douglas E Comer, "Internetworking with TCP/IP Principles, Protocols and Architecture", Vol 1 and 2, Vth Edition
2. W. Richard Stevens "TCP/IP Illustrated" Vol 1. 2003.

REFERENCES:

1. Forouzan, "TCP/IP Protocol Suite" Second Edition, Tate MC Graw Hill, 2003.
2. W. Richard Stevens "TCP/IP Illustrated" Volume 2, Pearson Education 2003.

708CST09 - NATURAL LANGUAGE PROCESSING

UNIT I

Introduction – Models -and Algorithms - The Turing Test -Regular Expressions Basic Regular Expression Patterns -Finite State Automata -Regular Languages and FSAs – Morphology - Inflectional Morphology - Derivational Morphology -Finite-State Morphological Parsing - Combining an FST Lexicon and Rules -Porter Stemmer.

UNIT II

N-grams Models of Syntax - Counting Words - Unsmoothed N-grams – Smoothing- Backoff - Deleted Interpolation – Entropy - English Word Classes - Tagsets for English - Part of Speech Tagging -Rule-Based Part of Speech Tagging - Stochastic Part of Speech Tagging - Transformation-Based Tagging.

UNIT III

Context Free Grammars for English Syntax- Context-Free Rules and Trees - Sentence- Level Constructions –Agreement – Sub Categorization – Parsing – Top-down – Earley Parsing -Feature Structures - Probabilistic Context-Free Grammars.

UNIT IV

Representing Meaning - Meaning Structure of Language - First Order Predicate Calculus - Representing Linguistically Relevant Concepts -Syntax-Driven Semantic Analysis - Semantic Attachments - Syntax-Driven Analyzer - Robust Analysis - Lexemes and Their Senses - Internal Structure - Word Sense Disambiguation -Information Retrieval.

UNIT V

Discourse -Reference Resolution - Text Coherence -Discourse Structure - Dialog and Conversational Agents - Dialog Acts – Interpretation – Coherence –Conversational Agents - Language Generation – Architecture -Surface Realizations – Discourse Planning – Machine Translation -Transfer Metaphor – Interlingua – Statistical Approaches.

TEXT BOOKS:

1. D. Jurafsky and J. Martin "Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics, and Speech Recognition",
2. C. Manning and H. Schutze, "Foundations of Statistical Natural Language Processing",

REFERENCE:

1. James Allen. "Natural Language Understanding", Addison Wesley, 1994.

708CST10 - USER INTERFACE DESIGN

UNIT I INTRODUCTION

Human-Computer Interface – Characteristics Of Graphics Interface –Direct Manipulation Graphical System – Web User Interface –Popularity –Characteristic & Principles.

UNIT II HUMAN COMPUTER INTERACTION

User Interface Design Process – Obstacles –Usability –Human Characteristics In Design – Human Interaction Speed –Business Functions –Requirement Analysis – Direct – Indirect Methods – Basic Business Functions – Design Standards – System Timings – Human Consideration In Screen Design – Structures Of Menus – Functions Of Menus– Contents Of Menu– Formatting – Phrasing The Menu – Selecting Menu Choice– Navigating Menus– Graphical Menus.

UNIT III WINDOWS

Characteristics– Components– Presentation Styles– Types– Managements– Organizations– Operations– Web Systems– Device– Based Controls Characteristics– Screen – Based Controls – Operate Control – Text Boxes– Selection Control– Combination Control– Custom Control– Presentation Control.

UNIT IV MULTIMEDIA

Text For Web Pages – Effective Feedback– Guidance & Assistance– Internationalization– Accessibility– Icons– Image– Multimedia – Coloring.

UNIT V WINDOWS LAYOUT– TEST

Prototypes – Kinds Of Tests – Retest – Information Search – Visualization – Hypermedia – WWW– Software Tools.

TEXT BOOKS:

1. Wilbent. O. Galitz ,“The Essential Guide To User Interface Design”, John Wiley& Sons, 2001.
2. Ben Sheiderman, “Design The User Interface”, Pearson Education, 1998.

REFERENCE:

1. Alan Cooper, “The Essential Of User Interface Design”, Wiley – Dream Tech Ltd., 2002.

708CST11 - SERVICE ORIENTED ARCHITECTURE

UNIT I

Roots of SOA – Characteristics of SOA - Comparing SOA to client-server and distributed internet architectures – Anatomy of SOA- How components in an SOA interrelate - Principles of service orientation.

UNIT II

Web services – Service descriptions – Messaging with SOAP –Message exchange Patterns – Coordination –Atomic Transactions – Business activities – Orchestration – Choreography - Service layer abstraction – Application Service Layer – Business Service Layer – Orchestration Service Layer.

UNIT III

Service oriented analysis – Business-centric SOA – Deriving business services- service modeling - Service Oriented Design – WSDL basics – SOAP basics – SOA composition guidelines – Entity-centric business service design – Application service design – Taskcentric business service design.

UNIT IV

SOA platform basics – SOA support in J2EE – Java API for XML-based web services (JAX-WS) - Java architecture for XML binding (JAXB) – Java API for XML Registries (JAXR) - Java API for XML based RPC (JAX-RPC)- Web Services Interoperability Technologies (WSIT) - SOA support in .NET – Common Language Runtime - ASP.NET web forms – ASP.NET web services – Web Services Enhancements (WSE).

UNIT V

WS-BPEL basics – WS-Coordination overview - WS-Choreography, WS-Policy, WSSecurity.

TEXT BOOK:

1. Thomas Erl, "Service-Oriented Architecture: Concepts, Technology, and Design", Pearson Education, 2005.

REFERENCES:

1. Thomas Erl, "SOA Principles of Service Design "(The Prentice Hall Service-Oriented Computing Series from Thomas Erl), 2005.
2. Newcomer, Lomow, "Understanding SOA with Web Services", Pearson Education, 2005.
3. Sandeep Chatterjee, James Webber, "Developing Enterprise Web Services, An Architect's Guide", Pearson Education, 2005.
4. Dan Woods and Thomas Mattern, " Enterprise SOA Designing IT for Business Innovation" O'REILLY, First Edition, 2006.

708CST12 - ADVANCED OPERATING SYSTEMS

UNIT I

Architectures of Distributed Systems - System Architecture types - issues in distributed operating systems - communication networks - communication primitives. Theoretical Foundations - inherent limitations of a distributed system - lamp ports logical clocks - vector clocks - casual ordering of messages - global state - cuts of a distributed computation - termination detection. Distributed Mutual Exclusion - introduction - the classification of mutual exclusion and associated algorithms - a comparative performance analysis.

UNIT II

Distributed Deadlock Detection -Introduction - deadlock handling strategies in distributed systems - issues in deadlock detection and resolution - control organizations for distributed deadlock detection - centralized and distributed deadlock detection algorithms -hierarchical deadlock detection algorithms. Agreement protocols - introduction-the system model, a classification of agreement problems, solutions to the Byzantine agreement problem, applications of agreement algorithms. Distributed resource management: introduction-architecture - mechanism for building distributed file systems - design issues - log structured file systems.

UNIT III

Distributed shared memory-Architecture- algorithms for implementing DSM - memory coherence and protocols - design issues. Distributed Scheduling - introduction - issues in load distributing - components of a load distributing algorithm - stability - load distributing algorithm - performance comparison - selecting a suitable load sharing algorithm - requirements for load distributing -task migration and associated issues. Failure Recovery and Fault tolerance: introduction- basic concepts - classification of failures - backward and forward error recovery, backward error recovery- recovery in concurrent systems - consistent set of check points - synchronous and asynchronous check pointing and recovery - check pointing for distributed database systems- recovery in replicated distributed databases.

UNIT IV

Protection and security -preliminaries, the access matrix model and its implementations.- safety in matrix model- advanced models of protection.

Data security - cryptography: Model of cryptography, conventional cryptography- modern cryptography, private key cryptography, data encryption standard- public key cryptography - multiple encryption - authentication in distributed systems.

UNIT V

Multiprocessor operating systems - basic multiprocessor system architectures - inter connection networks for multiprocessor systems - caching - hypercube architecture. Multiprocessor Operating System - structures of multiprocessor operating system, operating system design issues- threads- process synchronization and scheduling. Database Operating systems :Introduction- requirements of a database operating system Concurrency control : theoretical aspects - introduction, database systems - a concurrency control model of database systems- the problem of concurrency control - serializability theory- distributed database systems, concurrency control algorithms - introduction, basic synchronization primitives, lock based algorithms- timestamp based algorithms, optimistic algorithms - concurrency control algorithms, data replication.

TEXT BOOK:

1. Mukesh Singhal, Niranjan G.Shivaratri, "Advanced concepts in operating systems: Distributed, Database and multiprocessor operating systems", TMH, 2001

REFERENCES:

1. Andrew S.Tanenbaum, "Modern operating system", PHI, 2003
2. Pradeep K.Sinha, "Distributed operating system-Concepts and design", PHI, 2003.
3. Andrew S.Tanenbaum, "Distributed operating system", Pearson education, 2003

708CST13 - C# AND .NET FRAMEWORK

UNIT I

Review of OOP Concepts - Overview of .NET Framework - Basic Elements of C# - Program Structure and simple Input and Output Operations – Operators and Expressions – Statements – Arrays and Structures.

UNIT II

Inheritance - Namespace – Polymorphism – Interface and Overloading – Multiple Inheritance – Property – Indexes – Delegates – Publish/Subscribe Design Patterns- Operator Overloading-Method Overloading

UNIT III

C# Concepts for creating Data Structures - File Operation – File Management systems – Stream Oriented Operations- Multitasking – Multithreading – Thread Operation – Synchronization.

UNIT IV

Working with XML – Techniques for Reading and Writing XML Data - Using XPath and Search XML - ADO.NET Architecture – ADO.NET Connected and Disconnected Models – XML and ADO.NET – Simple and Complex Data Binding– Data Grid View Class.

UNIT V

Application Domains – Remoting – Leasing and Sponsorship - .NET Coding Design Guidelines –Assemblies – Security – Application Development – Web Services - Building an XML Web Service - Web Service Client – WSDL and SOAP – Web Service with Complex Data Types – Web Service Performance.

TEXT BOOKS:

1. S. Thamarai Selvi and R. Murugesan "A Textbook on C# ", Pearson Education,2003.
2. Stephen C. Perry " Core C# and .NET", Pearson Education,2006.

REFERENCES:

1. Jesse Liberty, "Programming C#", Second Edition, O'Reilly Press, 2002.
2. Robinson et al, "Professional C#", Fifth Edition, Wrox Press, 2002.
3. Herbert Schildt, "The Complete Reference: C#", Tata McGraw Hill, 2004.
4. Andrew Troelsen, "C# and the .NET Platform", A! Press, 2003.
5. Thuan Thai and Hoang Q. Lam, ". NET Framework Essentials", Second Edition, O'Reilly, 2002.

708CST14 - CRYPTOGRAPHY AND NETWORK SECURITY

UNIT I

Security trends – Attacks and services – Classical crypto systems – Different types of ciphers – LFSR sequences – Basic Number theory – Congruences – Chinese Remainder theorem – Modular exponentiation – Fermat and Euler's theorem – Legendre and Jacobi symbols – Finite fields – continued fractions.

UNIT II

Simple DES – Differential cryptanalysis – DES – Modes of operation – Triple DES – AES – RC4 – RSA – Attacks – Primality test – factoring.

UNIT III

Discrete Logarithms – Computing discrete logs – Diffie-Hellman key exchange – ElGamal Public key cryptosystems – Hash functions – Secure Hash – Birthday attacks - MD5 – Digital signatures – RSA – ElGamal – DSA.

UNIT IV

Authentication applications – Kerberos, X.509, PKI – Electronic Mail security – PGP, S/MIME – IP security – Web Security – SSL, TLS, SET.

UNIT V

System security – Intruders – Malicious software – viruses – Firewalls – Security Standards.

TEXT BOOKS:

1. Wade Trappe, Lawrence C Washington, " Introduction to Cryptography with coding theory", 2nd ed, Pearson, 2007.
2. William Stallings, "Cryptography and Network security Principles and Practices", Pearson/PHI, 4th ed, 2006.

REFERENCES:

1. W. Mao, "Modern Cryptography – Theory and Practice", Pearson Education, Second Edition, 2007.
2. Charles P. Pfleeger, Shari Lawrence Pfleeger – Security in computing Third Edition Prentice Hall of India, 2006.

708CST15 - SYSTEMS MODELING AND SIMULATION

UNIT I INTRODUCTION TO SIMULATION

Introduction – Simulation Terminologies- Application areas – Model Classification – Types of Simulation- Steps in a Simulation study- Concepts in Discrete Event Simulation - Simulation Examples.

UNIT II MATHEMATICAL MODELS

Statistical Models - Concepts – Discrete Distribution- Continuous Distribution – Poisson Process- Empirical Distributions- Queueing Models – Characteristics- Notation – Queueing Systems – Markovian Models- Properties of random numbers- Generation of Pseudo Random numbers- Techniques for generating random numbers-Testing random number generators- Generating Random-Variates- Inverse Transform technique – Acceptance- Rejection technique – Composition & Convolution Method.

UNIT III ANALYSIS OF SIMULATION DATA

Input Modeling - Data collection - Assessing sample independence – Hypothesizing distribution family with data - Parameter Estimation - Goodness-of-fit tests – Selecting input models in absence of data- Output analysis for a Single system – Terminating Simulations – Steady state simulations.

UNIT IV VERIFICATION AND VALIDATION

Model Building – Verification of Simulation Models – Calibration and Validation of Models – Validation of Model Assumptions – Validating Input – Output Transformations.

UNIT V SIMULATION OF COMPUTER SYSTEMS AND CASE STUDIES

Simulation Tools – Model Input – High level computer system simulation – CPU – Memory Simulation – Comparison of systems via simulation – Simulation Programming techniques - Development of Simulation models.

TEXT BOOKS:

1. Jerry Banks and John Carson, "Discrete Event System Simulation", Fourth Edition, PHI, 2005.
2. Geoffrey Gordon, "System Simulation", Second Edition, PHI, 2006 (Unit – V).

REFERENCES:

1. Frank L. Severance, "System Modeling and Simulation", Wiley, 2001.
2. Averill M. Law and W.David Kelton, "Simulation Modeling and Analysis, Third Edition, McGraw Hill, 2006.
3. Jerry Banks, "Handbook of Simulation: Principles, Methodology, Advances, Applications and Practice", Wiley, 1998.

708CST16 - TOTAL QUALITY MANAGEMENT

UNIT I INTRODUCTION

Introduction - Need for quality - Evolution of quality - Definition of quality - Dimensions of manufacturing and service quality - Basic concepts of TQM - Definition of TQM - TQM Framework - Contributions of Deming, Juran and Crosby - Barriers to TQM.

UNIT II TQM PRINCIPLES

Leadership - Strategic quality planning, Quality statements - Customer focus - Customer orientation, Customer satisfaction, Customer complaints, Customer retention - Employee involvement - Motivation, Empowerment, Team and Teamwork, Recognition and Reward, Performance appraisal - Continuous process improvement - PDCA cycle, 5s, Kaizen - Supplier partnership - Partnering, Supplier selection, Supplier Rating.

UNIT III TQM TOOLS & TECHNIQUES I

The seven traditional tools of quality - New management tools - Six-sigma: Concepts, methodology, applications to manufacturing, service sector including IT - Bench marking - Reason to bench mark, Bench marking process - FMEA - Stages, Types.

UNIT IV TQM TOOLS & TECHNIQUES II

Quality circles - Quality Function Deployment (QFD) - Taguchi quality loss function - TPM - Concepts, improvement needs - Cost of Quality - Performance measures.

UNIT V QUALITY SYSTEMS

Need for ISO 9000- ISO 9000-2000 Quality System - Elements, Documentation, Quality auditing- QS 9000 - ISO 14000 - Concepts, Requirements and Benefits - Case studies of TQM implementation in manufacturing and service sectors including IT.

TEXT BOOK:

1. Dale H. Besterfeldt, et al., "Total Quality Management", Pearson Education Asia, 3rd Edition, Indian Reprint (2006).

REFERENCES:

1. James R. Evans and William M. Lindsay, "The Management and Control of Quality", 6th Edition, South-Western (Thomson Learning), 2005.
2. Oakland, J.S., "TQM - Text with Cases", Butterworth - Heinemann Ltd., Oxford, 3rd Edition, 2003.
3. Suganthi, L and Anand Samuel, "Total Quality Management", Prentice Hall (India) Pvt. Ltd., 2006.
4. Janakiraman, B and Gopal, R.K, "Total Quality Management - Text and Cases", Prentice Hall (India) Pvt. Ltd., 2006.

708CST17 - NETWORK PROGRAMMING AND MANAGEMENT

UNIT I ELEMENTARY TCP SOCKETS

Introduction to Socket Programming – Overview of TCP/IP Protocols – Introduction to Sockets – Socket address Structures – Byte ordering functions – address conversion functions – Elementary TCP Sockets – socket, connect, bind, listen, accept, read, write, close functions – Iterative Server – Concurrent Server.

UNIT II APPLICATION DEVELOPMENT

TCP Echo Server – TCP Echo Client – Posix Signal handling – Server with multiple clients – boundary conditions: Server process Crashes, Server host Crashes, Server Crashes and reboots, Server Shutdown – I/O multiplexing – I/O Models – select function – shutdown function – TCP echo Server (with multiplexing) – poll function – TCP echo Client (with Multiplexing).

UNIT III SOCKET OPTIONS, ELEMENTARY UDP SOCKETS

Socket options – getsockopt and setsockopt functions – generic socket options – IP socket options – ICMP socket options – TCP socket options – Elementary UDP sockets – UDP echo Server – UDP echo Client – Multiplexing TCP and UDP sockets – Domain name system – gethostbyname function – Ipv6 support in DNS – gethostbyadr function – getservbyname and getservbyport functions.

UNIT IV ADVANCED SOCKETS

Ipv4 and Ipv6 interoperability – threaded servers – thread creation and termination – TCP echo server using threads – Mutexes – condition variables – raw sockets – raw socket creation – raw socket output – raw socket input – ping program – trace route program.

UNIT V SIMPLE NETWORK MANAGEMENT

SNMP network management concepts – SNMP management information – standard MIB's – SNMPv1 protocol and Practical issues – introduction to RMON, SNMPv2 and SNMPv3.

TEXT BOOKS:

1. W. Richard Stevens, "Unix Network Programming Vol-I", Second Edition, Pearson Education, 1998.
2. Mani Subramaniam, "Network Management: Principles and Practice", Addison Wesley, First Edition, 2001.

REFERENCES:

1. D.E. Comer, "Internetworking with TCP/IP Vol- III", (BSD Sockets Version), Second Edition, Pearson Education, 2003.
2. William Stallings, "SNMP, SNMPv2, SNMPv3 and RMON 1 and 2", Third Edition, Addison Wesley, 1999.

708CST18 - SOFTWARE TESTING

UNIT I INTRODUCTION

Testing as an Engineering Activity – Role of Process in Software Quality – Testing as a Process – Basic Definitions – Software Testing Principles – The Tester’s Role in a Software Development Organization – Origins of Defects – Defect Classes – The Defect Repository and Test Design – Defect Examples – Developer/Tester Support for Developing a Defect Repository.

UNIT II TEST CASE DESIGN

Introduction to Testing Design Strategies – The Smarter Tester – Test Case Design Strategies – Using Black Box Approach to Test Case Design Random Testing – Requirements based testing – positive and negative testing --- Boundary Value Analysis – decision tables - Equivalence Class Partitioning state-based testing– cause effect graphing – error guessing - compatibility testing – user documentation testing – domain testing Using White–Box Approach to Test design – Test Adequacy Criteria – static testing vs. structural testing – code functional testing - Coverage and Control Flow Graphs – Covering Code Logic – Paths – Their Role in White–box Based Test Design – code complexity testing – Evaluating Test Adequacy Criteria.

UNIT III LEVELS OF TESTING

The Need for Levels of Testing – Unit Test – Unit Test Planning –Designing the Unit Tests. The Test Harness – Running the Unit tests and Recording results – Integration tests – Designing Integration Tests – Integration Test Planning – scenario testing – defect bash elimination -System Testing – types of system testing - Acceptance testing – performance testing - Regression Testing – internationalization testing – ad-hoc testing - Alpha – Beta Tests – testing OO systems – usability and accessibility testing.

UNIT IV TEST MANAGEMENT

People and organizational issues in testing – organization structures for testing teams – testing services - Test Planning – Test Plan Components – Test Plan Attachments – Locating Test Items – test management – test process - Reporting Test Results – The role of three groups in Test Planning and Policy Development – Introducing the test specialist – Skills needed by a test specialist – Building a Testing Group.

UNIT V CONTROLLING AND MONITORING

Software test automation – skills needed for automation – scope of automation – design and architecture for automation – requirements for a test tool – challenges in automation - Test metrics and measurements –project, progress and productivity metrics – Status Meetings – Reports and Control Issues – Criteria for Test Completion – SCM – Types of reviews – Developing a review program – Components of Review Plans– Reporting Review Results. – evaluating software quality – defect prevention – testing maturity model.

TEXT BOOKS:

1. Srinivasan Desikan and Gopalaswamy Ramesh, " Software Testing – Principles and Practices", Pearson education, 2006.
2. Aditya P.Mathur, "Foundations of Software Testing", Pearson Education,2008.

REFERENCES:

1. Boris Beizer, "Software Testing Techniques", Second Edition,Dreamtech, 2003
2. Elfriede Dustin, "Effective Software Testing", First Edition, Pearson Education, 2003.
3. Renu Rajani, Pradeep Oak, "Software Testing – Effective Methods, Tools and Techniques", Tata McGraw Hill, 2004.

708CST19 - WIRELESS NETWORKS

UNIT I WIRELESS COMMUNICATION

Cellular systems- Frequency Management and Channel Assignment- types of handoff and their characteristics, dropped call rates & their evaluation - MAC – SDMA – FDMA – TDMA – CDMA – Cellular Wireless Networks

UNIT II WIRELESS LAN

IEEE 802.11 Standards – Architecture – Services – Mobile Ad hoc Networks- WiFi and WiMAX - Wireless Local Loop.

UNIT III MOBILE COMMUNICATION SYSTEMS

GSM-architecture-Location tracking and call setup- Mobility management- Handover- Security-GSM SMS –International roaming for GSM- call recording functions-subscriber and service data mgt --Mobile Number portability -VoIP service for Mobile Networks – GPRS – Architecture-GPRS procedures-attach and detach procedures-PDP context procedure-combined RA/LA update procedures-Billing.

UNIT IV MOBILE NETWORK AND TRANSPORT LAYERS

Mobile IP – Dynamic Host Configuration Protocol-Mobile Ad Hoc Routing Protocols– Multicast routing-TCP over Wireless Networks – Indirect TCP – Snooping TCP – Mobile TCP – Fast Retransmit / Fast Recovery – Transmission/Timeout Freezing-Selective Retransmission – Transaction Oriented TCP- TCP over 2.5 / 3G wireless Networks.

UNIT V APPLICATION LAYER

WAP Model- Mobile Location based services -WAP Gateway –WAP protocols – WAP user agent profile- caching model-wireless bearers for WAP - WML – WMLScripts – WTA - iMode- SyncML.

TEXT BOOKS:

1. Jochen Schiller, "Mobile Communications", Second Edition, Pearson Education, 2003.
2. William Stallings, "Wireless Communications and Networks", Pearson Education, 2002.

REFERENCES:

1. Kaveh Pahlavan, Prasanth Krishnamoorthy, "Principles of Wireless Networks", First Edition, Pearson Education, 2003.
2. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, "Principles of Mobile Computing", Springer, 2003.
3. C.K.Toh, "AdHoc Mobile Wireless Networks", First Edition, Pearson Education, 2002.

708CSP01 - COMPUTER GRAPHICS LABORATORY

1. Implementation of Bresenham's Algorithm – Line, Circle, Ellipse.
2. Implementation of Line, Circle and ellipse Attributes
3. Two Dimensional transformations - Translation, Rotation, Scaling, Reflection, Shear.
4. Composite 2D Transformations
5. Cohen Sutherland 2D line clipping and Windowing
6. Sutherland – Hodgeman Polygon clipping Algorithm
7. Three dimensional transformations - Translation, Rotation, Scaling
8. Composite 3D transformations
9. Drawing three dimensional objects and Scenes
10. Generating Fractal images.

LIST OF EQUIPMENTS

- 1) Turbo C
- 2) Visual C++ with OPENGL
- 3) Any 3D animation software like 3DSMAX, Maya, Blender.

708CSP02 - OPEN SOURCE LAB

OBJECTIVE:

To expose students to FOSS environment and introduce them to use open source packages.

1. **Kernel configuration, compilation and installation** : Download / access the latest kernel source code from kernel.org, compile the kernel and install it in the local system. Try to view the source code of the kernel
2. **Virtualisation environment** (e.g., xen, qemu or lguest) to test an applications, new kernels and isolate applications. It could also be used to expose students to other alternate OSs like *BSD
3. **Compiling from source** : learn about the various build systems used like the auto* family, cmake, ant etc. instead of just running the commands. This could involve the full process like fetching from a cvs and also include autoconf, automake etc.,
4. **Introduction to packet management system** : Given a set of RPM or DEB, how to build and maintain, serve packages over http or ftp. and also how do you configure client systems to access the package repository.
5. **Installing various software packages**
Either the package is yet to be installed or an older version is existing. The student can practice installing the latest version. Of course, this might need internet access
 - Install samba and share files to windows
 - Install Common Unix Printing System(CUPS)
6. **Write userspace drivers using fuse** -- easier to debug and less dangerous to the system (Writing full-fledged drivers is difficult at student level)
7. **GUI programming : a sample programme** – using Gambas since the students have VB knowledge. However, one should try using GTK or QT
8. **Version Control System setup and usage** using RCS, CVS, SVN
9. **Text processing with Perl:** simple programs, connecting with database e.g., MYSQL.
10. **Running PHP:** simple applications like login forms after setting up a LAMP stack
11. **Running Python:** some simple exercise – e.g. Connecting with MySql database
12. **Set up the complete network interface** using ifconfig command like setting gateway, DNS, IP tables, etc.,

Resources:

An environment like **FOSS Lab Server** (developed by NRCFOSS containing the various packages)

OR

Equivalent system with Linux distro supplemented with relevant packages

Note:

Once the list of experiments are finalised, NRCFOSS can generate full lab manuals complete with exercises, necessary downloads, etc. These could be made available on NRCFOSS web portal.

LIST OF EQUIPMENTS:

Hardware:

Minimum Requirements:

- 700 Mhz X86 Processor
- 384 MB of system memory (RAM)
- 40 GB of disk space
- Graphics card capable of 1024*768 resolution
- Sound Card
- Network or Internet Connection

Software:

Latest distribution of Linux

EIGHTH SEMESTER

ELECTIVE V & VI

808CST01 - INTELLECTUAL PROPERTY RIGHTS (IPR)

UNIT I

Introduction – Invention and Creativity – Intellectual Property (IP) – Importance – Protection of IPR – Basic types of property (i). Movable Property - Immovable Property and - Intellectual Property.

UNIT II

IP – Patents – Copyrights and related rights – Trade Marks and rights arising from Trademark registration – Definitions – Industrial Designs and Integrated circuits – Protection of Geographical Indications at national and International levels – Application Procedures..

UNIT III

International convention relating to Intellectual Property – Establishment of WIPO – Mission and Activities – History – General Agreement on Trade and Tariff (GATT) – TRIPS Agreement.

UNIT IV

Indian Position Vs WTO and Strategies – Indian IPR legislations – commitments to WTO-Patent Ordinance and the Bill – Draft of a national Intellectual Property Policy – Present against unfair competition.

UNIT V

Case Studies on – Patents (Basumati rice, turmeric, Neem, etc.) – Copyright and related rights – Trade Marks – Industrial design and Integrated circuits – Geographic indications – Protection against unfair competition.

TEXT BOOKS:

1. Subbaram N.R. "Handbook of Indian Patent Law and Practice ", S. Viswanathan Printers and Publishers Pvt. Ltd., 1998.

REFERENCES:

1. Eli Whitney, United States Patent Number: 72X, Cotton Gin, March 14, 1794.
2. Intellectual Property Today: Volume 8, No. 5, May 2001, [www.iptoday.com].
3. Using the Internet for non-patent prior art searches, Derwent IP Matters, July 2000.
www.ipmatters.net/features/000707_gibbs.html.

808CST02 - GRAPH THEORY

UNIT I INTRODUCTION

Graphs – Introduction – Isomorphism – Sub graphs – Walks, Paths, Circuits – Connectedness – Components – Euler Graphs – Hamiltonian Paths and Circuits – Trees – Properties of trees – Distance and Centers in Tree – Rooted and Binary Trees.

UNIT II TREES, CONNECTIVITY, PLANARITY

Spanning trees – Fundamental Circuits – Spanning Trees in a Weighted Graph – Cut Sets – Properties of Cut Set – All Cut Sets – Fundamental Circuits and Cut Sets – Connectivity and Separability – Network flows – 1-Isomorphism – 2-Isomorphism – Combinational and Geometric Graphs – Planer Graphs – Different Representation of a Planer Graph.

UNIT III MATRICES, COLOURING AND DIRECTED GRAPH

Incidence matrix – Submatrices – Circuit Matrix – Path Matrix – Adjacency Matrix – Chromatic Number – Chromatic partitioning – Chromatic polynomial – Matching – Covering – Four Color Problem – Directed Graphs – Types of Directed Graphs – Digraphs and Binary Relations – Directed Paths and Connectedness – Euler Graphs – Adjacency Matrix of a Digraph.

UNIT IV ALGORITHMS

Algorithms: Connectedness and Components – Spanning tree – Finding all Spanning Trees of a Graph – Set of Fundamental Circuits – Cut Vertices and Separability – Directed Circuits.

UNIT V ALGORITHMS

Algorithms: Shortest Path Algorithm – DFS – Planarity Testing – Isomorphism.

TEXT BOOKS:

1. Narsingh Deo, "Graph Theory: With Application to Engineering and Computer Science", Prentice Hall of India, 2003.

REFERENCES:

1. R.J. Wilson, "Introduction to Graph Theory", Fourth Edition, Pearson Education, 2003.

808CST03 - INFORMATION SECURITY

UNIT I INTRODUCTION

History, What is Information Security?, Critical Characteristics of Information, NSTISSC Security Model, Components of an Information System, Securing the Components, Balancing Security and Access, The SDLC, The Security SDLC

UNIT II SECURITY INVESTIGATION

Need for Security, Business Needs, Threats, Attacks, Legal, Ethical and Professional Issues.

UNIT III SECURITY ANALYSIS

Risk Management: Identifying and Assessing Risk, Assessing and Controlling Risk

UNIT IV LOGICAL DESIGN

Blueprint for Security, Information Security Policy, Standards and Practices, ISO 17799/BS 7799, NIST Models, VISA International Security Model, Design of Security Architecture, Planning for Continuity.

UNIT V PHYSICAL DESIGN

Security Technology, IDS, Scanning and Analysis Tools, Cryptography, Access Control Devices, Physical Security, Security and Personnel.

TEXT BOOK:

1. Michael E Whitman and Herbert J Mattord, "Principles of Information Security", Vikas Publishing House, New Delhi, 2003

REFERENCES:

1. Micki Krause, Harold F. Tipton, " Handbook of Information Security Management", Vol 1-3 CRC Press LLC, 2004.
2. Stuart Mc Clure, Joel Scrambray, George Kurtz, "Hacking Exposed", Tata McGraw-Hill, 2003
3. Matt Bishop, " Computer Security Art and Science", Pearson/PHI, 2002.

808CST04 - SOFT COMPUTING

UNIT I FUZZY SET THEORY

Introduction to Neuro – Fuzzy and Soft Computing – Fuzzy Sets – Basic Definition and Terminology – Set-theoretic Operations – Member Function Formulation and Parameterization – Fuzzy Rules and Fuzzy Reasoning – Extension Principle and Fuzzy Relations – Fuzzy If-Then Rules – Fuzzy Reasoning – Fuzzy Inference Systems – Mamdani Fuzzy Models – Sugeno Fuzzy Models – Tsukamoto Fuzzy Models – Input Space Partitioning and Fuzzy Modeling.

UNIT II OPTIMIZATION

Derivative-based Optimization – Descent Methods – The Method of Steepest Descent – Classical Newton's Method – Step Size Determination – Derivative-free Optimization – Genetic Algorithms – Simulated Annealing – Random Search – Downhill Simplex Search.

UNIT III ARTIFICIAL INTELLIGENCE

Introduction, Knowledge Representation – Reasoning, Issues and Acquisition: Propositional and Predicate Calculus Rule Based knowledge Representation Symbolic Reasoning Under Uncertainty Basic knowledge Representation Issues Knowledge acquisition – Heuristic Search: Techniques for Heuristic search Heuristic Classification - State Space Search: Strategies Implementation of Graph Search Search based on Recursion Patent-directed Search Production System and Learning.

UNIT IV NEURO FUZZY MODELING

Adaptive Neuro-Fuzzy Inference Systems – Architecture – Hybrid Learning Algorithm – Learning Methods that Cross-fertilize ANFIS and RBFN – Coactive Neuro Fuzzy Modeling – Framework Neuron Functions for Adaptive Networks – Neuro Fuzzy Spectru m.

UNIT V APPLICATIONS OF COMPUTATIONAL INTELLIGENCE

Printed Character Recognition – Inverse Kinematics Problems – Automobile Fuel Efficiency Prediction – Soft Computing for Color Recipe Prediction.

TEXT BOOKS:

1. J.S.R.Jang, C.T.Sun and E.Mizutani, "Neuro-Fuzzy and Soft Computing", PHI, 2004, Pearson Education 2004.
2. N.P.Padhy, "Artificial Intelligence and Intelligent Systems", Oxford University Press, 2006.

REFERENCES:

1. Elaine Rich & Kevin Knight, Artificial Intelligence, Second Edition, Tata Mcgraw Hill Publishing Comp., 2006, New Delhi.
2. Timothy J.Ross, "Fuzzy Logic with Engineering Applications", McGraw-Hill, 1997.
3. Davis E.Goldberg, "Genetic Algorithms: Search, Optimization and Machine Learning", Addison Wesley, N.Y., 1989.
4. S. Rajasekaran and G.A.V.Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithms", PHI, 2003.
5. R.Eberhart, P.Simpson and R.Dobbins, "Computational Intelligence - PC Tools", AP Professional, Boston, 1996.
6. Amit Konar, "Artificial Intelligence and Soft Computing Behaviour and Cognitive model of the human brain", CRC Press, 2008.

808CST05 - DIGITAL IMAGE PROCESSING

UNIT I FUNDAMENTALS OF IMAGE PROCESSING

Introduction – Steps in Image Processing Systems – Image Acquisition – Sampling and Quantization – Pixel Relationships – Colour Fundamentals and Models, File Formats, Image operations – Arithmetic, Geometric and Morphological.

UNIT II IMAGE ENHANCEMENT

Spatial Domain Gray level Transformations Histogram Processing Spatial Filtering – Smoothing and Sharpening. Frequency Domain : Filtering in Frequency Domain – DFT, FFT, DCT – Smoothing and Sharpening filters – Homomorphic Filtering.

UNIT III IMAGE SEGMENTATION AND FEATURE ANALYSIS

Detection of Discontinuities – Edge Operators – Edge Linking and Boundary Detection – Thresholding – Region Based Segmentation – Morphological WaterSheds – Motion Segmentation, Feature Analysis and Extraction.

UNIT IV MULTI RESOLUTION ANALYSIS AND COMPRESSIONS

Multi Resolution Analysis : Image Pyramids – Multi resolution expansion – Wavelet Transforms. Image Compression : Fundamentals – Models – Elements of Information Theory – Error Free Compression – Lossy Compression – Compression Standards.

UNIT V APPLICATIONS OF IMAGE PROCESSING

Image Classification – Image Recognition – Image Understanding – Video Motion Analysis – Image Fusion – Steganography – Digital Compositing – Mosaics – Colour Image Processing.

TEXT BOOKS:

1. Rafael C.Gonzalez and Richard E.Woods, "Digital Image Processing" Second Edition, Pearson Education, 2003.

REFERENCES:

1. Milan Sonka, Vaclav Hlavac and Roger Boyle, "Image Processing, Analysis and Machine Vision", Second Edition, Thomson Learning, 2001
2. Anil K.Jain, "Fundamentals of Digital Image Processing", PHI, 2006.
3. Sanjit K. Mitra, & Giovanni L. Sicuranza, "Non Linear Image Processing", Elsevier, 2007.
4. Richard O. Duda, Peter E. HOF, David G. Stork, "Pattern Classification" Wiley Student Edition, 2006.

808CST06 - SOFTWARE QUALITY ASSURANCE

UNIT I FUNDAMENTALS OF SOFTWARE QUALITY ASSURANCE

The Role of SQA – SQA Plan – SQA considerations – SQA people – Quality Management – Software Configuration Management.

UNIT II MANAGING SOFTWARE QUALITY

Managing Software Organizations – Managing Software Quality – Defect Prevention – Software Quality Assurance Management.

UNIT III SOFTWARE QUALITY ASSURANCE METRICS

Software Quality – Total Quality Management (TQM) – Quality Metrics – Software Quality Metrics Analysis.

UNIT IV SOFTWARE QUALITY PROGRAM

Software Quality Program Concepts – Establishment of a Software Quality Program – Software Quality Assurance Planning – An Overview – Purpose & Scope.

UNIT V SOFTWARE QUALITY ASSURANCE STANDARDIZATION

Software Standards–ISO 9000 Quality System Standards - Capability Maturity Model and the Role of SQA in Software Development Maturity – SEI CMM Level 5 – Comparison of ISO 9000 Model with SEI's CMM.

TEXT BOOKS:

1. Mordechai Ben-Menachem / Garry S Marliss, "Software Quality", Vikas Publishing House, Pvt, Ltd., New Delhi.(UNIT III to V)
2. Watts S Humphrey, " Managing the Software Process", Pearson Education Inc. (UNIT I and II)

REFERENCES:

1. Gordon G Schulmeyer, "Handbook of Software Quality Assurance", Third Edition, Artech House Publishers 2007.
2. Nina S Godbole, "Software Quality Assurance: Principles and Practice", Alpha Science International, Ltd, 2004.

808CST07 - DISTRIBUTED SYSTEMS

UNIT I

Characterization of Distributed Systems-Introduction-Examples-Resource Sharing and the Web-Challenges. System Models-Architectural-Fundamental. Interprocess Communication-Introduction-API for Internet protocols-External data representation and marshalling--Client-server communication-Group communication- Case study: Interprocess Communication in UNIX.

UNIT II

Distributed Objects and Remote Invocation-Introduction-Communication between distributed objects-Remote procedure calls-Events and notifications-Case study: Java RMI. Operating System Support-Introduction-OS layer-Protection-Processes and threads-Communication and invocation OS architecture.

UNIT III

Distributed File Systems-Introduction-File service architecture-Case Study: Sun Network File System-Enhancements and further developments. Name Services-Introduction-Name Services and the Domain Name System-Directory Services-Case Study: Global Name Service.

UNIT IV

Time and Global States-Introduction-Clocks, events and process states-Synchronizing physical clocks-Logical time and logical clocks-Global states-Distributed debugging. Coordination and Agreement-Introduction-Distributed mutual exclusion-Elections- Multicast communication-Consensus and related problems.

UNIT V

Distributed Shared Memory-Introduction-Design and implementation issues-Sequential consistency and Ivy case study Release consistency and Munin case study-Other consistency models. CORBA Case Study- Introduction-CORBA RMI-CORBA services.

TEXT BOOK:

1. George Coulouris, Jean Dollimore, Tim Kindberg, , "Distributed Systems: Concepts and Design", 4th Edition, Pearson Education, 2005.

REFERENCES:

1. A. S. Tanenbaum and M. V. Steen, "Distributed Systems: Principles and Paradigms", Second Edition, Prentice Hall, 2006.
2. M.L.Liu, "Distributed Computing Principles and Applications", Pearson Addison Wesley, 2004.
3. Mukesh Singhal, "Advanced Concepts In Operating Systems", McGrawHill Series in Computer Science, 1994.
4. Nancy A. Lynch, "Distributed Algorithms", The Morgan Kaufmann Series in Data Management System, Morgan Kaufmann Publishers, 2000.

808CST08 - KNOWLEDGE BASED DECISION SUPPORT SYSTEM

UNIT I

Decision Making and computerized support: Management support systems. Decision making systems modeling- support.

UNIT II

Decision Making Systems – Modeling and Analysis – Business Intelligence – Data Warehousing, Data Acquisition - Data Mining. Business Analysis – Visualization - Decision Support System Development.

UNIT III

Collaboration, Communicate Enterprise Decision Support System & Knowledge management – Collaboration Com Technologies Enterprise information system – knowledge management.

UNIT IV

Intelligent Support Systems – AI & Expert Systems – Knowledge based Systems – Knowledge Acquisition , Representation & Reasoning, Advanced intelligence system – Intelligence System over internet.

UNIT V

Implementing MSS in the E-Business ERA – Electronic Commerce – integration, Impacts and the future management support systems.

TEXT BOOKS:

1. Decision Support Systems & Intelligent Systems – Seventh edition Efraim Turban & Jay E. Aronson Ting-Peng Liang - Pearson/prentice Hall
2. Decision support Systems – Second Edition – George M Marakas – Pearson/prentice Hall.

REFERENCES:

1. Decision Support Systems – V.S. Janakiraman & K. Sarukesi.
2. Decision Support systems and Data warehouse Systems by Efrem G Mallach- Mc Graw Hill.

808CST09 - PROFESSIONAL ETHICS IN ENGINEERING

UNIT I ENGINEERING ETHICS

Senses of 'Engineering Ethics' – Variety of moral issues – Types of inquiry – Moral dilemmas – Moral Autonomy – Kohlberg's theory – Gilligan's theory – Consensus and Controversy – Professions and Professionalism – Professional Ideals and Virtues – Uses of Ethical Theories.

UNIT II ENGINEERING AS SOCIAL EXPERIMENTATION

Engineering as Experimentation – Engineers as responsible Experimenters – Research Ethics - Codes of Ethics – Industrial Standards - A Balanced Outlook on Law – The Challenger Case Study.

UNIT III ENGINEER'S RESPONSIBILITY FOR SAFETY

Safety and Risk – Assessment of Safety and Risk – Risk Benefit Analysis – Reducing Risk – The Government Regulator's Approach to Risk - Chernobyl Case Studies and Bhopal.

UNIT IV RESPONSIBILITIES AND RIGHTS

Collegiality and Loyalty – Respect for Authority – Collective Bargaining – Confidentiality – Conflicts of Interest – Occupational Crime – Professional Rights – Employee Rights – Intellectual Property Rights (IPR) – Discrimination.

UNIT V GLOBAL ISSUES

Multinational Corporations – Business Ethics - Environmental Ethics – Computer Ethics - Role in Technological Development – Weapons Development – Engineers as Managers – Consulting Engineers – Engineers as Expert Witnesses and Advisors – Honesty – Moral Leadership – Sample Code of Conduct.

TEXT BOOKS:

1. Mike Martin and Roland Schinzinger, "Ethics in Engineering", McGraw Hill, New York, 2005.
2. Charles E Harris, Michael S Pritchard and Michael J Rabins, "Engineering Ethics – Concepts and Cases", Thompson Learning, 2000.

REFERENCES:

1. Charles D Fleddermann, "Engineering Ethics", Prentice Hall, New Mexico, 1999.
2. John R Boatright, "Ethics and the Conduct of Business", Pearson Education, 2003
3. Edmund G Seebauer and Robert L Barry, "Fundamentals of Ethics for Scientists and Engineers", Oxford University Press, 2001.
4. Prof. (Col) P S Bajaj and Dr. Raj Agrawal, "Business Ethics – An Indian Perspective", Biztantra, New Delhi, 2004.
5. David Ermann and Michele S Shauf, "Computers, Ethics and Society", Oxford University Press, (2003)

808CST10 - FUNDAMENTALS OF NANOSCIENCE

UNIT I INTRODUCTION

Nanoscale Science and Technology- Implications for Physics, Chemistry, Biology and Engineering- Classifications of nanostructured materials- nano particles- quantum dots, nanowires-ultra-thinfilms-multilayered materials. Length Scales involved and effect on properties: Mechanical, Electronic, Optical, Magnetic and Thermal properties. Introduction to properties and motivation for study (qualitative only).

UNIT II PREPARATION METHODS

Bottom-up Synthesis-Top-down Approach: Precipitation, Mechanical Milling, Colloidal routes, Self-assembly, Vapour phase deposition, MOCVD, Sputtering, Evaporation, Molecular Beam Epitaxy, Atomic Layer Epitaxy, MOMBE.

UNIT III PATTERNING AND LITHOGRAPHY FOR NANOSCALE DEVICES

Introduction to optical/UV electron beam and X-ray Lithography systems and processes, Wet etching, dry (Plasma /reactive ion) etching, Etch resists-dip pen lithography.

UNIT IV PREPARATION ENVIRONMENTS

Clean rooms: specifications and design, air and water purity, requirements for particular processes, Vibration free environments: Services and facilities required. Working practices, sample cleaning, Chemical purification, chemical and biological contamination, Safety issues, flammable and toxic hazards, biohazards.

UNIT V CHARACTERISATION TECHNIQUES

X-ray diffraction technique, Scanning Electron Microscopy - environmental techniques, Transmission Electron Microscopy including high-resolution imaging, Surface Analysis techniques- AFM, SPM, STM, SNOM, ESCA, SIMS-Nanoin dentatio n

TEXT BOOKS:

1. A.S. Edelstein and R.C. Cammearata, eds., Nanomaterials: Synthesis, Properties and Applications, (Institute of Physics Publishing, Bristol and Philadelphia, 1996)
2. N John Dinardo, Nanoscale charecterisation of surfaces & Interfaces, Second edition, Weinheim Cambridge, Wiley-VCH, 2000

REFERENCES:

1. G Timp (Editor), Nanotechnology, AIP press/Springer, 1999
2. Akhlesh Lakhtakia (Editor) The Hand Book of Nano Technology, "Nanometer Structure", Theory, Modeling and Simulations. Prentice-Hall of India (P) Ltd, New Delhi, 2007.

808CST11 - INDIAN CONSTITUTION AND SOCIETY

UNIT I

Historical Background – Constituent Assembly of India – Philosophical foundations of the Indian Constitution – Preamble – Fundamental Rights – Directive Principles of State Policy – Fundamental Duties – Citizenship – Constitutional Remedies for citizens.

UNIT II

Union Government – Structures of the Union Government and Functions – President – Vice President – Prime Minister – Cabinet – Parliament – Supreme Court of India – Judicial Review.

UNIT III

State Government – Structure and Functions – Governor – Chief Minister – Cabinet – State Legislature – Judicial System in States – High Courts and other Subordinate Courts.

UNIT IV

Indian Federal System – Center – State Relations – President's Rule – Constitutional Amendments – Constitutional Functionaries - Assessment of working of the Parliamentary System in India.

UNIT V

Society : Nature, Meaning and definition; Indian Social Structure; Caste, Religion, Language in India; Constitutional Remedies for citizens – Political Parties and Pressure Groups; Right of Women, Children and Scheduled Castes and Scheduled Tribes and other Weaker Sections.

TEXT BOOKS:

1. Durga Das Basu, " Introduction to the Constitution of India ", Prentice Hall of India, New Delhi.
2. R.C.Agarwal, (1997) "Indian Political System", S.Chand and Company, New Delhi.
3. Maciver and Page, " Society: An Introduction Analysis ", Mac Milan India Ltd., New Delhi.
4. K.L.Sharma, (1997) "Social Stratification in India: Issues and Themes", Jawaharlal Nehru University, New Delhi.

REFERENCES:

1. Sharma, Brij Kishore, " Introduction to the Constitution of India:, Prentice Hall of India, New Delhi.
2. U.R.Gahai, "Indian Political System ", New Academic Publishing House, Jalaendhar.
3. R.N. Sharma, "Indian Social Problems ", Media Promoters and Publishers Pvt. Ltd.

808CST12 - HIGH SPEED NETWORKS

UNIT I HIGH SPEED NETWORKS

Frame Relay Networks – Asynchronous transfer mode – ATM Protocol Architecture, ATM logical Connection – ATM Cell – ATM Service Categories – AAL. High Speed LAN's: Fast Ethernet – Gigabit Ethernet– Fibre Channel – Wireless LAN's, WiFi and WiMax Networks applications, requirements – Architecture of 802.11.

UNIT II CONGESTION AND TRAFFIC MANAGEMENT

Queuing Analysis – Queuing Models – Single Server Queues – Effects of Congestion – Congestion Control – Traffic Management – Congestion Control in Packet Switching Networks – Frame Relay Congestion Control.

UNIT III TCP AND ATM CONGESTION CONTROL

TCP Flow control – TCP Congestion Control – Retransmission – Timer Management – Exponential RTO backoff – KARN's Algorithm – Window management – Performance of TCP over ATM. Traffic and Congestion control in ATM – Requirements – Attributes – Traffic Management Frame work, Traffic Control – ABR traffic Management – ABR rate control, RM cell formats – ABR Capacity allocations – GFR traffic management.

UNIT IV INTEGRATED AND DIFFERENTIATED SERVICES

Integrated Services Architecture – Approach, Components, Services- Queuing Discipline – FQ – PS – BRfq – GPS – WFQ – Random Early Detection – Differentiated Services.

UNIT V PROTOCOLS FOR QOS SUPPORT

RSVP – Goals & Characteristics, Data Flow, RSVP operations – Protocol Mechanisms – Multiprotocol Label Switching – Operations, Label Stacking – Protocol details – RTP – Protocol Architecture – Data Transfer Protocol– RTCP.

TEXT BOOKS:

1. William Stallings, "High speed networks and internet", Second Edition, Pearson Education, 2002.

REFERENCES:

1. Warland, Pravin Varaiya, "High performance communication networks", Second Edition , Jean Harcourt Asia Pvt. Ltd., , 2001.
2. Irvan Pepelnjk, Jim Guichard, Jeff Apcar, "MPLS and VPN architecture", Cisco Press, Volume 1 and 2, 2003.
3. Abhijit S. Pandya, Ercan Sea, "ATM Technology for Broad Band Telecommunication Networks", CRC Press, New York, 2004.

808CST13 – ROBOTICS

UNIT I SCOPE OF ROBOTS AND INTELLIGENCE

The scope of industrial Robots - Definition of an industrial robot - Need for industrial robots - applications. Robot Intelligence - State Space Search - Problem Reduction - Use of Predicate - logic - means Ends Analysis - Problem Solving - Robot Learning - Robot Task Planning - Basic Problems in Task Planning.

UNIT II ROBOT COMPONENTS

Fundamentals of Robot Technology - Automation and Robotics - Robot anatomy - Work volume - Precision of movement - End effectors - Sensors.

UNIT III ROBOT PROGRAMMING

Robot Programming - Methods - interlocks textual languages. Characteristics of Robot level languages, characteristic of task level languages.

UNIT IV ROBOT WORK CELL

Robot Cell Design and Control - Remote Center compliance - Safety in Robotics.

UNIT V FUTURE TRENDS

Advanced robotics, Advanced robotics in Space - Specific features of space robotics systems - long-term technical developments, Advanced robotics in under - water operations. Robotics Technology of the Future - Future Applications.

TEXTBOOK:

1. Barry Leatham - Jones, "Elements of industrial Robotics" PITMAN Publishing, 1987.

REFERENCES:

1. Mikell P. Groover, Mitchell Weiss, Roger N. Nagel, Nicholas G. Odrey, "Industrial Robotics Technology, Programming and Applications", McGraw Hill Book Company 1986.
2. Fu K.S. Gonzalez R.C. and Lee C.S.G., "Robotics Control Sensing, Vision and Intelligence (chapter 10)" McGraw Hill International Editions, 1987.
3. Bernard Hodges and Paul Hallam, "Industrial Robotics", British Library Cataloging in Publication 1990.
4. Deb, S.R. Robotics Technology and flexible automation, Tata Mc GrawHill, 1994.

808CST14 - SOFTWARE PROJECT MANAGEMENT

UNIT I INTRODUCTION TO SOFTWARE PROJECT MANAGEMENT

Project Definition – Contract Management – Activities Covered By Software Project Management – Overview Of Project Planning – Stepwise Project Planning.

UNIT II PROJECT EVALUATION

Strategic Assessment – Technical Assessment – Cost Benefit Analysis –Cash Flow Forecasting – Cost Benefit Evaluation Techniques – Risk Evaluation.

UNIT III ACTIVITY PLANNING

Objectives – Project Schedule – Sequencing and Scheduling Activities –Network Planning Models – Forward Pass – Backward Pass – Activity Float – Shortening Project Duration – Activity on Arrow Networks – Risk Management – Nature Of Risk – Types Of Risk – Managing Risk – Hazard Identification – Hazard Analysis – Risk Planning And Control.

UNIT IV MONITORING AND CONTROL

Creating Framework – Collecting The Data – Visualizing Progress – Cost Monitoring – Earned Value – Prioritizing Monitoring – Getting Project Back To Target – Change Control – Managing Contracts – Introduction – Types Of Contract – Stages In Contract Placement – Typical Terms Of A Contract – Contract Management – Acceptance.

UNIT V MANAGING PEOPLE AND ORGANIZING TEAMS

Introduction – Understanding Behavior – Organizational Behaviour:A Background – Selecting The Right Person For The Job – Instruction In The Best Methods – Motivation – The Oldman – Hackman Job Characteristics Model – Working In Groups – Becoming A Team –Decision Making – Leadership – Organizational Structures – Stress –Health and Safety – Case Studies.

TEXT BOOK:

1. Bob Hughes, Mikecoterrell, "Software Project Management", Third Edition, Tata McGraw Hill, 2004.

REFERENCES:

1. Ramesh, Gopaldaswamy, "Managing Global Projects", Tata McGraw Hill, 2001.
2. Royce, "Software Project Management", Pearson Education, 1999.
3. Jalote, "Software Project Manangement in Practive", Pearson Education, 2002.

808CST15 - QUANTUM COMPUTING

UNIT I FOUNDATION

Overview of traditional computing – Church-Turing thesis – circuit model of computation – reversible computation – quantum physics – quantum physics and computation – Dirac notation and Hilbert Spaces – dual vectors – operators – the spectral theorem – functions of operators – tensor products – Schmidt decomposition theorem

UNIT II QUBITS AND QUANTUM MODEL OF COMPUTATION

State of a quantum system – time evolution of a closed system – composite systems – measurement – mixed states and general quantum operations – quantum circuit model quantum gates – universal sets of quantum gates – unitary transformations – quantum circuits

UNIT III QUANTUM ALGORITHMS – I

Superdense coding – quantum teleportation – applications of teleportation – probabilistic versus quantum algorithms – phase kick-back – the Deutsch algorithm – the Deutsch-Jozsa algorithm – Simon's algorithm – Quantum phase estimation and quantum Fourier Transform – eigenvalue estimation

UNIT IV QUANTUM ALGORITHMS – II

Order-finding problem – eigenvalue estimation approach to order finding – Shor's algorithm for order finding – finding discrete logarithms – hidden subgroups – Grover's quantum search algorithm – amplitude amplification – quantum amplitude estimation – quantum counting – searching without knowing the success probability

UNIT V QUANTUM COMPUTATIONAL COMPLEXITY AND ERROR CORRECTION

Computational complexity – black-box model – lower bounds for searching – general black-box lower bounds – polynomial method – block sensitivity – adversary methods – classical error correction – classical three-bit code – fault tolerance – quantum error correction – three- and nine-qubit quantum codes – fault-tolerant quantum computation

TEXT BOOK:

1. P. Kaye, R. Laflamme, and M. Mosca, "An introduction to Quantum Computing", Oxford University Press, 1999.

REFERENCES:

1. V. Sahni, "Quantum Computing", Tata McGraw-Hill Publishing Company, 2007.

808CST16 - GRID COMPUTING

UNIT I CONCEPTS AND ARCHITECTURE

Introduction-Parallel and Distributed Computing-Cluster Computing-Grid Computing- Anatomy and Physiology of Grid-Review of Web Services-OGSA-WSRF.

UNIT II GRID MONITORING

Grid Monitoring Architecture (GMA) - An Overview of Grid Monitoring Systems- GridICE – JAMM - MDS-Network Weather Service-R-GMA-Other Monitoring Systems- Ganglia and GridMon.

UNIT III GRID SECURITY AND RESOURCE MANAGEMENT

Grid Security-A Brief Security Primer-PKI-X509 Certificates-Grid Security-Grid Scheduling and Resource Management-Scheduling Paradigms- Working principles of Scheduling -A Review of Condor, SGE, PBS and LSF-Grid Scheduling with QoS.

UNIT IV DATA MANAGEMENT AND GRID PORTALS

Data Management-Categories and Origins of Structured Data-Data Management Challenges-Architectural Approaches-Collective Data Management Services-Federation Services-Grid Portals-First-Generation Grid Portals-Second-Generation Grid Portals.

UNIT V GRID MIDDLEWARE

List of globally available Middlewares - Case Studies-Recent version of Globus Toolkit and gLite - Architecture, Components and Features.

TEXT BOOK:

1. Maozhen Li, Mark Baker, The Grid Core Technologies, John Wiley & Sons ,2005.

REFERENCES:

1. Ian Foster & Carl Kesselman, The Grid 2 – Blueprint for a New Computing Infrastructure , Morgan Kaufman – 2004
2. Joshy Joseph & Craig Fellenstein, "Grid Computing", Pearson Education 2004.
3. Fran Berman,Geoffrey Fox, Anthony J.G.Hey, "Grid Computing: Making the Global Infrastructure a reality", John Wiley and sons, 2003.

808CST17 - AGENT BASED INTELLIGENT SYSTEMS

UNIT I INTRODUCTION

Definitions - Foundations - History - Intelligent Agents-Problem Solving-Searching - Heuristics - Constraint Satisfaction Problems - Game playing.

UNIT II KNOWLEDGE REPRESENTATION AND REASONING

Logical Agents-First order logic-First Order Inference-Unification-Chaining- Resolution Strategies- Knowledge Representation-Objects-Actions-Events

UNIT III PLANNING AGENTS

Planning Problem-State Space Search-Partial Order Planning-Graphs-Nondeterministic Domains- Conditional Planning-Continuous Planning-MultiAgent Planning.

UNIT IV AGENTS AND UNCERTAINTY

Acting under uncertainty – Probability Notation-Bayes Rule and use – Bayesian Networks-Other Approaches-Time and Uncertainty-Temporal Models- Utility Theory - Decision Network – Complex Decisions.

UNIT V HIGHER LEVEL AGENTS

Knowledge in Learning-Relevance Information-Statistical Learning Methods- Reinforcement Learning-Communication-Formal Grammar-Augmented Grammars- Future of AI.

TEXT BOOK:

1. Stuart Russell and Peter Norvig, "Artificial Intelligence - A Modern Approach",2nd Edition, Prentice Hall, 2002

REFERENCES:

1. Michael Wooldridge, "An Introduction to Multi Agent System", John Wiley, 2002.
2. Patrick Henry Winston, Artificial Intelligence, 3rd Edition, AW, 1999.
3. Nils.J.Nilsson, Principles of Artificial Intelligence, Narosa Publishing House, 1992

808CST18 - BIO INFORMATICS

UNIT I

Introduction to molecular biology – the genetic material – gene structure – protein structure – chemical bonds – molecular biology tools – genomic information content.

UNIT II

Data searches – simple alignments – gaps – scoring matrices – dynamic programming – global and local alignments – database searches – multiple sequence alignments Patterns for substitutions – estimating substitution numbers – evolutionary rates – molecular clocks – evolution in organelles.

UNIT III

Phylogenetics – history and advantages – phylogenetic trees – distance matrix methods – maximum likelihood approaches – multiple sequence alignments – Parsimony – ancestral sequences – strategies for faster searches – consensus trees – tree confidence – comparison of phylogenetic methods – molecular phylogenies.

UNIT IV

Genomics – prokaryotic genomes: prokaryotic gene structure – GC content – gene density – eukaryotic genomes: gene structure – open reading frames – GC content – gene expression – transposition – repeated elements – gene density.

UNIT V

Amino acids – polypeptide composition – secondary structure – tertiary and quaternary structure – algorithms for modeling protein folding – structure prediction – predicting RNA secondary structures Proteomics – protein classification – experimental techniques – inhibitors and drug design – ligand screening – NMR structures – empirical methods and prediction techniques – post-translational modification prediction.

TEXT BOOK:

1. D. E. Krane and M. L. Raymer, "Fundamental concepts of Bioinformatics", Pearson Education, 2003.

REFERENCES:

1. Arthur M. Lesk, "Introduction to Bioinformatics", Second Edition, Oxford University Press, 2005.
2. T. K. Attwood, D. J. Parry-Smith, and S. Phukan, "Introduction to Bioinformatics", Pearson Education, 1999.
2. Vittal R. Srinivas, "Bioinformatics – A Modern Approach", Prentice-Hall of India Pvt. Ltd., 2005.

808CST19 - SPEECH SIGNAL PROCESSING

UNIT I MECHANICS OF SPEECH

Speech production: Mechanism of speech production, Acoustic phonetics – Digital models for speech signals - Representations of speech waveform: Sampling speech signals, basics of quantization, delta modulation, and Differential PCM – Auditory perception: psycho acoustics.

UNIT II TIME DOMAIN METHODS FOR SPEECH PROCESSING

Time domain parameters of Speech signal – Methods for extracting the parameters Energy, Average Magnitude, Zero crossing Rate – Silence Discrimination using ZCR and energy – Short Time Auto Correlation Function – Pitch period estimation using Auto Correlation Function.

UNIT III FREQUENCY DOMAIN METHOD FOR SPEECH PROCESSING

Short Time Fourier analysis: Fourier transform and linear filtering interpretations, Sampling rates - Spectrographic displays - Pitch and formant extraction - Analysis by Synthesis - Analysis synthesis systems: Phase vocoder, Channel Vocoder - Homomorphic speech analysis: Cepstral analysis of Speech, Formant and Pitch Estimation, Homomorphic Vocoders.

UNIT IV LINEAR PREDICTIVE ANALYSIS OF SPEECH

Basic Principles of linear predictive analysis – Auto correlation method – Covariance method – Solution of LPC equations – Cholesky method – Durbin's Recursive algorithm – Application of LPC parameters – Pitch detection using LPC parameters – Formant analysis – VELP – CELP.

UNIT V APPLICATION OF SPEECH & AUDIO SIGNAL PROCESSING

Algorithms: Dynamic time warping, K-means clustering and Vector quantization, Gaussian mixture modeling, hidden Markov modeling - Automatic Speech Recognition: Feature Extraction for ASR, Deterministic sequence recognition, Statistical Sequence recognition, Language models - Speaker identification and verification – Voice response system – Speech synthesis: basics of articulatory, source-filter, and concatenative synthesis – VOIP.

TEXT BOOKS:

1. L. R. Rabiner and R. W. Schaffer, "Digital Processing of Speech signals", Prentice Hall, 1978.
2. Ben Gold and Nelson Morgan, "Speech and Audio Signal Processing", John Wiley and Sons Inc., Singapore, 2004.

REFERENCES:

1. Quatieri, "Discrete-time Speech Signal Processing", Prentice Hall, 2001.
2. L.R. Rabiner and B. H. Juang, "Fundamentals of speech recognition", Prentice Hall, 1993.