B. Tech. (Computer Science and Engineering- Artificial Intelligence & Machine Learning)
Scheme of Studies/Examination w.e.f. 2023-24

Semester - III

S.No.	Category	Course Code	Course Title	Hours Per week			Total Contact Hrs. per week	Credits	Examination Schedule (Marks)			
				L	T	P			Marks of classwork	Theory	Practical	Total
1.	**ESC**		Digital Electronics	3	0	0	3	3	30	70		100
2.	**PCC**		Advanced-Data Structure	3		0	3	3	30	70		100
3.	**PCC**		Database Management Systems with SQL	3	0	0	3	3	30	70		100
4.	**PCC**		Programming for Data Science and AI	3	0	0	3	3	30	70		100
5.	**PCC**		Artificial Intelligence	3	0	0	3	3	30	70		100
6.	**BSC**		Discrete Mathematics	3	0	0	3	3	30	70		100
7.	**LC**		Digital Electronics Lab	0	0	2	2	1	50		50	100
8.	**LC**		Advanced-Data Structure Lab	0	0	2	2	1	50		50	100
9.	**LC**		Database Management Systems Lab	0	0	2	2	1	50		50	100
10.	**LC**		Programming for Data Science & AI Lab	0	0	2	2	1	50		50	100
11.	**MC**		Constitution of India*	2	0	0	2	0	30	70		100*
			Total	**20**	**0**	**8**	**28**	**22**	**380**	**420**	**200**	**1000**

NOTE* : The examination of the regular students will be conducted by the concerned college/Institute internally. Each student will be required to score a minimum of 40% marks to qualify in the paper. The marks will not be included in determining the percentage of marks obtained for the award of a degree. However, these marks will be shown in the detailed marks certificate of the students.

DIGITAL ELECTRONICS

Semester	III				
Course code					
Category	Engineering Science courses				
Course title	Digital Electronics				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. To understand the basic theoretical concepts of digital systems like the binary system and Boolean algebra.
2. To use Boolean algebraic formulations to design digital systems. To design using combinational/sequential circuits**.**
3. To express real-life problems in logic design terminology.
4. To understand the logic of adders, subtractors and converters.

UNIT - I

FUNDAMENTALS OF DIGITAL SYSTEMS AND LOGIC FAMILIES

Digital signals, digital circuits, AND, OR, NOT, NAND, NOR and Exclusive-OR operations, Boolean algebra, examples of IC gates, number systems - binary, signed binary, octal hexadecimal number, binary arithmetic, one's and two's complements arithmetic, codes, error detecting and correcting codes.

UNIT - II

COMBINATIONAL DIGITAL CIRCUITS

Standard representation for logic functions, K-map representation, and simplification of logic functions using K-map, minimization of logical functions. Don't care conditions, Multiplexer, De-Multiplexer, Decoders, Adders, Subtractors, BCD arithmetic, carry look-ahead adder, serial adder, ALU, elementary ALU design, popular MSI chips, digital comparator, parity checker/generator, code converters, priority encoders, decoders/drivers for display devices, Q-M method of function realization.

UNIT - III

SEQUENTIAL CIRCUITS AND SYSTEMS

A 1-bit memory, the circuit properties of the Bistable latch, the clocked SR flip-flop, J-K flip-flop, T flip-flop and D flip-flop, applications of flip-flops, shift registers, applications of shift registers, serial-to-parallel converter, parallel-to-serial converter, ring counter, sequence generator, ripple

(Asynchronous) counters, synchronous counters, counters design using flip-flops, special counter IC's, asynchronous sequential counters, applications of counters**.**

UNIT - IV

A/D AND D/A CONVERTERS

Digital to analog converters: weighted resistor/converter, R-2-R Ladder D/A converter, specifications for D/A converters, examples of D/A converter ICs, sample and hold circuit, Analog to digital converters: quantization and encoding, parallel comparator A/D converter, successive approximation A/D converter, counting A/D converter, dual slope A/D converter.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Outline the general concepts and terminology related to logic gates, logic families, combinational and sequential circuits.
CO2: Discuss the basic analog/digital components and their interconnections in logic families and circuits.
CO3: Apply different methods/techniques to design various digital circuits.
CO4: Analyse day to day problems and industrial problems for their solutions using digital circuits.
CO5: Contrast different types of digital circuits and their designing methods.
CO6: Design digital circuit for various practical problems.

TEXT AND REFERENCE BOOKS:

1. R. P. Jain, "Modern Digital Electronics", McGraw Hill Education, 2009.
2. M. M. Mano, "Digital logic and Computer Design", Pearson Education India,2016.
3. A. Kumar, "Fundamentals of Digital Circuits", Prentice Hall India, 2016.
4. Nasib Singh Gill and J B Dixit, "Digital Design and Computer Organization", University Science Press, New Delhi

DISCRETE MATHEMATICS

Semester	III				
Course code					
Category	Basic Science courses				
Course title	Discrete Mathematics				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. To understand the basic theoretical concepts of set theory, functions, and relations.
2. To understand the basic theoretical concepts of logic systems and Boolean algebra.
3.
4. To express real-life problem of basic counting techniques and recurrence relations, algebraic structures.
5. The use of graphs theory concepts in real-life examples.

UNIT - I

SET THEORY, RELATIONS, FUNCTIONS, LOGIC AND PROPOSITIONAL CALCULUS

Set Theory: Introduction to set theory, Venn diagrams, Set operations, Algebra of sets, Duality, Finite and infinite sets, Counting principles, Power sets, Partitions, and Multi sets.

Relations: Cartesian product, Representation of relations, Types of relation, Binary relation, Equivalence relations, Partitions, Partial ordering relations, POSET, Hasse diagram, Lattices and its types.

Functions: Definition, Types of functions, Bijective functions, Composition of functions, Inverse functions, recursively defined functions, Finite and infinite sets, Countable and uncountable sets, Cantor's diagonal argument and The Power Set theorem, Schroeder-Bernstein theorem.

Logic And Propositional Calculus: Introduction, Propositions and compound propositions, Logical operations, Propositions and truth tables, Tautologies, Contradictions, Logical equivalence, Algebra of propositions, Conditional and Bi-conditional statements, The use of Quantifiers.

UNIT - II

BASIC COUNTING TECHNIQUES AND RECURRENCE RELATION

Basic Counting Techniques: Pigeon-hole principle, Permutation and Combination, the Division algorithm: Prime Numbers, The GCD: Euclidean Algorithm, The Fundamental Theorem of Arithmetic.

Recursion And Recurrence Relation: Polynomials and their evaluation, Sequences, Introduction to AP, GP and AG Series, Partial Fractions, Recurrence Relation, Linear Recurrence Relations with

Constant Coefficients, Linear Homogeneous Recurrence Relations with Constant Coefficients, Particular Solution- Homogeneous Linear Difference Equations, Non-Homogeneous Linear Difference Equations, Total Solution, solving recurrence relation using generating functions.

UNIT - III

ALGEBRAIC STRUCTURES

Definitions and examples of Algebraic Structures with one Binary Operation: Semi Groups, Monoids, Groups, Semigroups, Subgroups, Abelian groups, Cosets, Normal Subgroup, Cyclic groups, Congruence Relation and Quotient Structures, Permutation Groups, Lagrange's Theorem, Homomorphism, Isomorphism, Automorphism.

Definitions and examples of Algebraic Structures with two Binary Operation: Rings, Integral Domain, Fields; Boolean Algebra and Boolean Ring, Identities of Boolean Algebra, Duality, Representation of Boolean Function, Disjunctive and Conjunctive Normal Form

UNIT - IV

GRAPHS THEORY: Introduction to graphs and their properties, Degree, Connectivity, Path, Cycle, Directed and undirected graphs, Subgraph, Bipartite Graphs, Regular Graphs, Connected Graphs, Multigraph and Weighted graph, Homomorphic and Isomorphic graphs, cut points and bridges, Paths and circuits, shortest path algorithm for weighted graphs, Eulerian paths and circuits, Hamiltonian path and circuits, Planar Graphs, Euler's formulae, Graph Colouring.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: To solve mathematical problems based on concepts of set theory, relations, functions and lattices.
CO2: To express logical sentences in terms of quantifiers and logical connectives.
CO3: To apply basic counting techniques to solve permutation and combination problems.
CO4: To solve recurrence relations.
CO5: To classify the algebraic structure of any given mathematical problem.
CO6: To evaluate Boolean functions and simplify expressions using the properties of Boolean algebra.

TEXT AND REFERENCE BOOKS:

1. Kenneth H. Rosen, *Discrete Mathematics and its Applications*, 6th Edition, Tata McGraw Hill, 2011.
2. Satinder Bal Gupta: *A Text Book of Discrete Mathematics and Structures*, University Science Press, Delhi.
3. C. L. Liu and D. P. Mohapatra, *Elements of Discrete Mathematics A Computer Oriented Approach*, Tata McGraw Hill, 3rd Edition, 2008.
4. J.P. Trembley and R. Manohar, *Discrete Mathematical Structures with Applications to Computer Science*, Tata McGraw Hill – 13th reprint, 2012.
5. Richard Johnsonbaugh, *Discrete Mathematics*, 6th Edition, Pearson Education Asia, 2011.
6. S. Lipschutz and M. Lipson, *Discrete Mathematics*, Tata McGraw Hill, 3rd Edition, 2010.
7. B. Kolman, R. C. Busby and S. C. Ross, *Discrete Mathematical structures*, 6th Edition, PHI, 2010.

ARTIFICIAL INTELLIGENCE

Semester	III				
Course code					
Category	Professional Core Courses				
Course title	Artificial Intelligence				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. Understand the very basics and Uses of Artificial Intelligence (AI)
2. Understand the concept of Intelligent agent and its environment.
3. To provide the most fundamental knowledge to the students so that they become familiar with basic principles of AI towards problem solving, inference, knowledge representation and learning
4. Understand the logic-building methods and inferences for the knowledge representation.
5. Explore application of AI techniques in Expert systems, Neural Networks.

UNIT - I

Introduction to AI: What is AI, Turing test, History of AI, Artificial Intelligence Techniques, advantages, and limitations of AI, Impact and Examples of AI

Applications of AI by domain: Transportation, home/service robots, healthcare, education, low-resource communities, public safety and security, employment and workplace, entertainment, finance, banking and insurance.

Intelligent agent: Nature of Agents, Rationality and Rational agent with performance measures Flexibility and Intelligent agents, Task environment and its properties, Types of agents, other aspects of agents.

UNIT – II

Problem solving methods: Problem Solving Approach to Typical AI problems

Searching techniques: Uniformed search- General search Algorithm, Uniformed search Methods-Breadth first Search, Depth first search, **Informed/Heuristic search**- Generate and test, Best First search, A* Algorithm, AO* research, **Local search Algorithms**-Hill Climbing, Simulated Annealing, Genetic Algorithms, **Game as a search problem**-Minimax approach, Minimax Algorithm, Alpha beta pruning, Constraint satisfaction problems (CSP).

UNIT - III

Knowledge Representation schemes and reasoning: Approaches and issues, procedural vs declarative knowledge, Matching, conflict resolution.

Logic: Propositional logic, predicate logic, Resolution, Resolution in proportional logic and predicate logic, Clause form, unification algorithm.

Uncertain Knowledge and reasoning: Methods, Bayesian probability and belief network, Probabilistic reasoning, Forward and backward reasoning, Dempster -Shafer theory.

UNIT - IV

Planning: The Planning problem, planning with state space search, partial order planning, Hierarchical planning, conditional planning, Continuous and Multi Agent planning.

Learning: Introduction to Learning, Types of Learning: Learning by Induction, Rote Learning, Symbol Based Learning, Identification Trees, Explanation Based Learning, Transformational Analogy

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Formulate a problem and build intelligent agents.

CO2: Apply basic principles of AI in solutions that require problem solving, inference, knowledge representation and learning.

CO3: Analyze the problem and infer new knowledge using suitable knowledge representation schemes.

CO4: Develop planning and apply learning algorithms on real world problems.

CO5: Design by planning, learning and implementing advance techniques in Artificial Intelligence.

CO6: Create a real life and industrial problems related mini project.

TEXT AND REFERENCE BOOKS:

1. Artificial Intelligence 3e: A Modern Approach Paperback – By Stuart J Russell & Peter Norvig; Publisher – Pearson
2. Artificial Intelligence Third Edition by Kevin Knight, Elaine Rich, B. Nair – Mc Graw Hill
3. Artificial Intelligence Third Edition by Patrick Henry Winston – Addison-Wesley Publishing Company
4. M. Tim Jones, ―Artificial Intelligence: A Systems Approach (Computer Science)‖, Jones and Bartlett Publishers, Inc.; First Edition, 2008
5. A Classical Approach to Artificial Intelligence, M. C. Trivedi, Khanna Publishing House.
6. G. Luger, W. A. Stubblefield, “Artificial Intelligence”, Third Edition, Addison-Wesley Longman, 1998.

DATABASE MANAGEMENT SYSTEMS WITH SQL

Semester	III				
Course code					
Category	Professional Core Courses				
Course title	Database Management Systems With SQL				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. To understand the different issues involved in the design and implementation of a database system.
2. To study the physical and logical database designs, database modeling, relational, hierarchical, and network models
3. To understand and use data manipulation language to query, update, and manage a database
4. To develop an understanding of essential DBMS concepts such as: database security, integrity, concurrency, distributed database, and intelligent database, Client/Server (Database Server), Data Warehousing.
5. To design and build a simple database system and demonstrate competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS.

UNIT - I

Database system architecture: Data Abstraction, Data Independence, Data Definition Language (DDL), Data Manipulation Language (DML).

Data models: Entity-relationship model, network model, relational and object-oriented data models, integrity constraints, data manipulation operations.

UNIT - II

Relational query languages: Relational algebra, Tuple and domain relational calculus, SQL3, DDL and DML constructs, Open source and Commercial DBMS - MYSQL, ORACLE, DB2, SQL server.

Relational database design: Domain and data dependency, Armstrong's axioms, Normal forms, Dependency preservation, Lossless design.

Query processing and optimization: Evaluation of relational algebra expressions, Query equivalence, Join strategies, Query optimization algorithms.

UNIT - III

Transaction processing: Concurrency control, ACID property, Serializability of scheduling, Locking and timestamp-based schedulers, multi-version and optimistic Concurrency Control schemes, Database recovery.
Storage strategies: Indices, B-trees, hashing,

UNIT - IV

Database Security: Authentication, Authorization and access control, DAC, MAC and RBAC models, Intrusion detection, SQL injection.
Advanced topics: Object-oriented and object-relational databases, Logical databases, Web databases, Distributed databases, Data warehousing and data mining.

COURSE OUTCOMES:
At the end of this course, students will demonstrate the ability to

- CO1: For a given query, write relational algebra expressions for that query and optimize the developed expressions
- CO2: For a given requirement specification, design the databases using E R method and normalization.
- CO3: For a given specification, construct the SQL queries for Open source and Commercial DBMS - MYSQL, ORACLE, and DB2.
- CO4: For a given query, optimize its execution using Query optimization algorithms
- CO5: For a given transaction-processing system, determine the transaction atomicity, consistency, isolation, and durability.
- CO6: Implement the isolation property, including locking, and time stamping based on concurrency control and Serializability of scheduling.

TEXT AND REFERENCE BOOKS:

1. Database System Concepts, 6th Edition by Abraham Silberschatz, Henry F. Korth, S. Sudarshan, McGraw-Hill
2. Principles of Database and Knowledge–Base Systems, Vol 1 by J. D. Ullman, Computer Science Press.
3. Fundamentals of Database Systems, 5th Edition by R. Elmasri and S. Navathe, Pearson Education
4. Foundations of Databases, Reprint by Serge Abiteboul, Richard Hull, Victor Vianu, Addison-Wesley

PROGRAMMING FOR DATA SCIENCE and AIML

Semester	III				
Course code					
Category	Professional Core Courses				
Course title	Programming for Data Science and AIML				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. To impart the basic concepts of Python programming.
2. To understand concepts and usage of NumPy and Pandas packages for numerical data calculations in Python.
3. To understand concepts and applications of various data visualization tools of Python on real-world data.
4. To understand and implement the Machine Learning Concepts in Python.

UNIT - I

Overview of Python Programming Concepts: The concept of data types; variables, assignments; numerical types; operators and expressions; Control Structures; String manipulations; List; Tuple; Set Dictionaries; Functions.

UNIT - II

Introduction to Numpy: Creation on Array, Array generation from Uniform distribution, Random array generation, reshaping, maximum and minimum, reshaping, Arithmetic operations, Mathematical functions, Bracket Indexing and Selection, Broadcasting, Indexing a 2D array (matrices).

Data Manipulation with Pandas: Creating a Series - from lists, arrays and dictionaries; storing data in series from intrinsic sources, Creating Data Frames; Imputation, Grouping and aggregation, Merging, Joining, Concatenation, Find Null Values or Checking for Null Values, Reading data from CSV, txt, excel, web.

UNIT - III

Introduction to Visualization: Installing and setting up visualization libraries, Canvas and Axes, Subplots, Common plots – scatter, histogram, boxplot, Logarithmic scale, Placement of ticks and custom tick labels, Pandas Viz, Style Sheets, Plot type, Area, Bar plots, Histograms, Line Plots, Scatter Plots, Boxplots, Hexagonal Bin Plot, Kernel Density Estimation plot (KDE), Distribution

Plots, Categorical Data Plots, Combining Categorical Plots, Matrix Plots, Regression Plots, Grids; Python Visualizations toolkits/libraries.

UNIT - IV

Introduction to Machine Learning with SciKit-Learn & PyTorch: Overview of Python ML/Deep Learning toolkits/Libraries; types of machine learning algorithms: supervised, unsupervised and reinforcement learning.

Introduction to NLP with NLTK and its functions, modules like speech tagging, tokenization, parsing, segmentation, recognition, cleaning & normalization of text etc.; Overview of other Python NLP toolkits/Libraries.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Understand and implement the basics of programming in Python.
CO2: Apply the Numpy package for numerical calculations in Python.
CO3: Apply the Pandas package for loading and preprocessing data in Python.
CO4: Implement various data visualization tools of Python on real-world data.
CO5: Understand and implement the Machine Learning Concepts in Python.
CO6: Analyse day-to-day problems and industrial problems for their solutions using machine learning and data science techniques.

TEXT AND REFERENCE BOOKS:

1. Charles Dierbach, Introduction to Python using Computer Science, Wiley Publications, Second Edition, 2015
2. Mark Lutz, Learning Python, O'Reilly publications, Fifth Edition, 2015
3. Jake Vandar Plas, Python Data Science Handbook, O'Reilly, 2016
4. Paul Barry, Head First Python, O'Reilly y Publications, Second Edition, 2010

Reference Websites: (nptel, swayam, coursera, edx, udemy, official documentation weblink)

1. https://swayam.gov.in/nd1_noc19_cs59/preview
2. https://www.python.org/
3. https://www.datacamp.com/

ADVANCE DATA STRUCTURE

Semester	III				
Course code					
Category	Professional Core Courses				
Course title	Advance Data Structure				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. To understand and apply linear data structures-List, Stack and Queue.
2. To understand the tree algorithms and their applications.
3. To learn different algorithms and analysis techniques.
4. To apply sorting algorithms in real-time applications

UNIT - I

Review of Linear Data Structures

Linked List: Traverse, Insertion, Deletion; Circular List: Traverse, Insertion, Deletion, Doubly List and Circular List: Insertion and deletions; Stacks and Queue implementation using linked list.

Introduction to Dictionaries: Definition, Dictionary Abstract Data Type, Implementation of Dictionaries.

Hashing: Review of Hashing, Hash Function, Collision Resolution Techniques in Hashing, Separate Chaining, Open Addressing, Linear Probing, Quadratic Probing, Double Hashing, Rehashing, and Extendible Hashing.

UNIT - II

Advanced Trees: Trees: Review of binary trees and binary search trees: traversing, insertion, and deletion; **AVL Trees:** Introduction to AVL trees, Rotations in AVL trees: LL, RR, LR & RL,

Introduction, Search, Insert & delete operations: Red-Black Trees, 2-3 Trees, B-Trees, B+ Trees, Splay Trees.

UNIT - III

Sets: Representation on Sets, Operations on Sets, Application on Sets,

Files: File Concepts, File organization, Files and Streams, Working with Files Using I/O Stream, Sequential File Organization, Direct File Organization, Indexed Sequential Organization

UNIT - IV

Graphs: Representation, Basic terminology, traversal, connected components, shortest path, topological sort, Dijkstra's Algorithm, Floyd Warshall's Algorithm, network flow problems.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Design and Analyze programming problem statements.
CO2: Understand the ADT/libraries, and use it to design algorithms for a specific problem.
CO3: Select algorithm design approaches in a problem-specific manner.
CO4: Compare & contrast the complexity analysis of various sorting & searching algorithms.
CO5: To be able to analyse the efficiency of algorithms.
CO6: Implement various data structure concepts on real-world industrial problems.

TEXT AND REFERENCE BOOKS:

1. Seymour Lipschutz: Data Structures with C, Schaum's outline by TMH
2. E Horowitz and S. Sahni: Fundamentals of Data Structures in C, Second Edition, Universities Press, Hyderabad.
3. R.B. Patel: Expert Data Structures in C, Khanna Publishers,2001.
4. R.L. Kruse: Data Structures & Program Design in C, PHI.
5. D.F. Knuth: The art of Computer Programming Vol 1, Narosa Publications,1985.
6. Byron S. Gottfried & J K Chhabra: Theory and Problems of Programming with C Language, Schaum's Series, TMH,2005.

CONSTITUTION OF INDIA

Semester	III				
Course code					
Category	Mandatory courses				
Course title	Constitution of India				
Scheme and Credits	L	T	P	Credits	
	2	0	0	-	
Classwork	30				
Exam	70				
Total	100				
Duration of Exam	3				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. Understand the premises informing the twin themes of liberty and freedom from a civil rights perspective.
2. To address the growth of Indian opinion regarding modern Indian intellectuals' constitutional role and entitlement to civil and economic rights as well as the emergence of nationhood in the early years of Indian nationalism.
3. To address the role of socialism in India after the commencement of the Bolshevik Revolution in 1917 and its impact on the initial drafting of the Indian Constitution.
4. To learn procedure and effects of emergency, composition and activities of election commission and amendment procedure.

UNIT - I

Philosophy of Indian Constitution: Salient features of Indian Constitution, Preamble, and Nature of Indian Constitution, Procedure for amendment of the Constitution.

UNIT - II

Federal structure and distribution of legislative and financial powers between the Union and the States

UNIT - III

Organs of Governance: President – Qualification and Powers of the President, Governor- Qualification and Powers of Governor,

Parliament: Composition, Qualifications and Disqualifications, Judiciary: Appointment, Tenure and Removal of Judges.

UNIT - IV

Fundamental Rights: Origin and development of Fundamental rights, Need for fundamental rights. Introduction to Rights to equality, right to freedom, right against exploitation, Right to freedom of religion, Cultural and Education rights and Fundamental duties.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Discuss the growth of the demand for civil rights in India for the bulk of Indians before the arrival of Gandhi in Indian politics.

CO2: Discuss the intellectual origins of the framework of argument that informed the conceptualization of social reforms leading to a revolution in India.

CO3: Exercise his fundamental rights in proper sense at the same time identifies his responsibilities in national building.

CO4: Discuss the circumstances surrounding the foundation of the Congress Socialist Party [CSP] under the leadership of Jawaharlal Nehru and the eventual failure of the proposal of direct elections through adult suffrage in the Indian Constitution.

CO5: Discuss the passage of the Hindu Code Bill of 1956.

CO6: Analyse the Indian political system, the powers and functions of the Union, State and Local Governments in detail.

TEXT AND REFERENCE BOOKS:

1. The Constitution of India, 1950 (Bare Act), Government Publication.
2. Dr. S.N. Busi, Dr. B.R. Ambedkar framing of Indian Constitution, latest Edition
3. M.P. Jain, Indian Constitution Law, Lexis Nexis, latest edition
4. D.D. Basu, Introduction to Constitution of India, Lexis Nexis, latest edition.

NOTE: The examination of the regular students will be conducted by the concerned college/Institute internally. Each student will be required to score a minimum of 40% marks to qualify in the paper. The marks will not be included in determining the percentage of marks obtained for the award of a degree. However, these marks will be shown in the detailed marks certificate of the students.

DIGITAL ELECTRONICS LAB

Semester	III				
Course code					
Category	Laboratory course				
Course title	Digital Electronics Lab				
Scheme and Credits	L	T	P	Credits	
	0	0	2	1	
Classwork	50 Marks				
Exam	50 Marks				
Total	100 Marks				
Duration of Exam	02 Hours				

Note:

(i) At least 10 experiments are to be performed by students in the semester.

(ii) At least 7 experiments should be performed from the list, remaining three experiments may either be performed from the above list or designed and set by the concerned institution as per the scope of the syllabus

CONTENTS

Implementation of all experiments with the help of Bread-Board.

1. Study of Logic Gates: Truth-table verification of OR, AND, NOT, XOR, NAND and NOR gates; Realization of OR, AND, NOT and XOR functions using universal gates.
2. Half Adder / Full Adder: Realization using basic and XOR gates.
3. Half Subtractor / Full Subtractor: Realization using NAND gates.
4. 4-Bit Binary-to-Gray & Gray-to-Binary Code Converter: Realization using XOR gates.
5. 4-Bit and 8-Bit Comparator: Implementation using IC7485 magnitude comparator chips.
6. Multiplexer: Truth-table verification and realization of Half adder and Full adder.
7. Demultiplexer: Truth-table verification and realization of Half subtractor and Full subtractor.
8. Flip Flops: Truth-table verification of JK Master Slave FF, T-type and D-type FF.
9. Asynchronous Counter: Realization of 4-bit up counter and Mod-N counter.
10. Synchronous Counter: Realization of 4-bit up/down counter and Mod-N counter.
11. Shift Register: Study of shift right, SIPO, SISO, PIPO, PISO & Shift left operations.
12. DAC Operation: Study of 8-bit DAC, obtain staircase waveform.
13. ADC Operations: Study of 8-bit ADC

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Define different types of logic gates, identify their ICs and also verify their truth table.

CO2: Derive basic logic gates, adder, and subtractor using universal gates.

CO3: Illustrate realization of Boolean expression in SOP and POS form and design it using logic gates.

CO4: Design and test combinational circuits.

CO5: Design and develop sequential circuits.

CO6: Demonstrate team-based laboratory activities with fellow students to interact effectively on a social and interpersonal level.

DATABASE MANAGEMENT SYSTEM LAB

Semester	III				
Course code					
Category	Laboratory course				
Course title	Database Management System Lab				
Scheme and Credits	L	T	P	Credits	
	0	0	2	1	
Classwork	50 Marks				
Exam	50 Marks				
Total	100 Marks				
Duration of Exam	02 Hours				

Note:

(iii) At least 10 experiments are to be performed by students in the semester.

(iv) At least 7 experiments should be performed from the list, remaining three experiments may either be performed from the above list or designed and set by the concerned institution as per the scope of the syllabus

CONTENTS

1. Design a Database and create required tables. For e.g. Bank, College Database
2. Apply the constraints like Primary Key, Foreign key, NOT NULL to the tables.
3. Write a SQL statement for implementing ALTER, UPDATE and DELETE.
4. Write the queries to implement the joins.
5. Write the query for implementing the following functions: MAX (), MIN (), AVG () and COUNT ().
6. Write the query to implement the concept of Integrity constrains.
7. Write the query to create the views.
8. Perform the queries for triggers.
9. Study of PL/SQL block.
10. Write a PL/SQL block to satisfy some conditions by accepting input from the user.
11. Write the query for creating the users and their role. Mini project (Application Development using Oracle/ MySQL)
    a. Inventory Control System
    b. Material Requirement Processing.
    c. Hospital Management System.
    d. Railway Reservation System.
    e. Personal Information System.
    f. Web-Based User Identification System.
    g. Time Table Management System.
    h. Hotel Management

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Identify the fundamental elements of relational database management systems.

CO2: Design and explain the basic concepts of relational data model, entity-relationship model, and relational database design.

CO3: Apply the relational database theory to formulate basic and advanced SQL queries and relational algebra expressions for the queries.

CO4: Identify the use of normalization and functional dependency in database design.

CO5: Understand the concept of transactions and serializability in database management system.

CO6: Classify the implementation details of Concurrency control protocols and discuss various database recovery methods.

ADVANCED DATA STRUCTURE LAB

Semester	III				
Course code					
Category	Laboratory course				
Course title	Advance Data Structure Lab				
Scheme and Credits	L	T	P	Credits	
	0	0	2	1	
Classwork	50 Marks				
Exam	50 Marks				
Total	100 Marks				
Duration of Exam	02 Hours				

Note:

(i) At least 10 experiments are to be performed by students in the semester.

(ii) At least 7 experiments should be performed from the list, remaining three experiments may either be performed from the above list or designed and set by the concerned institution as per the scope of the syllabus

CONTENTS

1. Write a program to implement all operations on 1-D array.
2. Write a program to implement all operations on Simple Linked List.
3. Write a program to implement all operations on a circular Linked List.
4. Write a program to implement all operations on a doubly Linked List.
5. Write a program to implement all operations on a doubly circular Linked List.
6. Write a program to implement all operations on Stack using Array.
7. Write a program to implement all operations on Stack using Linked List.
8. Write a program to implement all operations on Queue using Array.
9. Write a program to implement all operations on Queue using Linked List.
10. Write a Program to implement dictionary techniques.
11. Write a program to implement hashing techniques.
12. Write a Program to implement Red-Black Trees.
13. Write a Program to implement Binary Search Trees.
14. Write a Program to design a menu to implement: Quick, Merge, and Bubble sorting.
15. Write a Program to develop a recursive Program to implement Breadth First Search and Depth First Search.
16. Write a Program to develop a non-recursive Program to implement Breadth First Search and Depth First Search

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Identify the appropriate data structure for a given problem.

CO2: Implement Dictionary by using hashing techniques.

CO3: Analyse various basic operations of trees to improve the efficiency.

CO4: Build a Binary Heap using Priority queues.

CO5: Apply the concepts of data structures in various real-world applications.

CO6: Identify, model, solve and develop algorithms for real-life problems like shortest path and MST using graph theory.

PROGRAMMING FOR DATA SCIENCE AND AIML LAB

Semester	III				
Course code					
Category	Laboratory course				
Course title	Programming for Data Science and AIML Lab				
Scheme and Credits	L	T	P	Credits	
	0	0	2	1	
Classwork	50 Marks				
Exam	50 Marks				
Total	100 Marks				
Duration of Exam	02 Hours				

CONTENTS

1. Python program to display details about the operating system, working directory, files And directories in the current directory, lists the files and all directories, scan and classify them as directories and files
2. Python program to convert an array to an array of machine values and vice versa
3. Python program to get information about the file pertaining to the file mode and to get time values with components using local time and gm time.
4. Python program to connect to Google using socket programming
5. Python program to perform Array operations using Numpy package
6. Python program to perform Data Manipulation operations using Pandas package.
7. Python program to display multiple types of charts using Matplotlib package
8. Python program to perform File Operation on Excel Data Set
9. Python program to implement with Python Sci Kit-Learn & NLTK.
10. Python program to implement with Python NLTK/Spicy/Py NLPI.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Explain usage of List, Tuples, Set, Dictionary and Strings and use these to solve programming problems in different ways.

CO2: Understand various built-in python functions and formulate user-defined functions.

CO3: Apply the Numpy package for numerical calculations in Python.

CO4: Apply the Pandas package for loading and preprocessing data in Python.

CO5: Implement various data visualization tools of Python on real-world data.

CO6: Understand and implement the Machine Learning Concepts in Python.

B.Tech. (Computer Science and Engineering- Artificial Intelligence & Machine Learning)
Scheme of Studies/Examination w.e.f. 2023-24

Semester - IV

S.N.	Category	Course Code	Course Title	Hours Per week			Total Contact Hrs. per week	Credits	Examination Schedule (Marks)			
				L	T	P			Marks of classwork	Theory	Practical	Total
1.	**PCC**		Operating System	3	0	0	3	3	30	70		100
2.	**ESC**		R-Programming	3	0	0	3	3	30	70		100
3.	**PCC**		Programming in Java	3	0	0	3	3	30	70		100
4.	**PCC**		Design & Analysis of Algorithms	3	0	0	3	3	30	70		100
5.	**PCC**		Computer Organization & Architecture	3	0	0	3	3	30	70		100
6.	**PCC**		Computer Networks	3	0	0	3	3	30	70		100
7.	**LC**		Operating System Lab	0	0	2	2	1	50		50	100
8.	**LC**		Programming in Java Lab	0	0	2	2	1	50		50	100
9.	**LC**		Design & Analysis of Algorithms Lab	0	0	2	2	1	50		50	100
10.	**LC**		R-Programming Lab	0	0	2	2	1	50		50	100
			Total	**18**	**0**	**8**	**26**	**22**	**380**	**420**	**200**	**1000**

NOTE: At the end of 4th semester each student has to undergo Practical Training of 4/6 weeks in an Industry /Institute/ Professional Organization/Research Laboratory/ training centre etc. and submit the typed report along with a certificate from the organization & its evaluation shall be carried out in the 5th Semester.

OPERATING SYSTEM

Semester	IV				
Course code					
Category	Professional Core Courses				
Course title	Operating System				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. To understand the mechanisms of OS to handle processes and threads and their communication.
2. To understand the process management mechanisms and scheduling algorithms.
3. To understand the mechanisms involved in memory management in OS and virtual memory concepts.
4. To understand the file management and deadlocks handling techniques in OS.

UNIT - I

Introduction: Concept of Operating Systems, Generations of Operating systems, Types of Operating Systems, OS Services.

Processes: Definition, Process Relationship, Different states of a Process, Process State transitions, Process Control Block (PCB), Context switching. Thread: Definition, Various states, Benefits of threads, Types of threads, Multithreading.

Process Scheduling: Foundation and Scheduling objectives, Types of Schedulers, Scheduling criteria: CPU utilization, Throughput, Turnaround Time, Waiting Time, Response Time; Scheduling algorithms: Pre-emptive and Non-pre-emptive, FCFS, SJF, SRTF, RR Scheduling.

UNIT - II

Inter-process Communication: Critical Section, Race Conditions, Mutual Exclusion, The Producer\ Consumer Problem, Semaphores, Event Counters, Monitors, Message Passing, Classical IPC Problems: Reader's & Writer Problem, Dinning Philosopher Problem etc.

Deadlocks: Definition, Necessary and sufficient conditions for Deadlock, Deadlock Prevention, and Deadlock Avoidance: Banker's algorithm, Deadlock detection and Recovery.

UNIT - III

Memory Management: Basic concept, Logical and Physical address map, Memory allocation: Contiguous Memory allocation – Fixed and variable partition–Internal and External fragmentation

and Compaction; Paging: Principle of operation – Page allocation – Hardware support for paging, Protection and sharing, Disadvantages of paging.

Virtual Memory: Basics of Virtual Memory – Hardware and control structures – Locality of reference, Page fault, Working Set, Dirty page/Dirty bit – Demand paging, Page Replacement algorithms: Optimal, First in First Out (FIFO), Optimal Page Replacement and Least Recently used (LRU).

UNIT - IV

File Management: Concept of File, Access methods, File types, File operation, Directory structure, File System structure, Allocation methods (contiguous, linked, indexed), efficiency and performance.

Disk Management: Disk structure, Disk scheduling - FCFS, SSTF, SCAN, C-SCAN, Disk reliability, Disk formatting, Boot-block, Bad blocks. Case study on UNIX and WINDOWS Operating System.

Case Studies: Comparative study of WINDOW, UNIX & LINUX system.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Explain the basic concepts of operating system.
CO2: Describe mechanisms of OS to handle processes, threads, and their communication.
CO3: Analyze the memory management and its allocation policies.
CO4: Illustrate different conditions for deadlock and their possible solutions.
CO5: Discuss the storage management policies with respect to different storage management technologies.
CO6: Evaluate the concept of the operating system with respect to UNIX, Linux, Time, and mobile OS.

TEXT AND REFERENCE BOOKS:

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

R - PROGRAMMING

Semester	IV				
Course code					
Category	Engineering Science courses				
Course title	R - Programming				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVES:

1. Learn Fundamentals of R.
2. Covers how to use different functions in R, how to read data into R, accessing R packages, writing R functions, debugging, and organizing data using R functions.
3. Cover the Basics of statistical data analysis with examples.
4. The whole syllabus will give an idea to collect, compile and visualize data using statistical functions.

UNIT - I

Introduction to R: What is R? – Why R? – Advantages of R over Other Programming Languages - R Studio: R command Prompt, R script file, comments.

Handling Packages in R: Installing a R Package, Few commands to get started: installed.packages(), package.Description(), help(), find.package(), library() - Input and Output – Entering Data from keyboard.

R - Data Types: Vectors, Lists, Matrices, Arrays, Factors, Data Frame.

R - Variables: Variable assignment, Data types of Variable, Finding Variable ls(), Deleting Variables

UNIT - II

R - Operators: Arithmetic Operators, Relational Operators, Logical Operator, Assignment Operators, Miscellaneous Operators.

R - Decision Making: if statement, if – else statement, if – else if statement, switch statement.

R - Loops: repeat loop, while loop, for loop - Loop control statement: break statement, next statement.

R - Function: function definition,Built-inn functions: mean(), paste(), sum(), min(), max(), seq(), user-defined function, calling a function, calling a function without an argument, calling a function with argument values.

UNIT - III

R – Strings: Manipulating Text in Data: substr(), strsplit(), paste(), grep(), toupper(), tolower().
R – Vectors: Sequence vector, rep function, vector access, vector names, vector math, vector recycling, vector element sorting.
R – List: Creating a List, List Tags and Values, Add/Delete Element to or from a List, Size of List, Merging Lists, Converting List to Vector.
R – Matrices: Accessing Elements of a Matrix, Matrix Computations: Addition, subtraction, Multiplication and Division.
R - Arrays: Naming Columns and Rows, Accessing Array Elements, Manipulating Array Elements, Calculation Across Array Elements.
R – Factors: creating factors, generating factor levels gl().
R - Data Frames: Create Data Frame, Data Frame Access, Understanding Data in Data Frames: dim(), nrow(), ncol(), str(), Summary(), names(), head(), tail(), edit() functions - Extract Data from Data Frame, **Expand Data Frame:** Add Column, Add Row - Joining columns and rows in a Data frame rbind() and cbind() – Merging Data frames merge() – Melting and Casting data melt(), cast().

UNIT - IV

Loading and handling Data in R: Getting and Setting the Working Directory – getwd(), setwd(), dir() - R-CSV Files - Input as a CSV file, Reading a CSV File, Analyzing the CSV File: summary(), min(), max(), range(), mean(), median(), apply() - Writing into a CSV File – R -Excel File – Reading the Excel file.
Data Visualization through various plots and charts: bar charts, histogram, frequency polygon, density plots, scatter plots, box & whisker plots, heat and contour plots, plotting the above graphs in R, plotting with package ggplot2.

COURSE OUTCOMES:
At the end of this course, students will demonstrate the ability to
CO1: outline concepts related to R programming and data analysis.
CO2: explain the basic concepts and tools that are used to solve problems in data analytics.
CO3: apply R programming for reading, cleaning, visualizing and analysing data.
CO4: analyse the trends in data through exploratory data analysis.
CO5: Understands the loading, retrieval techniques of data.
CO6: Minimize and maximize functions simulation and visualization and statistical analysis using R.

TEXT AND REFERENCE BOOKS:

1. W. N. Venables, D. M. Smith and the R core Team, An introduction to R, Notes on R: A Programming Environment for Data Analysis and Graphics, version 3.3.2, 2016.
2. Saroj Dahiya Ratnoo and Himmat Singh Ratnoo, Essentials of R for Data Analytics, Wiley, 2021.
3. Hadley Wickham and Garrett Grolemund, R for Data Science Import, Tidy, Transform and model Data, O'Reilly, 2017.
4. Paul Teeter, R Cookbook, O'Reilly, 2011.
5. Gareth James, Daniela Witten, Trevor Hastie, Robert Tibshirani, An Introduction to Statistical Learning with Applications in R, Springer, 2013.
6. Han, J., Kamber, M, Pei, J., Data Mining Concepts and Techniques, Third edition, Morgan Kaufmann, 2012.

PROGRAMMING IN JAVA

Semester	IV				
Course code					
Category	Professional Core Courses				
Course title	Programming in Java				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. Gain knowledge about basic Java language syntax and semantics to write Java programs and use concepts such as variables, conditional and iterative execution methos etc.
2. Be able to use the Java SDK environment to create, debug and run simple Java programs.
3. To analyze the object-oriented paradigm using java programming language.
4. To implement small/medium scale java programs to resolve small business problems.

UNIT - I

Introduction to Java: Evolution of Java, Object Oriented Programming Structure, Overview and characteristics of Java, Java program Compilation and Execution Process, Organization of the Java Virtual Machine, Client side Programming, Platform Independency & Portability, Security, Relation b/w JVM, JRE and JDK, Introduction to JAR format, Naming Conventions, Data types & Type casting, operators, Security Promises of the JVM, Security Architecture and Security Policy, security aspects, sandbox model.

UNIT - II

OOPS Implementation: Classes, Objects, attributes, methods, data encapsulation, reference variables, Constructors, Anonymous block, Method Overloading, Static Data members, Block & methods; Memory Structure: Stack, Heap, Class & Method area

Class loading & Execution flow: Static vs Dynamic Class loading, implicit vs explicit class loading, class loading operations;

Argument Passing Mechanism: Passing primitive arguments, passing objects, Wrapper Classes;

This keyword: Referencing instance members, Intra class constructor chaining, Method chaining;

Inheritance & code reusability: Extending classes for code reusability, Usage of super keyword, Method Overriding, Object class

Inheritance & Runtime Polymorphism: Static & Dynamic binding, Inheritance and Is-A relation, Runtime Polymorphism and Generalization, Abstract classes & methods, Final Keyword;

Interfaces and Role based Inheritance: Feature & Role based Inheritance, Static & Dynamic classing Environment, classes & interfaces, interface applications in real scenarios; Has-A relation: Aggregation & Composition, Nested classes, Inner classes, Anonymous Inner classes, String Buffer Class, tokenizer, applets, Life cycle of applet and Security concern

UNIT - III

Threads: Creating Threads, Thread Priority, Blocked States, Extending Thread Class, Runnable Interface, Starting Threads, Thread Synchronization, Synchronize Threads, Sync Code Block, Overriding Synced Methods, Thread Communication, wait, notify and notify all.

Swing & AWT:

Swing class hierarchy, containers, user interface components, graphics context, AWT Components, Component Class, Container Class, Layout Manager Interface Default Layouts, Insets and Dimensions, Border Layout, Flow Layout, Grid Layout, Card Layout Grid Bag Layout AWT Events, Event Models, Listeners, Class Listener, Adapters, Action Event Methods Focus Event Key Event, Mouse Events, Window Event

Package & Scopes: Need of Packages, associating classes to Packages, Class path environment variable, Import Keyword and Feature of static import, Public, protected, private & default scope, Private Inheritance;

Exception Handling: exception and error, Exception Handling & Robustness, Common Exceptions and Errors, Try and catch block, Exception handlers, throw keyword, Checked and Unchecked Exceptions, Role of finally, User defined Exceptions.

UNIT - IV

Collection Framework: Role and Importance of Collection Framework, List & Set based collection, Iterator & List Iterator, Maps, Searching elements in List, Hash and Tree based collections, Role of equals and hashCode() methods, Comparable and Comparator Interfaces, Thread Safety and Vector, Difference b/w Enumeration and Iterator, Type safety and Generics, Common algorithms and Collections class, Using Properties class for managing properties files;

Database Connectivity Using JDBC: Overview of native and ODBC Drives, Introduction to JDBC, Type of JDBC drivers, Usage of drivers, defining properties-based Connection Factory; Basic database operations: Insert, Delete, Update, and Select;

Prepared Statement: Statement, Prepared Statement, Setting Query parameters, Executing Queries;

Callable Statement: Creating PL/SQL Stored procedures and functions, Creating Callable statements, executing procedures & functions, Batch Updation, Transacting Queries, Programmatic initialization of database, ResultSetMetaData, DatabaseMetaData; Input/Output Stream, Stream Filters, Buffered Streams, Data input and Output Stream, Print Stream Random Access File,

Reflection: reflection API, newInstance()method, javap tool, creating javap tool, creating applet viewer, call private method, java 9 features.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

- CO1: Identify classes, objects, members of a class and relationships among them for a specific problem.
- CO2: Understand and demonstrate the concepts of garbage collection, polymorphism, inheritance etc.
- CO3: Do numeric (algebraic) and string-based computation.
- CO4: Understand and implement modularity as well as basic error-handling techniques.
- CO5: Develop, design and implement small multithreaded programs using Java language.

CO6: Apply appropriate problem-solving strategies for the implementation of small/medium scale Java applications.

TEXT AND REFERENCE BOOKS:

1. E. Balaguruswamy, “Programming with Java”, TMH
2. Horstmann, “Computing Concepts with Java 2 Essentials”, John Wiley.
3. Decker &Hirshfield, “Programming.Java”, Vikas Publication.
4. Patrick Naughton and HerbertzSchidt, “Java-2 the complete Reference”, TMH
5. Sierra & bates, “Head First Java”, O’Reilly.

DESIGN AND ANALYSIS OF ALGORITHMS

Semester	IV				
Course code					
Category	Professional Core Courses				
Course title	Design & Analysis of Algorithms				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. Analyze the asymptotic performance of algorithms.
2. Write rigorous correctness proofs for algorithms.
3. Demonstrate a familiarity with major algorithms and data structures.
4. Apply important algorithmic design paradigms and methods of analysis.
5. Synthesize efficient algorithms in common engineering design situations.

UNIT - I

Introduction to Algorithms: Algorithm, Performance Analysis (Time and Space complexity), Asymptotic Notation (Big O, Omega and Theta)-best, average and worst-case behaviour. Elementary Data Structures (Basic terminology of Stacks and Queues, Tree, Graph), Sets and Disjoint Set Union.

Divide and Conquer: General method, Binary Search, Merge Sort, Quick Sort, and other sorting algorithms with divide and conquer strategy, Strassen's Matrix Multiplication algorithms and analysis of these problems.

UNIT - II

Greedy Method: General method, Fractional Knapsack problem, Job Sequencing with Deadlines, Minimum Cost Spanning Trees, Single source shortest paths.

Dynamic Programming: General method, Optimal Binary Search Trees, 0/1 knapsack, The Traveling Salesperson problem.

UNIT - III

Back Tracking: General method, The 8-Queen's problem, Sum of subsets, Graph Colouring, Hamiltonian Cycles.

Branch and Bound: The method, 0/1 knapsack problem, Traveling Salesperson problem, Efficiency considerations.

UNIT - IV

NP Hard and NP Complete Problems: Basic concepts, Cook's theorem, NP hard graph problems, NP hard scheduling problems, NP hard code generation problems, and Some simplified NP hard problems.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: state terminology and concepts algorithmic techniques.
CO2: discuss various algorithmic techniques.
CO3: apply appropriate algorithmic techniques to solve computational problems.
CO4: analysing algorithms for their efficiency by determining their complexity.
CO5: compare the pros and cons of applying the different algorithmic techniques to solve problems.
CO6: formulate efficient and effective algorithmic solutions for different real- world problems.

TEXT AND REFERENCE BOOKS:

1. Fundamental of Computer algorithms, Ellis Horowitz and Sartaj Sahni, 1978, Galgotia Publication
2. Introduction to Algorithms, Thomas H Cormen, Charles E Leiserson and Ronald L Rivest: 1990, TMH
3. The Design and Analysis of Computer Algorithm, Aho A.V. Hopcroft J.E., 1974, Addison Wesley.
4. Algorithms-The Construction, Proof and Analysis of Programs, Berlion, P.Bizard, P., 1986. Johan Wiley & Sons,
5. Writing Efficient Programs, Bentley, J.L., PHI
6. Introduction to Design and Analysis of Algorithm, Goodman, S.E. &Hedetnieni, 1997, MGH.
7. Introduction to Computers Science- An algorithms approach, Jean Paul Trembley, Richard B.Bunt, 2002, T.M.H.
8. Fundamentals of Algorithms: The Art of Computer Programming Vol Knuth, D.E.: 1985, Naresh Publication.

COMPUTER ORGANIZATION AND ARCHITECTURE

Semester	IV				
Course code					
Category	Professional Core Courses				
Course title	Computer Organization and Architecture				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. How Computer Systems work & the basic principles.
2. Instruction Level Architecture and Instruction Execution.
3. The current state of art in memory system design.
4. How I/O devices are accessed and its principles.
5. To provide the knowledge on Instruction Level Parallelism.
6. To impart the knowledge on microprogramming.
7. Concepts of advanced pipelining techniques.

UNIT - I

Data representation: Data Types, Complements, Fixed-Point Representation, Conversion of Fractions, Floating-Point Representation, Gray codes, Decimal codes, Alphanumeric codes, Error Detection Codes.

Register Transfer and Microoperations: Register Transfer Language, Register Transfer, Bus and Memory Transfers, Arithmetic Microoperations, Logic Microoperations, Shift Microoperations, Arithmetic Logic Shift Unit.

UNIT - II

Basic Computer Organization and Design : Instruction Codes, Computer Registers, Computer Instructions, Timing and Control, Instruction Cycle, Memory-Reference Instruction, Input-Output Instruction, Complete Computer Description, Design of Basic Computer, Design of Accumulator Logic.

Central Processing Unit : General Register Organization, Stack organization, Instruction Format, Addressing Modes, Data Transfer and Manipulation, Program Control, RISC, CISC.

UNIT - III

Pipelining: Parallel Processing, Amdahl's law, Pipelining, Arithmetic Pipeline, Instruction Pipeline, Pipeline Hazards, RISC Pipeline.

Parallel Processors: Introduction to Parallel Processors, Concurrent access to memory andCache Coherency.

Vector Processing: Vector Operations, Memory Interleaving, Supercomputers, Array Processors: Attached Array Processor, SIMD Array Processor.

UNIT - IV

Input-output Organization: I/O device interface, I/O transfers–program controlled, interrupt driven and DMA, Privileged and Non-Privileged Instructions, Software Interrupts.

Memory organization: Memory Hierarchy, Main Memory, Auxiliary Memory, Associative Memory, Cache Memory, Associative Mapping, Direct Mapping, Set-Associative Mapping, Writing into Cache, Cache Initialization, Virtual Memory.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: outline the general concepts of digital electronics and computer organization and architecture.
CO2: discuss the basic components and their interfacing.
CO3: discuss the basic components and their interfacing.
CO4: analyse the effect of addressing modes on the execution time of a program.
CO5: analyse the effect of addressing modes on the execution time of a program.
CO6: Design of simple computer with different instruction sets.

TEXT AND REFERENCE BOOKS:

1. "Computer System Architecture", 3rd Edition by M.Morris Mano, Pearson.
2. "Computer Organization and Design: The Hardware/Software Interface", 5th Edition by David A. Patterson and John L. Hennessy, Elsevier.
3. "Computer Organization and Embedded Systems", 6th Edition by CarlHamacher, McGraw Hill Higher Education.
4. "Computer Architecture and Organization", 3rd Edition by John P. Hayes,WCB/McGraw-Hill
5. "Computer Organization and Architecture: Designing for Performance", 10th Edition by William Stallings, Pearson Education.
6. "Computer System Design and Architecture", 2nd Edition by Vincent P. Heuring andHarry F. Jordan, Pearson Education.

COMPUTER NETWORKS

Semester	IV				
Course code					
Category	Professional Core Courses				
Course title	Computer Networks				
Scheme and Credits	L	T	P	Credits	
	3	0	0	3	
Classwork	30 Marks				
Exam	70 Marks				
Total	100 Marks				
Duration of Exam	03 Hours				

Note: The examiner will set nine questions in total. Question one will be compulsory. Question one will have seven parts of 2 marks each from all units, and the remaining eight questions of 14 marks each to be set by taking two questions from each unit. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE:

1. To develop an understanding of modern network architectures from a design and Performance perspective.
2. To introduce the student to the major concepts involved in wide-area networks (WANs), local area networks (LANs), and Wireless LANs (WLANs).
3. To provide an opportunity to do Network programming.
4. To provide WLAN measurement ideas.

UNIT - I

Introduction: Data communication, Components, Data Representation, Simplex, Half Duplex, and Full Duplex Transmission, Modulation, Multiplexing, Computer networks, distributed processing, Internet, Topologies, Packet and circuit switching, connectionless and connection-oriented services.

Network Models: OSI model and TCP/IP Model

Physical Layer – LAN: Ethernet.

UNIT - II

Data Link Layer and Medium Access Sub Layer: MAC Addressing, Framing, Stop and Wait, Go back – N ARQ, Selective Repeat ARQ, Sliding Window Protocol.

Medium Access Control: Random access, Controlled Access, and channelization protocols.

Network Layer: Logical addressing, classful and classless addressing, subnetting, Ipv4, ICMPv4, ARP, RARP and BOOTP, Ipv6, Ipv6 addressing.

UNIT - III

Network Devices: Repeater, hub, switch, router, and gateway.

Routing Algorithms: introduction to routing, Shortest Path Algorithm, Flooding, Hierarchical Routing, Link State, and Distance Vector Routing

Transport Layer: Process to Process Communication, User Datagram Protocol (UDP), Transmission Control Protocol (TCP), TCP connection management.

UNIT - IV

Congestion Control, Quality of Service, QoS Improving techniques.

Application Layer: Domain Name Space (DNS), EMAIL, File Transfer Protocol (FTP), HTTP, SNMP

Network Security: Firewalls, security goals, types of attack, symmetric and asymmetric key ciphers.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Explain the functions of the different layers of the OSI Protocol.

CO2: Draw the functional block diagram of wide-area networks (WANs), local area networks (LANs), and Wireless LANs (WLANs) and describe the function of each.

CO3: Identify and connect various connecting components of a computer network.

CO4: Configure DNS DDNS, TELNET, EMAIL, File Transfer Protocol (FTP), WWW, HTTP, SNMP, Bluetooth, and Firewalls using open-source available software and tools.

CO5: outline various models, topologies and devices of Computer Networks.

CO6: Design engineering solutions to complex problems utilizing a systems approach.

TEXT AND REFERENCE BOOKS:

1. Data Communication and Networking, 4th Edition, Behrouz A. Forouzan, McGraw-Hill.
2. Data and Computer Communication, 8th Edition, William Stallings, Pearson Prentice Hall India.
3. Computer Networks, latest Edition, Andrew S. Tanenbaum, Pearson New International Edition.
4. Internetworking with TCP/IP, Volume 1, latest Edition Douglas Comer, Prentice Hall of India.
5. TCP/IP Illustrated, Volume 1, W. Richard Stevens, Addison-Wesley, United States of America.

OPERATING SYSTEM LAB

Semester	IV				
Course code					
Category	Laboratory course				
Course title	Operating System Lab				
Scheme and Credits	L	T	P	Credits	
	0	0	2	1	
Classwork	50 Marks				
Exam	50 Marks				
Total	100 Marks				
Duration of Exam	02 Hours				

Note:

(i) At least 10 experiments are to be performed by students in the semester.

(ii) At least 7 experiments should be performed from the list, remaining three experiments may either be performed from the above list or designed and set by the concerned institution as per the scope of the syllabus

CONTENTS

1. Introduction to UNIX File System.
2. File and Directory Related Commands in UNIX.
3. Essential UNIX Commands for working in UNIX environment.
4. I/O Redirection and Piping
5. Introduction to VI Editors.
6. Introduction of Processes in UNIX
7. Communication in UNIX and AWK.
8. Introduction of the concept of Shell Scripting.
9. Decision and Iterative Statements in Shell Scripting.
10. Writing the Shall Scripts for unknown problems.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: apply commands related to vi and Emacs editors, general utilities and file systems.

CO2: write basic shell scripts and use sed commands as well as awk programming.

CO3: analyse the results of memory management and disk management commands.

CO4: evaluate solutions for different operating system problems such as scheduling, memory management and file management.

CO5: create lab record for assignments that includes problem definitions, design of solutions and conclusions.

CO6: demonstrate use of ethical practices, self-learning and team spirit.

PROGRAMMING IN JAVA LAB

Semester	IV				
Course code					
Category	Laboratory course				
Course title	Programming in Java Lab				
Scheme and Credits	L	T	P	Credits	
	0	0	2	1	
Classwork	50 Marks				
Exam	50 Marks				
Total	100 Marks				
Duration of Exam	02 Hours				

Note:

(i) At least 10 experiments are to be performed by students in the semester.

(ii) At least 7 experiments should be performed from the list, remaining three experiments may either be performed from the above list or designed and set by the concerned institution as per the scope of the syllabus

CONTENTS

1. Create a java program to implement stack and queue concept.
2. Write a java package to show dynamic polymorphism and interfaces.
3. Write a java program to show multithreaded producer and consumer application.
4. Create a customized exception and also make use of all the5 exception keywords.
5. Convert the content of a given file into the upper-case content of the same file.
6. Develop an analog clock using applet.
7. Develop a scientific calculator using swings.
8. Create an editor like MS-word using swings.
9. Create a servlet that uses Cookies to store the number of times a user has visited your servlet.
10. Create a simple java bean having bound and constrained properties.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: implement Java programs using object-oriented concepts for problem solving.

CO2: detect syntax and logical errors in java programs.

CO3: apply exception handling for making robust JAVA code.

CO4: design java applications using File I/O and GUI.

CO5: create lab record for assignments that includes problem definitions, design of solutions and conclusions.

CO6: Able to build dynamic user interfaces using applets and Event handling in java.

DESIGN AND ANALYSIS OF ALGORITHMS LAB

Semester	IV				
Course code					
Category	Laboratory course				
Course title	Design and Analysis of Algorithms Lab				
Scheme and Credits	L	T	P	Credits	
	0	0	2	1	
Classwork	50 Marks				
Exam	50 Marks				
Total	100 Marks				
Duration of Exam	02 Hours				

Note:

(i) At least 10 experiments are to be performed by students in the semester.

(ii) At least 7 experiments should be performed from the list, remaining three experiments may either be performed from the above list or designed and set by the concerned institution as per the scope of the syllabus

CONTENTS

1. Write a Program for iterative and recursive Binary Search.
2. Write a Program to sort a given set of elements using the Quick Sort/Merge Sort/Selection Sort method and determine the time required to sort the elements.
3. Write a Program for the implementation of the Fractional Knapsack problem using Greedy Method and 0/1 Knapsack problem using Dynamic Programming.
4. Write a Program to find the shortest path from a given vertex to other vertices in a weighted connected graph using Dijkstra's algorithm.
5. Write a Program to find the minimum cost spanning tree (MST) of a given undirected graph using Kruskal's algorithm/Prim's Algorithms.
6. Write a Program to implement the N-Queens problem using backtracking.
7. Write a Program to check whether a given graph is connected or not using the DFS method.
8. Write a program to implement the Travelling Salesman Problem (TSP).

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Develop and code program for the algorithms and analyze it to determine its computational complexity.

CO2: Identify and analyze worst-case running times of algorithms.

CO3: Model given engineering problem using graph and trees and write the corresponding algorithm to solve the problems.

CO4: Identify and apply the suitable algorithm for the given real-world problem.

CO5: Undertake problem identification, formulation and solution.

CO6: Design engineering solutions to complex problems utilising a systems approach.

R – PROGRAMMING LAB

Semester	V				
Course code					
Category	Laboratory course				
Course title	R - Programming Lab				
Scheme and Credits	L	T	P	Credits	
	0	0	2	1	
Classwork	50 Marks				
Exam	50 Marks				
Total	100 Marks				
Duration of Exam	02 Hours				

Note:

(i) At least 10 experiments are to be performed by students in the semester.

(ii) At least 5 experiments should be performed from the list, remaining three experiments may either be performed from the above list or designed and set by the concerned institution as per the scope of the syllabus

CONTENTS

1. Download and install R-Programming environment and install basic packages using install. Packages () command in R.
2. Learn all the basics of R-Programming (Data types, Variables, Operators etc.)
3. Implement R-Loops with different examples.
4. Learn the basics of functions in R and implement with examples.
5. Implement data frames in R. Write a program to join columns and rows in a data frame using cbind() and rbind() in R.
6. Implement different String Manipulation functions in R.
7. Implement different data structures in R (Vectors, Lists, Data Frames)**.**
8. Write a program to read a csv file and analyze the data in the file in R**.**
9. Create pie charts and bar charts using R.
10. Create a data set and do statistical analysis on the data using R.

COURSE OUTCOMES:

At the end of this course, students will demonstrate the ability to

CO1: Show the installation of R Programming Environment.

CO2: Utilize and R Data types for developing programs.

CO3: Make use of different R Data Structures.

CO4: Develop programming logic using R Packages.

CO5: Analyze the datasets using R programming capabilities.

CO6: Apply R programming for reading, cleaning, visualizing and analyzing data.