SEMESTER III

(Applicable to the students admitted from the Academic year 2008–2009 onwards)

Code No. Course Title L T P C

THEORY

MA 2211 Transforms and Partial Differential Equations 3 1 0 4
CS 2201 Data Structures 3 0 0 3
CS 2202 Digital Principles and Systems Design 3 1 0 4
CS 2203 Object Oriented Programming 3 0 0 3
CS 2204 Analog and Digital Communication 3 1 0 4
GE 2021 Environmental Science and Engineering 3 0 0 3

PRACTICAL

CS 2207 Digital Lab 0 0 3 2
CS 2208 Data Structures Lab 0 0 3 2
CS 2209 Object Oriented Programming Lab 0 0 3 2

MA2211 TRANSFORMS AND PARTIAL DIFFERENTIAL EQUATIONS L T P C

(Common to all branches) **3 1 0 4**

OBJECTIVES

The course objective is to develop the skills of the students in the areas of Transforms and Partial Differtial 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.

UNIT I FOURIER SERIES 9 + 3

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.

UNIT II FOURIER TRANSFORMS 9 + 3

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

UNIT III PARTIAL DIFFERENTIAL EQUATIONS 9 + 3

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.

UNIT IV APPLICATIONS OF PARTIAL DIFFERENTIAL EQUATIONS 9 + 3

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.

UNIT V Z -TRANSFORMS AND DIFFERENCE EQUATIONS 9 + 3

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

Lectures : 45 Tutorials : 15 TOTAL : 60 PERIODS

TEXT BOOK:

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).

CS 2201 DATA STRUCTURES L T P C-3 1 0 4

AIM:

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

UNIT I LINEAR STRUCTURES 9

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 9

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 9

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

UNIT IV HASHING AND SET 9

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 9

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

TOTAL: 45 PERIODS 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.

CS 2202 DIGITAL PRINCIPLES AND SYSTEM DESIGN L T P C- 3 1 0 4

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 8

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 9

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

UNIT III DESIGN WITH MSI DEVICES 8

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

UNIT IV SYNCHRONOUS SEQUENTIAL LOGIC 10

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 10

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

TUTORIAL= 15 TOTAL : 60 PERIODS

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.

CS 2203 OBJECT-ORIENTED PROGRAMMING L T P C-3 0 0 3

AIM:

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

UNIT I 9

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 9

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 9

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

27

UNIT IV 9

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 .

UNIT V 9

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

TOTAL: 45 PERIODS

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.

CS2204 ANALOG AND DIGITAL COMMUNICATION L T P C-3 1 0 4

UNIT I FUNDAMENTALS OF ANALOG COMMUNICATION 9

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 9

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 9

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 9

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 9

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. **TOTAL: 60 PERIODS**

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.

GE 2021 ENVIRONMENTAL SCIENCE AND ENGINEERING L T P C

(Common to Civil, CSE, IT & Biomedical Degree Programmes) **3 0 0 3**

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 14

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 exsitu conservation of biodiversity.

Field study of common plants, insects, birds

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

UNIT II ENVIRONMENTAL POLLUTION 8

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 10

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 7

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 nongovernmental 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 6

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.

TOTAL: 45 PERIODS

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,NewDelhi, (2006).

REFERENCES 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
5. Press (2005)

CS 2207 DIGITAL LABORATORY L T P C

(Common to CSE & IT) **0 0 3 2**

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)

31

(Common to Information Technology & Computer Science Engineering)

List of equipments and components for a batch of 30 students (2 per batch)

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		

CS 2208 DATA STRUCTURES LAB L T P C-0 0 3 2

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 postorder 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.

TOTAL: 45 PERIODS

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)

CS 2209 OBJECT ORIENTED PROGRAMMING LAB L T P C

(Common to CSE & IT**) 0 0 3 2** 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 V

(Applicable to the students admitted from the Academic year 2008–2009 onwards)

CODE NO. COURSE TITLE L T P C

THEORY

CS2301 Software Engineering 3 0 0 3

MA2265 Discrete Mathematics 3 1 0 4

CS2302 Computer Networks 3 0 0 3

CS2303 Theory of Computation 3 1 0 4

CS2304 System Software 3 1 0 4

CS2305 Programming Paradigms 3 0 0 3

PRACTICAL

CS2307 Network Lab 0 0 3 2

CS2308 System Software Lab 0 0 3 2

CS2309 Java Lab 0 0 3 2

TOTAL 18 3 9 27

CS2301 SOFTWARE ENGINEERING L T P C-3 0 0 3

UNIT I SOFTWARE PRODUCT AND PROCESS 9

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 9

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 9

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 9

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 9

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

TOTAL: 45 PERIODS

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.

MA2265 DISCRETE MATHEMATICS L T P C-3 1 0 4

AIM

To extend student’s Logical and Mathematical maturity and ability to deal with abstraction and to introduce most of the basic terminologies used in computer science courses and application of ideas to solve practical problems.

OBJECTIVES

At the end of the course, students would

☐ Have knowledge of the concepts needed to test the logic of a program..

☐ Have an understanding in identifying structures on many levels.

☐ Be aware of a class of functions which transform a finite set into another finite set which relates to input output functions in computer science.

☐ Be aware of the counting principles

☐ Be exposed to concepts and properties of algebraic structures such as semi groups, monoids and groups.

UNIT I LOGIC AND PROOFS 9 + 3

Propositional Logic – Propositional equivalences-Predicates and quantifiers-Nested Quantifiers-Rules of inference-introduction to Proofs-Proof Methods and strategy

UNIT II COMBINATORICS 9 + 3

Mathematical inductions-Strong induction and well ordering-.The basics of counting-The pigeonhole principle –Permutations and combinations-Recurrence relations-Solving Linear recurrence relations-generating functions-inclusion and exclusion and applications.

UNIT III GRAPHS 9 + 3

Graphs and graph models-Graph terminology and special types of graphs-Representing graphs and graph isomorphism -connectivity-Euler and Hamilton paths

UNIT IV ALGEBRAIC STRUCTURES 9 + 3

Algebraic systems-Semi groups and monoids-Groups-Subgroups and homomorphisms-Cosets and Lagrange’s theorem- Ring & Fields (Definitions and examples)

UNIT V LATTICES AND BOOLEAN ALGEBRA 9 + 3

Partial ordering-Posets-Lattices as Posets- Properties of lattices-Lattices as Algebraic systems –Sub lattices –direct product and Homomorphism-Some Special lattices-Boolean Algebra

L: 45, T: 15, TOTAL: 60 PERIODS

TEXT BOOKS:

1. Kenneth H.Rosen, “Discrete Mathematics and its Applications”, Special Indian edition, Tata McGraw-Hill Pub. Co. Ltd., New Delhi, (2007). (For the units 1 to 3, Sections 1.1 to 1.7 , 4.1 & 4.2, 5.1 to 5.3, 6.1, 6.2, 6.4 to 6.6, 8.1 to 8.5)
2. Trembly J.P and Manohar R, “Discrete Mathematical Structures with Applications to Computer Science”, Tata McGraw–Hill Pub. Co. Ltd, New Delhi, 30th Re-print (2007).(For units 4 & 5 , Sections 2-3.8 & 2-3.9,3-1,3-2 & 3-5, 4-1 & 4-2)

REFERENCES:

1. Ralph. P. Grimaldi, “Discrete and Combinatorial Mathematics: An Applied Introduction”, Fourth Edition, Pearson Education Asia, Delhi, (2002).
2. Thomas Koshy, ”Discrete Mathematics with Applications”, Elsevier Publications, (2006).
3. Seymour Lipschutz and Mark Lipson, ”Discrete Mathematics”, Schaum’s Outlines, Tata McGraw-Hill Pub. Co. Ltd., New Delhi, Second edition, (2007).

CS2302 COMPUTER NETWORKS L T P C-3 0 0 3

UNIT I 9

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 9

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

UNIT III 9

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 9

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

UNIT V 9

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

TOTAL: 45 PERIODS

TEXT BOOK :

1. Larry L. Peterson, Bruce S. Davie, “Computer Networks: A Systems Approach”, Third Edition, Morgan Kauffmann Publishers Inc., 2003.

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, 2003.
4. Andrew S. Tanenbaum, “Computer Networks”, Fourth Edition, 2003.
5. William Stallings, “Data and Computer Communication”, Sixth Edition, Pearson

Education, 2000

CS2303 THEORY OF COMPUTATION L T P C-3 1 0 4

UNIT I AUTOMATA 9

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 9

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 9

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 9

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

UNIT V UNDECIDABALITY 9

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.

L: 45, T: 15, TOTAL: 60 PERIODS

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 an 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

CS2304 SYSTEM SOFTWARE L T P C-3 1 0 4

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 8

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 10

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 9

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 9

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 9

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.

L: 45, T: 15, TOTAL: 60 PERIODS

TEXT BOOK

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

REFERENCES

1. D. M. Dhamdhere, “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.

CS2305 PROGRAMMING PARADIGMS L T P C-3 0 0 3

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 9

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 10

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 10

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 8

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 8

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

TOTAL:45 PERIODS

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.

CS2307 NETWORKS LAB L T P C-0 0 3 2

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. Performance comparison of Routing protocols
9. Study of TCP/UDP performance

TOTAL: 45 PERIODS

Requirement for a batch of 30 students

S.No. Description of Equipment Quantity required Quantity available Deficiency %

1. SOFTWARE

☐ C++ Compiler

☐ J2SDK (freeware)

☐ Linux

☐ NS2/Glomosim/OPNET
(Freeware)
30
2. Hardware

☐ PCs

30 Nos

CS2308 SYSTEM SOFTWARE LAB L T P C-0 0 3 2

(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)

TOTAL:45 PERIODS

Requirement for a batch of 30 students

S.No. Description of Equipment Quantity required
Quantity available
Deficiency %

1. Hardware – Pentium PC Desktops 30 Nos.
2. Software – Turbo C
(Freely download) Multiuser

CS2309 JAVA LAB L T P C-0 0 3 2

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 (½).
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. 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.
9. 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.
10. Develop multi-threaded echo server and a corresponding GUI client in Java.
11. [Mini-Project] Develop a programmer's editor in Java that supports syntaxhighlighting, compilation support, debugging support, etc.

TOTAL: 45 PERIODS

Requirement for a batch of 30 students

S. No. Description of Equipment Quantity Required Quantity available Deficiency %

1. PC's 30
2. JUM & J2SE (Freeware) 30
3. MYSQL or any other DB 30

SEMESTER VII

THEORY

MG2452 Engineering Economics & Financial Accounting
CS2401 Computer Graphics
CS2402 Mobile and Pervasive Computing
CS2403 Digital Signal Processing
CS2032 Data Warehousing and Data Mining
CS2041 C# and .NET Framework.

PRACTICAL

CS2405 Computer Graphics Lab
CS2406 Open Source Lab

PRACTICAL

CS2405 Computer Graphics Lab 0 0 3 2
CS2406 Open Source Lab 0 0 3 2

TOTAL 18 0 6 22

MG2452 ENGINEERING ECONOMICS AND FINANCIAL ACCOUNTING L T P C-3 0 0 3

UNIT I INTRODUCTION 5

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

UNIT II DEMAND & SUPPLY ANALYSIS 10

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 10

Production function - Returns to scale - Production optimization - Least cost input - Isoquants - Managerial uses of production function.

Cost Concepts - Cost function - Determinants of cost - Short run and Long run cost curves - Cost Output Decision - Estimation of Cost.

UNIT IV PRICING 5

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

UNIT V FINANCIAL ACCOUNTING (ELEMENTARY TREATMENT) 10

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.

UNIT VI CAPITAL BUDGETING (ELEMENTARY TREATMENT) 5

Investments - Risks and return evaluation of investment decision - Average rate of return - Payback Period - Net Present Value - Internal rate of return.

TOTAL : 45 PERIODS

REFERENCES:

1. Samuelson. Paul A and Nordhaus W.D., 'Economics', Tata Mcgraw Hill Publishing Company Limited, New Delhi, 2004.
2. McGuigan, Moyer and Harris, 'Managerial Economics; Applications, Strategy and Tactics', Thomson South Western, 10th Edition, 2005.
3. Paresh Shah, 'Basic Financial Accounting for Management', Oxford University Press, New Delhi, 2007.
4. Salvatore Dominick, 'Managerial Economics in a global economy'. Thomson South Western, 4th Edition, 2001.
5. Prasanna Chandra. 'Fundamentals of Financial Management', Tata Mcgraw Hill Publishing Ltd., 4th edition, 2005.

CS2401 COMPUTER GRAPHICS L T P C-3 0 0 3

UNIT I 2D PRIMITIVES 9

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 9

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 9

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 9

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 9

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.

TOTAL: 45 PERIODS

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.

REFERENCE:

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.

CS2402 MOBILE AND PERVASIVE COMPUTING L T P C-3 0 0 3

UNIT I MOBILE NETWORKS 9

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

UNIT II WIRELESS NETWORKS 9

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

UNIT III ROUTING 9

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

UNIT IV TRANSPORT AND APPLICATION LAYERS 9

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

UNIT V PERVASIVE COMPUTING 9

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

TOTAL: 45 PERIODS 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.

CS2403 DIGITAL SIGNAL PROCESSING L T P C-3 0 0 3

UNIT I SIGNALS AND SYSTEMS 9

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 9

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 9

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 9

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 9

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. Schafer & Hohn. R.Back, "Discrete Time Signal Processing", Pearson Education, 2nd edition, 2005.
2. Andreas Antoniou, "Digital Signal Processing", Tata McGraw Hill, 2001

CS2405 COMPUTER GRAPHICS LABORATORY L T P C-0 0 3 2

1. Implementation of Bresenhams 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

TOTAL : 60 PERIODS

CS2406 OPEN SOURCE LAB L T P C-0 0 3 2

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, kqemu 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** usinf ifconfig command liek 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

CS2032 DATA WAREHOUSING AND DATA MINING

UNIT I DATA WAREHOUSING 10

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 8

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 8

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 11

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 8

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.

TOTAL: 45 PERIODS

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.

CS2041 C# AND .NET FRAMEWORK

UNIT I 9

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 9

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

79

UNIT III 9

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

UNIT IV 9

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 9

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.

TOTAL: 45 PERIODS

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.