SCHEME OF STUDY AND EXAMINATION FOR MASTER OF SCIENCE IN COMPUTER SCIENCE UNDER CBCS AND CAGP Scheme w.e.f.2011-12 onwards

Paper Code	Title of the Course	Sem-ester Exam	IA	Total	Duration of Theory/ Practical Exam. hrs	L	T	P	Credits
	First Semester Hard Core	Marks							
HCT1.1	Digital Logic and Computer Design	80	20	100	03	4	0	0	4
HCT1.2	Mathematical Foundation for Computer Science	80	20	100	03	4	0	0	4
HCT1.3	Data Structures Using C++	80	20	100	03	4	0	0	4
	Soft-Core (Any One)								
SCT1.1	Operating System Principles	80	20	100	03	4	0	0	4
SCT1.2	Bioinformatics	80	20	100	03	4	0	0	4
	Practical								
HCP1.1	Practical-I :Prolog and Digital Logic Lab	40	10	50	1.1/2	0	0	4	2
HCP1.2	Practical-II: C++ Lab	40	10	50	1.1/2	0	0	4	2
HCP1.3	Practical-III: Data Structures Lab	40	10	50	1.1/2	0	0	4	2
	Soft Core (Any One)								
SCP 1.1	Practical-IV (a): Linux/Unix Lab	40	10	50	1.1/2	0	0	4	2
SCP 1.2	Practical-IV (b): Bioinformatics Lab	40	10	50	1.1/2	0	0	4	2
	Total for First Semester	480	120	600					24
	Second Semester Hard Core								
HCT2.1	Design and Analysis of Algorithms	80	20	100	03	4	0	0	4
HCT2.2	Database Management System	80	20	100	03	4	0	0	4
	Soft Core (Any One)								
SCT2.1	System Software	80	20	100	03	4	0	0	4
SCT2.2	Advanced Computer Architecture	80	20	100	03	4	0	0	4
	Open Elective (Any One)								
OET2.1	Introduction to Computers and Programming in C	80	20	100	03	4	0	0	4
OET2.2	Pattern Recognition	80	20	100	03	4	0	0	4
	Practicals								
HCP2.1	Practical-I: Algorithms Lab	40	10	50	1.1/2	0	0	4	2
HCP2.2	Practical-II: DBMS Lab	40	10	50	1.1/2	0	0	4	2
	Soft Core (Any One)								
SCP2.1	Practical-III (a): Visual Programming Lab	40	10	50	1.1/2	0	0	4	2
SCP2.2	Practical-III (b): Computer Architecture	40	10	50	1.1/2	0	0	4	2
	Open Elective (Any One)								
OEP2.1	Practical-IV (a): Office Packages and C Lab	40	10	50	1.1/2	0	0	4	2
OEP2.2	Practical-IV (b): Pattern Recognition Lab	40	10	50	1.1/2	0	0	4	2
	Total for Second Semester	480	120	600					24

L= Lecture T= Tutorials P = Practicals,4 Credits of Theory = 4 hours of teaching per week, 2 Credits of Practicals = 4 hours per week

SCHEME OF STUDY AND EXAMINATION FOR MASTER OF SCIENCE IN COMPUTER SCIENCE UNDER CBCS AND CAGP Scheme w.e.f.2011-12 onwards

Paper Code	Title of the Course	Sem-ester Exam	IA	Total	Duration of Theory/ Practical Exam. hrs	L	T	P	Credits
	Third Semester Hard Core								
HCT3.1	Programming in JAVA	80	20	100	03	4	0	0	4
HCT3.2	Data Communications and Computer Networks	80	20	100	03	4	0	0	4
	Soft Core (Any One)								
SCT3.1	Computer Graphics	80	20	100	03	4	0	0	4
SCT3.2	Neural Networks and Fuzzy Systems	80	20	100	03	4	0	0	4
	Open Elective (Any One)								
OET3.1	Information Technology	80	20	100		4	0	0	4
OET3.2	Theory of Computation	80	20	100		4	0	0	4
	Practicals								
HCP3.1	Practical-I: Java Programming Lab	40	10	50	1.1/2	0	0	4	2
HCP3.2	Practical-II: Computer Networks Lab	40	10	50	1.1/2	0	0	4	2
	Soft Core (Any One)								
SCP3.1	Practical-III (a): Computer Graphics Lab	40	10	50	1.1/2	0	0	4	2
SCP3.2	Practical-III (b): Neural Networks and Fuzzy Systems Lab	40	10	50	1.1/2	0	0	4	2
	Open Elective (Any One)								
OEP3.1	Practical-IV (a): Internet Tools and Web Design Lab	40	10	50	1.1/2	0	0	4	2
OEP3.1	Practical-IV (b): Computational Lab	40	10	50	1.1/2	0	0	4	2
	Total for Third Semester	480	120	600					24
	Fourth Semester Hard Core								
HCT4.1	Internet working and Web Design	80	20	100	03	4	0	0	4
HCT4.2	Software Engineering	80	20	100	03	4	0	0	4
	Soft-Core (Any One)								
SCT4.1	Artificial Intelligence	80	20	100	03	4	0	0	4
SCT4.2	Data Warehousing and Mining	80	20	100	03	4	0	0	4
SCT4.3	Mobile Communications	80	20	100	03	4	0	0	4
SCT4.4	Embedded Systems	80	20	100	03	4	0	0	4
SCT4.5	Digital Image Processing	80	20	100	03	4	0	0	4
	Practical								
HCP4.1	Practical-I: Web Design Lab	40	10	50	1.1/2	0	0	4	2
HCP4.2	Practical-II: Software Engineering Lab	40	10	50	1.1/2	0	0	4	2
	Soft Core (Any One)								
SCP4.1	Practical-III (a): Artificial Intelligence Lab	40	10	50	1.1/2	0	0	4	2
SCP4.2	Practical-III (b): Data Warehousing and Mining Lab	40	10	50	1.1/2	0	0	4	2
SCP4.3	Practical-III (c): Mobile Communications Lab	40	10	50	1.1/2	0	0	4	2
SCP4.4	Practical-III (d): Embedded Systems Lab	40	10	50	1.1/2	0	0	4	2
SCP4.5	Practical-III (e): Digital Image Processing Lab	40	10	50	1.1/2	0	0	4	2
HCMP 4.3	Major Project (90 Project Evaluation + 30 for Viva Voce + 30 IA = 150)	120	30	150	--	0	0	6	6
	Total for Fourth Semester	480	120	600					24

Lecture T= Tutorials P = Practicals,4 Credits of Theory = 4 hours of teaching per week, 2 Credits of Practicals = 4 hours per week

M.Sc. I Semester

Hard Core

HCT 1.1: Digital Logic and Computer Design

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

UNIT–I

8Hrs

Digital computers and digital systems, binary numbers, number base conversion, octal and hexadecimal numbers, complements, binary codes, binary storage and registers, binary logic and integrated circuits.

UNIT–II

10Hrs

Definition of Boolean algebra, basic theorems and properties of Boolean algebra, Boolean functions, canonical and standard forms, digital logic gates, IC digital logic families, simplification of Boolean functions, two, three and four variable maps, sum of products and product of sums simplification, NAND and NOR implementation, nondegenarate forms, AND-OR-INVERT implementation, Don't-Care conditions, the tabulation method, determination and selection of prime-implicants.

UNIT–III

8Hrs

Combinational circuit, design procedure, adders, subtractors, code conversion, analysis procedure, multilevel NAND and NOR circuits, exclusive-or and equivalence functions, binary parallel adder, decimal adder, magnitude comparators, decoders, multiplexers, Read-Only memory, Programmable Logic Array.

UNIT–IV

8Hrs

Sequential circuit, flip-flops, analysis of clocked sequential circuits, flip-flop excitation tables, design procedure, design of counters, design with state equations.

UNIT–V

10Hrs

Registers, shift registers, ripple counters, synchronous counters, timing sequences, the memory unit, examples of random access memory, interregister transfer, arithmetic, logic, and shift micro-operations, conditional control statements, fixed-point binary data, overflow, arithmetic shifts, decimal data, floating-point data, non-numeric data, instruction codes, design of simple counter.

UNIT–VI

10Hrs

Processor organization, arithmetic logic unit, design of arithmetic logic unit, status register, design of shifter, processor unit, design of accumulator, control organization, microprogram control, control of processor unit, microprogram sequencer.

UNIT–VII

10 Hrs

Computer system configuration, computer instructions, timing and control, execution of instructions, design of computer registers, design of control, computer console, microcomputer and microprocessor organization, instructions and addressing modes, stack, subroutines and interrupt, memory organization, input-output interface, direct memory access, overview of 8086 microprocessor.

References:

1. Morris Mano M., Digital logic and Computer Design, PHI .
2. Floyd and Jain, Digital Fundamentals, 8/e, Pearson Education.
3. Alan B Marcovitz, Introduction to logic and Computer Design, McGraw Hill.
4. Ronald J. Tocci, Digital Systems: Principals and Applications, 8/e, Pearson Education .
5. Bartee J. C., Digital Computer Fundamentals, 6/e, TMH.
6. Herbert Taub and Donald Schilling, Digital Integrated Electronics, McGraw Hill International Edition .
7. Ramesh S. Gaonkar., Microprocessor Architecture, Programming, and Applications with the 8085, 4/e, Penram International Publishers.

HCT 1.2: Mathematical Foundation for Computer Science

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

10Hrs

Relations and Functions: Sets, sequences, matrices, mathematical structures, product sets and partitions, relations and digraphs, properties of relations, equivalence relations, operations on relations, transitive closure and Warshall's algorithm, functions, permutation functions .

Unit II

8Hrs

Combinatorics: permutations, combinations, Pigeonhole principle, recurrence relations, principle of Inclusion and Exclusion, generating functions.

Unit III

8Hrs

Order Relations and Structures: Partially ordered set, lattices, finite Boolean algebras, functions on Boolean algebras, circuit designs.

Unit IV

8Hrs

Graphs and Trees: Graphs, Euler paths and circuits, Hamiltonian paths and circuits, transport networks, matching problems; trees, labeled trees, tree searching, undirected trees, minimal spanning trees.

Unit V

12Hrs

Propositional logic, First Order Logic: syntax and semantics, deduction, Herbrand interpretation and resolution methods, Syntax and Semantics of Logic Programs, Inference Rules, Unification and SLD-Resolution, Negation as Failure, Logic programming language PROLOG - a case study. Basic concepts, Recursive programming, Cuts and negation, Non-deterministic programming.

Unit VI

8Hrs

Languages and Finite State Machines: Languages and grammars, representation of special grammars and languages, finite state machines, semi groups, machines and languages, machines and regular languages, simplification of machines.

Unit VII

10Hrs

Groups and Coding: Semi groups, groups, coding of binary information and Error detection, decoding and error correction.

References:

1. Kolman ,Busby and Ros , Discrete Mathematical Structures , 4/e , Pearson Education.
2. Ralph P. Grimaldi, Discrete and Combinatorial Mathematics, 4/e , Pearson Education.
3. Purna Chandra Biswal, Discrete Mathematics and Graph Theory, PHI.
4. Trembley J.P. and Manohar R., Discrete Mathematical Structure with Application to Computer Science. TMH.
5. Logic & Prolog Programming, Saroj Kaushik, New Age International
6. Kishore Trivedi, Probability and Statistics with Reliability, Queuing and Computer Science Applications, PHI.

HCT 1.3: Data Structures Using C++

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

8Hrs

Object oriented programming, concepts of OOP, advantages of OOP, C++ program structures, classes, objects, friend functions, overloading member functions, constructors, destructors, operator overloading and type conversion, inheritance, types of inheritance, virtual base classes, abstract classes, pointers and inheritance, pointers and arrays, memory models, new and delete operators, binding, polymorphism and virtual functions, files, generic programming with templates, exceptional handling, strings, namespace, conversion functions, array based I/O, standard template library(STL).

Unit II

8Hrs

ADT, a model for an ADT, algorithm efficiency, list searches-sequential and binary search algorithm, linear list concepts, linked list concepts, linked list algorithms, processing a linked list, list applications, complex linked structures, C++ implementation, list ADT.

Unit III

12Hrs

Stack definition, basic stack operations, stack linked list implementation, stack applications, C++ implementation, stack ADT implementation, stack ADT-array implementation, queue definition, queue operations, queue linked list design, queue applications, C++ implementation, queue ADT-linked list and array implementation.

Unit IV

6Hrs

Recursion, designing recursive algorithms, case study-factorial, Fibonacci numbers, towers of Hanoi, C++ implementation

Unit V

14Hrs

Trees, basic tree concepts, binary trees, binary tree traversal, expression trees, general trees, Huffman code, binary search trees, AVL trees, AVL tree implementation, AVL ADT, heap definition, heap algorithms, m-way search trees, B-trees, lexical search tree, B-Tree ADT.

Unit VI

8Hrs

Sorting concepts, insertion sort, selection sort, exchange sort, external sorts.

Unit VII

8Hrs

Graphs, graph operations, graph storage structures, graph algorithms, networks.

References:

1. Paul S. Wang, Standard C++ with Object Oriented Programming, Thomson Learning.
2. S. B. Lippman & J. Lajoie, C++ Primer, 3rd Edition, Addison Wesley.
3. B. A. Forouzon, R. F. Gilberge, Computer Science: A Structured Approach Using C++, Thomson Learning.
4. Herbert Schildt, C++-The Complete Reference, TMH.
5. R. F. Gilberg and B. A. Forouzan, Data Structures-A Pseudocode Approach with C++, Thomson Learning.
6. Mark A. Weiss, Data Structures and Algorithm Analysis in C++, 2/e, Pearson Education.
7. Langsam Yedidyah, Augenstein Moshe J., Tenenbaum Aaron M., Data Structures Using C and C++, 2/e,PHI/Pearson Education.
8. Samanta. D., Classic Data Structures, PHI.

Soft Core (Any one)

SCT 1.1: Operating System Principles

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

10Hrs

Introduction: Operating system structure, operations, overview of process management, memory management, storage management and protection and security; distributed systems, special purpose systems, computing environments.

System Structure: Operating system services under OS interface, system calls, system programs, operating system design and implementation, OS structure, virtual machines, system boot.

Unit II

12Hrs

Process Management and Process Coordination-Synchronization and deadlocks: Process scheduling, operations on processes, interprocess communication, communication in client server systems, multithreaded programming, scheduling criteria, scheduling algorithms, thread scheduling, algorithm service, Synchronization, the critical section problem, Peterson's solution, synchronization hardware, semaphores, classical problems of synchronization, monitors, synchronization examples, atomic transaction, deadlock characterization, methods of handling deadlocks, deadlock prevention and avoidance, deadlock detection, recovery from deadlock.

Unit III

8Hrs

Memory Management: Swapping, contiguous memory allocation, paging, structure of page table, segmentation, example: the Intel Pentium, demand paging, copy-on-write, page replacement, allocation of frames, thrashing, memory-mapped files, allocating Kernel memory, examples.

Unit IV

12Hrs

Storage Management-File System and Secondary storage structure: File concept, access methods, directory structure, File-System mounting, file sharing, protection, file-system structure and implementation, directory implementation, allocation methods, free-space management, efficiency and performance, NFS, example-The WAFL file system, disk structure, disk attachment, disk scheduling, disk management, swap-space management, RAID structure, stable-storage implementation, tertiary storage structure.

Unit V

8Hrs

Protection and Security : Goals and principles of protection, domain of protection, access matrix, implementation of access matrix, access control, security problem, program threats, cryptography as a security tool, user authentication.

Unit VI

4Hrs

Distributed Systems: Types of distributed OS, network structure, network topology, communication structures, and communication protocols.

Unit VII

10Hrs

Case Study- Linux Internals: Linux User and programmer Interface, File system, process management, interprocess communication, Memory management, Understanding shells, shell programming

References:

1. Silberschartz A. and Galvin P., Operating System Concepts, 7/e, Addison Wesley.
2. Gary J. Nutt, Operating Systems, Addition-Wesley
3. I. M. Flyn, A. McIver McHoes., Understanding Operating Systems, Thomson Learning.
4. D. M. Dhamdhare, Operating Systems, Tata Mc.Graw-Hill.
5. Deitel H.M., An Introduction to Operating Systems, Addison Wesley.
6. Jack Dent, Tony Gaddis, Guide to UNIX using Linux, Thomson Learning.
7. Nicholas Wells, Guide to Linux installation and Administration, Thomson Learning.

SCT 1.2 : Bioinformatics

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

10Hrs

Introduction- What is Bioinformatics, Goal, Scope, Applications, Limitations, and New Themes. Basic Concepts of Molecular Biology - Life, Protein, Nucleic Acids, The Mechanism of Molecular Genetics, How the Genome Is Studied, The Human Genome Project.

Unit II

10Hrs

Introduction to Biological Databases- What is a Database? Types of Databases, Biological Databases, Pitfalls of Biological Databases, Information Retrieval from Biological Databases.

Unit III

10Hrs

Sequence Alignment: Pair wise Sequence Alignment, Database Similarity Searching, Multiple Sequence Alignment, Protein Motifs and Domain Prediction

Unit IV

10Hrs

Gene Prediction: Categories of Gene Prediction Programs, Gene Prediction in Prokaryotes, Gene Prediction in Eukaryotes.

Unit V

8Hrs

Molecular Phylogenetics: Phylogenetics Basics, Phylogenetic Tree Construction Methods and Programs.

Unit VI

8Hrs

Structural Bioinformatics: Protein Structure Basics, Protein Structure Visualization and Comparison and classification, Protein Secondary Structure Prediction

Unit VII

8Hrs

Genomics and Proteomics: Genome Mapping, Assembly, and Comparison and Proteomics

References

1. Xiong Jin, "*Essential Bioinformatics*", Cambridge University Press, First South Asian edition.
2. Setubal Joao Carlos, Joao Meidanis, Jooao Carlos Setubal *"Introduction to Computational Molecular Biology"*, Thomson Learning, First Reprint, 2003
3. Mount W David, *"Bioinformatics Sequence and Genome Analysis"*. CBS Publishers, First Indian Reprint, 2005
4. Krane E Dan and Michael L Raymer, "*Fundamental Concepts of Bioinformatics*", Pearson Education Inc., First Indian Reprint, 2003

Practicals

HCP 1.1: Practical – I: Prolog and Digital Logic Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Section I: Programming in Prolog : to study the syntax and semantics of Prolog- Facts, simple unifications, rules, backtracking-fail, cut, and negation, recursion. Simple prolog programs like

Representing family relationship
Path-finding in a graph
Finding an item X
Finding a spanning tree of a graph
Fibonacci series

Section II: Lab. Assignment shall be carried out based on the paper MSC 1.1 including the following:

- Realization of NOT, OR, AND, XOR, XNOR gates using universal gates
- Gray to Binary conversion & vice-versa
- Code conversion between BCD and EXCESS-3
- ODD and even parity generation and checking.
- 4-bit comparator circuit
- Design of combinational circuit to drive seven-segment display
- Design of combinational circuits using multiplexer
- Adder/Subtractor circuits using Full-Adder using IC and/ or logic gates.
- BCD Adder circuit using IC and/ or logic gates
- Realization of RS, JK, and D flip flops using Universal logic gates
- Realization of Asynchronous up/down counter
- Realization of Synchronous Mod-N counter

HCP 1.2: Practical – II: C++ Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

This laboratory course comprises of C++ programming

Lab. Assignment shall be carried out to include the following features of C++:

- Classes, objects, constructors and destructors, Function overloading, Operator overloading, Friend functions, Inheritance, virtual functions, abstract classes
- Exception Handling and Templates, STL

HCP 1.3: Practical – III: Data Structures Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Data Structure algorithms studied in paper MSC1.3 shall be implemented using C++. Assignments should include but not limited to-

- Linked lists: inserting, deleting, inverting a linked list
- Stacks and Queues: adding, deleting elements
- Circular Queue: Adding & deleting elements
- Evaluation of Arithmetic expressions
- Polynomial addition, Polynomial multiplication
- Sparse Matrices: Multiplication, addition.
- Recursive and Nonrecursive traversal of Trees
- Threaded binary tree traversal. AVL tree implementation
- Application of Trees.
- Application of sorting and searching algorithms

Soft Core (Any one)

SCP 1.1: Practical – IV (a): Linux/Unix Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Lab. Assignment shall be carried out to include the following features of Linux/UNIX:

- Basic commands. File system commands
- Process management, interprocess communication
- Search and sort tools, AWK tool, Shell programming, make tool, tar utility
- System administration

Lab. Assignment shall be carried out to simulate the following OS features using c/c++

- cpu scheduling algorithms
- memory management scheme, demand paging scheme
- disk scheduling algorithms
- Interprocess communication

SCP 1.2: Practical – IV (b): Bio-informatics Lab

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

1. NCBI Web Site
2. Information regarding Biological Databases shall be obtained
   - Nucleotide Sequence databases
   - Protien & Sequence databases
   - Protien Structure databases
   - Protein Model databases
   - RNA databases etc
3. Following Assignments shall be carried out
   - Search a sequence database
   - Transcriptions/Transastions
     (Eg: Search for specific sequences, RNA to Protien)
   - Allignments etc
4. Identifying and comparing DNA sequences using BLAST

M.Sc. II Semester
Hard Core

HCT 2.1: Design and Analysis of Algorithms

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

10Hrs

Notion of algorithm, Fundamentals of algorithmic problem solving, problem types, linear data structures, graphs, trees, sets and dictionaries.

Unit II

10Hrs

Analysis of algorithm efficiency: Analysis frame-work, asymptotic notations and basic efficiency classes, mathematical analysis of nonrecursive and recursive algorithms, empirical analysis of algorithms.

Unit III

10Hrs

Brute Force and Divide and Conquer: selection sort and bubble sort, sequential search and brute-force string matching, closest-pair and convex -hull problems, exhaustive search, merge sort, quick sort, binary search, binary tree traversals, Strassen's matrix multiplication.

Unit IV

10Hrs

Decrease-and-Conquer and Transform-and-Conquer: Insertion sort, depth first search, topological sorting, presorting, Gaussian elimination, balanced search trees, heap sort, Horner's rule.

Unit V

8Hrs

Dynamic programming: Computing a Binomial coefficient, Warshall's and Floyd's algorithms, the Knapsack problem and memory functions.

Unit VI

8Hrs

Greedy technique-Prim's algorithm, Dijkstra'a algorithm, Huffman trees, P, NP, and NP-complete problems.

Unit VII

8Hrs

The Fast Fourier Transform and its Applications: The discrete Fourier transform and its inverse, the Fast Fourier transform algorithm, the FFT using bit operations, products of polynomials, the Schonhage-Strassen integer-multiplication algorithm.

References:

1. Anany Levitin, The Design and Analysis of Algorithms, Pearson Education.
2. Aho A.V, Hopcroft J.E and Ullman, J.D., The Design and Analysis of Computer Algorithms, Addison – Wesley.
3. Ellis, Horwitz, Sartaj Sahani and S. Rajashekaran, Computer Algorithms, Galgotia Publications Pvt. Ltd.
4. David Harel, Algorithmics: The Spirit of Computing, Pearson Education.
5. Sara Baase, Computer Algorithms – An Introduction to Design and Analysis, Addison Wesley.

HCT 2.2 : Database Management System

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

6Hrs

Introduction: Database, characteristics of database approach, database users, advantages of database systems.

Unit II

10Hrs

Database System Concepts and Architecture: Data models, schemas and instances, the three schema architecture, data independence, DBMS languages and interfaces, DBMS component modules and database system utilities, overview of Relational Data Base Management Systems, data modeling using Entity-Relationship Model.

Unit III

10Hrs

The Relational Data Model: Relational models concepts, relational constraints and relational database schemas, update operations and dealing with constraint violations, relational algebra, relational calculus, relational database design by ER to Relational mapping.

Unit IV

8Hrs

Relational Database Manipulation- SQL: Data definition in SQL, basic data retrieval, condition specification, arithmetic and aggregate operators, SQL join, set manipulation, categorization, updates, views, views and updates.

Unit V

12Hrs

Relational Database Design: Anomalies in a database-A consequence of bad design, functional dependencies, Normal forms based on primary keys, general definitions of second and third normal forms, Boyce-Codd normal form, relational database design algorithms, multivalued dependencies and fourth normal form, join dependencies and fifth normal form, other dependencies and normal forms, database design and implementation process.

Unit VI

12Hrs

System Implementation Techniques: Database System Architecture and the System Catalog, query processing and optimization, transaction processing concepts, concurrency control techniques, database recovery techniques, database security and authorization.

Unit VII

6Hrs

Advanced Database Concepts: Concepts of object-oriented databases, object database standards, languages and design, object relational database systems, Distributed database concept, types of distributed database systems, an overview of Client-Server architecture.

References:

1. Henry F. Korth and Silberschatz Abraham, Database System Concepts, Mc.Graw Hill
2. Elmasri and Navathe, Fundamentals of Database Systems, Pearson Education.
3. Bipin C. Desai, An Introduction to Database Systems, Galgotia Publications.
4. Date, C. J., An Introduction to Database Systems, Addison-Wesley.
5. Kroenke David M., Database Processing Fundamentals, Design, and Implementation, PHI.
6. Shah, Database Systems Using Oracle-A simplified guide to SQL and PL/SQL, PHI.

Soft Core (Any one)

SCT 2.1: System Software

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

10Hrs

Introduction: System software and machine architecture, traditional (CISC) machines, RISC machines.

Unit II

12Hrs

Assemblers: Basic assembler functions, machine dependent and machine independent assembler features, one-pass assemblers, multipass assemblers, MASM assembler, SPARC assembler.

Unit III

10Hrs

Loaders and Linkers: Basic loader functions, machine dependent and machine independent loader features, linkage editors, dynamic linking, bootstrap loaders.

Unit IV

12Hrs

Macro Processors: Basic macro processor functions, machine dependent and machine independent macro processor features, macro processor design options.

Unit V

20Hrs

Compilers: Basic compiler functions, machine-dependent compiler features, machine-independent compiler features, compiler design options the YACC compiler-compiler.

References:

1. Leland L. Black, System Software, Pearson Education.
2. A.V. Aho, R. Semi, J.D. Ullman, Compilers - Principles, techniques and tools, Pearson Education.
3. D.M. Dhamdhere, Systems Programming and Operating Systems, Tata McGraw Hill.
4. Santanu Chattopadhyay, Compiler Design, PHI.

SCT 2.2: Advanced Computer Architecture

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

10Hrs

Pipe Line And Vector Processing: Introduction , Linear pipepline , Classification, Reservation tables, Introduction prefetch and branch handling, Data Buffering and Busing structure, Internal forwarding and register tagging, Hazard detection , Characteristics of Vector processing

Unit II

14Hrs

Array Processing: SIMD Array processors, SIMD Interconnection networks , Static and dynamic - Mesh connection, Cube connection, Barrel shifter and data manipulation, parallel algorithm for SIMD matrix multiplication.

Unit III

14Hrs

Multiprocessor Architecture: Loosely coupled, tightly coupled multiprocessor configurations, Interconnection networks, Interleaved memory organization, Multiprocessor operating systems, Software requirements for multiprocessors.

Unit IV

14Hrs

Multiprocessing Control and Algorithms: Inter process communication mechanism and process synchronization, system deadlock problem, Multiprocessor scheduling strategy, parallel algorithms for multiprocessors.

Unit V

12Hrs

Memory Organization: Introduction, Characteristics of memory systems, Memory hierarchy, Cache memories, Mapping schemes, Virtual memory concepts, paging and segmentation systems, placement policies.

References:

1. Kai Hwang and Feye A. Briggs, Computer Architecture and parallel processing, McGraw Hill.
2. Dezso Sima, Terence Fountain and Peter Kacsuk, Advanced Computer Architecture-A Design Space Approach, Pearson Education (2005)
3. Kain, Advanced Computer Architecture-A Systems Design Approach, PHI(2006).
4. Kai Hwang, Advanced Computer Architecture, McGraw Hill (2000).

Open Elective (Any one)

OET 2.1: Introduction to Computers and Programming in C

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

UNIT I

10Hrs

Introduction To Computers: Characteristics of Computers, Evolution of Computers, Computer Generations – Classification of Computers, Basic Computer organization, Number Systems.

UNIT II

8Hrs

Computer Software: Types of Software, Software Development Steps.

UNIT III

16Hrs

Application Software Packages- Office Packages: Spread sheets, word processing, database and presentation graphics.

UNIT IV

8Hrs

Problem Solving: Algorithms and Flow Charts.

UNIT V

22Hrs

Programming in C: Overview of C, Constants, Variables and Data Types, Operators and Expressions, Managing Input and Output, Decision Making - Branching and Looping. Handling of Character Strings, Arrays, User-defined Functions – Definitions – Declarations - Call by reference – Call by value, Structures and Unions, Pointers, the Preprocessor directives, file handling in c.

References:

1. Peter Norton's Introduction to computers, Peter Norton, McGraw-Hill Technology Education.
2. V. Rajaraman, Introduction to Information Technology, PHI.
3. Fundamentals of digital computer, Thomas Bartee
4. Behrouz A. Forouzan and Richard. F. Gilberg, A Structured Programming Approach Using C, II Edition, Brooks-Cole Thomson Learning Publications.
5. Stephen G. Kochan, Programming in C, Third Edition, Pearson Education India.
6. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Pearson Education Inc.E.Balagurusamy, Computing fundamentals and C Programming, Tata McGraw-Hill Publishing Company Limited.

OET 2.2 : Pattern Recognition

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

6Hrs

Introduction: Application of Pattern Recognition, statistical Decision Theory, Image Processing and Analysis.

Unit II

8Hrs

Probability: Introduction, Probability of Events, Random Variables, Joint Distribution and Densities, Moments of Random variables, Estimation of Parameters from samples, Minimum Risk Estimations.

Unit III

12Hrs

Statistical Decision Making: Introduction, Baye's Theorem, Multiple Features, Conditionally Independent Features, Decision Boundaries,- Estimation of Error rates, Characteristic centers, Estimating the Composition of Populations.

Unit IV

10Hrs

Non Parametric Decision Making: Introduction, Histograms, Kernel and Windows Estimators, Nearest Neighbour Classification Techniques, Adaptive Decision Boundaries, Adaptive Discriminant Functions, Minimum Squared.

Unit V

10Hrs

Clustering: Introduction, Hierarchical Clustering, Partitional Clustering.

Unit VI

10Hrs

Artificial Neural Networks: Introduction, Nets without Hidden layers, Nets with Hidden layers,The Back – Propagation Algorithm, Hopfied Nets – An Application: Classifying Sex from facial images.

Unit VII

8Hrs

Processing Of Wave Form And Images: Introduction, Gray level Scaling, Transformations, Equalizations, Geometric Image Scaling and Interpolations,- Logarithmic Gray Level Scaling ,The Statistical Significance of Image Features.

References:

1. Earl Gose, Richard Johnsonbaugh and Steve Jost, Pattern Recognition and Image Analysis, PHI, 1997.
2. Fu.K.S., Syntactic Methods in Pattern Recognition, Academic Press, 1974.
3. Tray Y Young and Thomas W Calvert, Classification, Estimation and Pattern Recognition, American Elservier Publication Company Inc., 1994.
4. Duda R.O. and Hart P.E., Pattern Classification and Scene Analysis, John Wiley.

HCP 2.1: Practical- I: Algorithms Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Section-I: To understand the design and analysis of algorithms, following assignments shall be implemented using C/C++.

1. Divide-And-Conquer algorithms for searching, sorting etc.
2. Strassen's matrix multiplication
3. Dynamic programming: Warshall's algorithm, Dijkstra's algorithm, Floyd's algorithm etc.
4. Greedy algorithms
5. FFT
6. Integer multiplication

Section-II: To understand the phases of Compiler design: lexical analysis, syntax analysis, semantic analysis, intermediate code generation, code optimization, code generation. Following assignments shall be implemented using C/C++

1. Program to count the numbers of comment lines in a given C program. Also eliminate them and copy the resulting program into separate file
2. Write a yacc program that accepts a regular expression as input and produce its parse tree as output.
3. To check whether a string belongs to a grammar or not
4. To generate a parse tree
5. To find leading terminals
6. To find trailing terminals
7. To compute FIRST of non terminals
8. To compute FOLLOW of non terminals

HCP 2.2: Practical -II: DBMS Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Lab. Assignment shall be carried out to include the following:

- SQL : Data definition in SQL, basic data retrieval, condition specification, arithmetic and aggregate operators, SQL join, set manipulation, categorization, updates, views, views and updates.
- Introduction to PL/SQL programming
- The student is to develop a logical and physical database design for the given problem. The logical design performs the following tasks: 1) Map the ER/EER diagrams to a relational schema. Be sure to underline all primary keys, include all necessary foreign keys and indicate referential integrity constraints. 2) Identify the functional dependencies in each relation, 3) Normalize to the highest normal form possible.
- Perform physical design based above logical design using Oracle/MYSQL on Windows platform or MySQL/PostgreSQL on Linux platform
- Perform DML and DDL using all possible SQL commands and with the help any one host languages like C, C++, VB etc (ie embedded SQL)
- Perform DML and DLL using PL/SQL and PL/pgSQL for the above problems

Soft Core (Any one)

SCP 2.1: Practical -III (a): Visual Programming Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Assignments related to VB/VB.NET language shall be carried out including the following features:

- Decision and iterative constructs
- Procedures, functions and exceptional handling
- Arrays, enumeration and structure
- Working with forms, GUI interface with windows forms and designing menus
- Objects and classes
- Overloading, inheritance, over riding
- Interfaces, namespaces and collections
- Events and delegates
- Multithreading and garbage collection
- Database programming
- Components and assemblies

SCP 2.2: Practical -III (b): Computer Architecture Lab.

- Practical: 4 hrs./week

Credits: 02

- Max Marks: 40 Cont. Assessment. 10

Open Elective (Any one)

OEP 2.1: Practical -IV (a): Office Packages and C Prog. Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

- Study of WINDOWS Operating System

- MS Word, MS Excel, MS Power Point, MS Access.
  - To prepare Your Bio Data using MS Word
  - To generate labels.
  - Use of macros
  - Creating letters using Mail merge
  - To prepare the list of marks obtained by students in different subjects and show with the help of chart/graph the average, min and max marks in each subject.
  - Prepare a power point presentation explaining the facilities/infrastructure available in your college/institutes.
  - Power point Presentation of topic of interest.
  - Create a database of books in the library on a mini scale w.r.t. Computers and manipulate the database using different forms and reports.

- C programs

1. To find the sum of individual digits of a positive integer
2. Generate the first n terms of the Fibonacci sequence (A Fibonacci Sequence is defined as follows: the first and second terms in the sequence are 0 and 1.Subsequent terms are found by adding the preceding two terms in the sequence.)
3. To find the roots of a quadratic equation
4. Write C programs using functions
   a. To find the factorial of a given integer.
   b. To find the GCD (greatest common divisor) of two given integers
5. To find both the largest and smallest number in a list of integers.

6. Write a C program that uses functions to perform the following:
   a. Addition of Two Matrices
   b. Multiplication of Two Matrices
7. To determine if the given string is a palindrome or not
8. To generate Pascal's triangle
9. To read in two numbers, x and n, and then compute the sum of the geometric progression:

   $1+x+x^2+x^3+.....+x^n$

   For example: if n is 3 and x is 5, then the program computes 1+5+25+125. Print x, n, and the sum. Perform error checking.
10. 2's complement of a number is obtained by scanning it from right to left and complementing all the bits after the first appearance of a 1. Thus 2's complement of 11100 is 00100. Write a C program to find the 2's complement of a binary number.
11. To convert a Roman numeral to its decimal equivalent.
12. Computing mean, mode, and standard deviation for a given set of data.
13. File related programs.

OEP 2.2: Practical -IV (b): Pattern Recognition.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

The assignment based on following shall be carried out by using C++/C, but not limited to:

1. Bayes classifier
2. Decision theory
3. Nearest neighbor classifier
4. Minimum square errors
5. Artificial networks
6. Digital Image Processing

M. Sc. III Semester

Hard Core

HCT 3.1: Programming in JAVA

Teaching: 4 hrs./week

Credits: 02

Max Marks: 80 Cont. Assessment. 20

Unit I

10Hrs

Basics of JAVA, Applications and Applets, using the tools in JDK, javadoc, java, jdb etc.
JAVA Language- keywords, constants, variables and Data Types. Operators and Expressions, Decision making, branching and Looping, Labeled Loops Statement, Jump statements: Break, Continue, and Return. Arrays and Strings-Creating an Arrays, one and two Dimension Arrays, String Array, String and String Buffer Classes, Wrapper Classes.

Unit II

10Hrs

Classes, Objects and Methods Defining a class, adding variables and Methods, creating objects constructors, class inheritance, Basics types, using super, multi level hierarchy, abstract and final classes, object class, packages and interfaces, Access protection, Extending interfaces, packages. Exception Handling, Fundamentals exception types, uncaught exceptions, throws, throw, try -catch, final, built in exceptions, creating your own exceptions.

Unit III

6Hrs

Applet Programming - Creating and executing Java applets, inserting applets in a web page, Java security.

Unit IV

8Hrs

Multithreading Fundamentals, Java Thread model: priorities, synchronization, messaging, thread class, Runnable interface, Interthread communication, suspending, resuming and stopping threads.

Unit V

10Hrs

Input/Output -Basics, Streams, Byte and Character streams, predefined streams, reading and writing from console and files .Using standard Java Packages (lang,util,io) Networking -Basics, networking classes and interfaces, using java.net package, doing TCP/IP and Datagram programming.

Unit VI

12Hrs

AWT Classes, Event Handling and Swing classes, AWT Programming, Working with windows, Graphics and Text, using AWT controls, Layout managers and menus, Handling image, animation, sound and video. Event Handling-Different mechanism, the Delegation Event Model, Event Classes, Event Listener interfaces, Adapter and Inner Classes. Java Swing -Japplet, Icons and Labels, Text fields, Buttons, Combo Boxes, Tabbed and Scroll Panes, Trees, Tables.

Unit VII

8Hrs

JDBC -Setting the JDBC connectivity with a backend database. RMI -Two tier and Multitier Architecture, Object serialization, RMI Fundamentals, Programming using Java RMI Classes and interfaces . Servlets-Background, Life Cycle, Java Servlet Development kit, Servlet API, Handling HTTP Requests and responsing, Using Cookies, Session Tracking and security issues.

References:

1. Patrick Naughton And Herbert Schildt, Java The Complete Reference, TMH Publication .
2. Cay S. Horstmann and Gary Cornell, Core JAVA 2, Volume-I, 7/e, Pearson Education.
3. Cay S. Horstmann and Gary Cornell, Core JAVA 2, Volume-II, 7/e, Pearson Education.
4. Bruce Eckel, Thinking in Java, 3/e, Prentice Hall.
5. Bill Shannon, Mark Hapner, Vlada Matena, James Davidson, Eduardo Pelegri-Llopart, Larry Cable, Java 2 Platform Enterprise Edition, Platform and Component Specifications , Addision Wesley.
6. Partrick Naughton, Herbert Schidlt, JAVA 2 -The Complete Reference, Tata McGraw Hill.

HCT 3.2 : Data Communications and Computer Networks

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

UNIT I

10Hrs

Data Communications: Components, Direction of Data flow, networks, Components and Categories, types of Connections, Topologies –Protocols and Standards, ISO / OSI model, Transmission Media, Coaxial Cable, Fiber Optics, Line Coding, Modems, RS232 Interfacing sequences.

UNIT II

12Hrs

Data Link Layer: Error detection and correction, Parity, LRC, CRC, Hamming code, low Control and Error control, stop and wait, go back-N ARQ, selective repeat ARQ- sliding window, HDLC., LAN, Ethernet IEEE 802.3, IEEE 802.4, IEEE 802.5, IEEE 802.11, FDDI, SONET, Bridges.

UNIT III

12Hrs

Network Layer: Internetworks, Packet Switching and Datagram approach, IP addressing methods, Subnetting, Routing, Distance Vector Routing, Link State Routing, Routers.

UNIT IV

10Hrs

Transport Layer: Duties of transport layer, Multiplexing, Demultiplexing, Sockets, User Datagram Protocol (UDP), Transmission Control Protocol (TCP), Congestion Control, Quality of services (QOS), Integrated Services.

UNIT V

12Hrs

Application Layer: Domain Name Space (DNS), SMTP, FTP, HTTP – WWW

UNIT VI

8Hrs

Security: Cryptography, network security, security in Internet.

References

1. Behrouz A Forouzan, Data Communications and Networking, Tata McGraw-Hill.
2. William A. Shay, Understanding Communications and Networks, Thomson Learning.
3. William Stallings, Data and Computer Communications, 7/e, Pearson Education.
4. Stevens et. Al., Unix network programming-The sockets and networking API, Vol. 1/ 3/e, PHI.
5. Stevens et. Al., Unix network programming-Interprocess Communication, Vol. 2, 2/e, PHI.
6. Ames Chellis Charles Perkins, Matthew Strebe, Networking Essentials:Study Guide MCSE, Second Edition, BPB Publications.
7. Douglas E. Comer, Internetworking with TCP/IP, Vol. I- Principles, Protocols, And Architecture, 3/e, PHI.
8. Stevens W.R., UNIX Network Programming, Vol. I and Vol II, 2/e, PHI.

Soft Core (Any one)

SCT 3.1: Computer Graphics

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

6Hrs

Introduction to computer graphics, programming in sample raster graphics package (SRGP), simple PHIGS, graphics hardware.

Unit II

10Hrs

Basic raster graphics algorithms for drawing 2D primitives,: scan converting lines, circles and ellipses. filling rectangles, polygons and ellipse arcs; pattern filling, thick primitives, clipping lines, circles, ellipse and polygons, antialiasing.

Unit III

10Hrs

Geometrical transformations: 2D transformations, homogeneous coordinates, matrix representation of 2D transformations, window-to-viewport transformation, 3D-transformations, composition of 2D and 3D transformations, viewing in 3D.

Unit IV

10Hrs

Representing curves and surfaces. Polygon meshes, parametric cubic curves, parametric bicubic surfaces, quadric surfaces.

Unit V

8Hrs

Solid modeling, achromatic and colored light, Dialog design and user interface software.

Unit V1

10Hrs

Visible surface determination: Functions of two variables, techniques for efficient visible surface algorithms, algorithms for visible line determination, the z-buffer algorithm, list-priority algorithm, scan-line algorithm, area-subdivision algorithm, algorithm for octrees and curved surfaces, visible surface ray tracing.

Unit VII

10Hrs

Illumination and Shading: Illumination models, shading models for polygons, surface detail, shadows, transparency.

References:

1. James D. Foley, Andres Van Dam, Steven K. Feiner, and John F. Hughies, Computer Graphics-Principles and Practice, 2/e, Pearson Education(2006).
2. Donald Hearn and M. Pauline Baker, Computer Graphics-C version, 2/e, Pearson Education.
3. Francis S. Hill Jr, Computer Graphics using open GL, 2/e. Pearson Education.
4. Roy A. Plastock and Zhigarg Xiang, Schaum's Outline of Computer Graphics, 2/e, TMH.

SCT 3.2 : Neural Networks and Fuzzy Systems

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit–I

8Hrs

Introduction: Introduction to Neural networks and fuzzy logic, basic concepts of neural networks, human brain, model of artificial neuron, neural network architectures, characteristics of neural networks, learning methods.

Unit–II

12Hrs

Backpropogation Networks: Architecture, backpropogation learning, applications, tuning of backpropogation neural networks, parameters in BPN, variation of standard backpropogation algorithm, research directions.

Unit III

8Hrs

Associative Memory: Autocorrelators, heterocorrelators, Wnag et. al.'s multiple training encoding strategy, exponential BAM, associative memory for real-coded patter pairs, applications.

Unit IV

8Hrs

Adaptive Resonance Theory: Classical ART networks, simplified ART architecture, ART1, ART2, applications.

Unit V

8Hrs

Fuzzy Set Theory: Crisp sets, Fuzzy sets, Crisp relations, Fuzzy relations.

Unit VI

10Hrs

Fuzzy Systems: Crisp logic, predicate logic, fuzzy logic, fuzzy rule based systems, defuzzification methods, applications.

Unit VII

10Hrs

Hybrid Systems : Neuro-fuzzy hybrids, fuzzy-backpropogation networks, LR-type fuzzy numbers, fuzzy neuron, fuzzy BP architecture, learning in fuzzy BP, inference by fuzzy BP, applications, fuzzy ARTMAP, simplified ARTMAP, applications, fuzzy associative memories-single association FAM, fuzzy Hebb FAMs, FAM involving a rule base, FAM rules with multiple antecedents/consequents, applications.

References:
1. S. Rajashekaran, G. A. Vijayalakshmi Pai, Neural Networks, Fuzzy Logics and Genetic Algorithms, PHI.
2. Stamatios V. Kartalopoulos, Understanding Neural Networks And Fuzzy Logic—Basic Concepts And Applications, PHI (20056.
3. Bart Kosko, Neural networks and fuzzy systems - A dynamical systems approach to machine intelligence, PHI.

Open Elective (Any one)

OET 3.1: Information Technology

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

UNIT I

14Hrs

Computer Networks: Definition, network types, network topology, network devices, OSI model, TCP/IP model, Local Area Network (LAN), applications of LAN, Wide Area Network(WAN), IP addressing, IP vs MAC addresses.

UNIT II

8Hrs

Internet Evolution, Basic Internet Terminology, Internet Essentials, Internet Services – USENET, GOPHER, WAIS, ARCHIE and VERONICA, IRC, WORLD WIDE WEB.

UNIT III

10Hrs

Internet Tools: E-Mail, FTP, and Internet Browsers, Visiting web sites, Portals.
Search Engines: Technology Overview. Popular search engines, how to register a web site on internet, Blogs.

UNIT IV

16Hrs

HTML & XHTML: Basic layout of HTML, Head Section: title, base, link, meta. Body Section: Text formatting and alignment, fonts, colors, ordered and unordered lists, links, images, sounds, video, background, tables, forms, frames. Introduction to XHTML
DHTML: Cascading style sheet, inline styles, embedded style, linking external style sheets, positioning elements, user style sheets, document object model.
XML: Structuring data, XML namespaces, DTD and schemas, XML variables, DOM methods, simple API for XML, application of XML.
Overview of MS FrontPage, Macromedia Dream weaver, and other popular HTML editors. Issues in Web site creations & Maintenance, Web Hosting and publishing Concepts

UNIT V

16Hrs

E-Commerce: Introduction to E-Commerce: Definition, framework, applications, merits and demerits. IT Act 2000. Software Agents.
Business Model for E- Commerce: B2B, B2C, C2C, C2B
E-Security: Trust based security, password scheme, cryptography & firewall concept
E-Payment Standard: Digital token-based system, smart cards, micro-payments, e-cash, designing epayments system, digital signature
E-SCM & E-CRM.

References

1. V. Rajaraman, Introduction to Information Technology, PHI.
2. P. K. Singh, Introduction to Computer Networks, V. K. Publications, New Delhi
3. Rachna Sharma, Computer Networks, University Science Press, Laxmi Publications.
4. Jesse Feiler, Managing the Web Based Enterprise, Morgan Kaufmann
5. Internet and Web Design, DOEACC 'O' level, Firewall Media.
6. Chuck Musciano & Bill Kennedy, HTML & XHTML, SPD
7. Hossien Bidgoli, Elcetronic Commerce- Principles and Practice, Academic Press.
8. Efraim Turban, David King, Danis, Jae Lee, Electronic Commerce, Prentice Hall.
9. S.Jaiswal , Doing Business on the Internet : E – Commerce, Galgotia Pub.
10. Thomas A. Powell, The Complete Reference HTML.

OET 3.2 : Theory of Computation

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit–I

10Hrs

Introduction: Sets, relations and functions; strings and their properties, automation, transition systems, nondeterministic finite state machines, equivalence of DFA and NDFA, Mealy and Moore Models.

Unit II

14Hrs

Formal Languages and Regular Grammars: Chomsky classification of languages, languages and their relation, operations on languages, languages and automata, regular expressions, finite automata and regular expressions, pumping lemma, regular sets and regular grammars.

Unit III

16Hrs

Context-free languages: Context-free languages and derivation trees, ambiguity in context-free grammars, normal forms for context-free grammars, pumping lemma, decision algorithms, push down automata, pushdown automata and context-free languages, parsing and pushdown automata.

Unit IV

14Hrs

Turing Machines and Linear Bounded Automata: Turing machine model, representation of Turing machines, language acceptability, design of Turing machines, the model of linear bounded automation, Turing machines and type 0 grammars, linear bounded automata and languages, halting problem of completeness, NP-completeness.

Unit V

10Hrs

LR(k) grammars, computability- primitive recursive functions, recursive functions, partial recursive functions and Turing machines.

References:

1. K.L.P. Mishra and N. Chandrasekaran, Theory of Computer Science, 2/e, PHI.
2. Michael Sipser, Introduction to the Theory of Computation, Thomson Learning.
3. J P Hoperoft, J D Ullman, Introduction to Automata, Languages and Computation, Narosa Publications.
4. John C. Martin, Introduction to Languages and the Theory of Computation,2nd Edition, McGraw Hill.

Practicals

HCP 3.1 : Practical-I : Java Programming Lab

Practical: 4 hrs./week

Max Marks: 40 Cont. Assessment, 10 Credits: 02

Assignments shall be implemented using following features of JAVA:

- Classes, objects, constructors and destructors
- Packages, Inheritance, Event Handlers
- Applets
- Exceptions and debugging
- Threads, multithreading
- Database connectivity
- File handling

HCP 3.2 : Prctical-II : Computer Networks Lab

Practical: 4hrs./week

Max Marks: 40 Cont. Assessment, 10 Credits: 02

Section I: Following assignments shall be implemented in Java/C++.

- For error detecting code using CRC-CCITT (16-bits).
- Simple RSA algorithm to encrypt and decrypt the data.
- Hamming Code generation for error detection and correction.
- Congestion control using Leaky bucket algorithm
- A simple form with input fields for a name and an email address
- Using an understanding and assignment submission on the following commands: If con fig, net stat, ping, arp, telnet, fttp, ftp, finger
- To find and print the address of a local machine
- To download a web page
- Simple web browser
- A client / server program where in when the client makes a connection to the server, the server sends the system details of the server machine along with date and time
- Construct datagram packet to receive data

Section II: The following experiments shall be conducted using either NS/OPNET or any other simulators.

1. Simulate a three nodes point-to-point network with duplex links between them. Set the queue size vary the bandwidth and find the number of packets dropped.
2. Simulate a four node point-to-point network, and connect the links as follows: n0-n2, n1-n2 and n2-n3. Apply TCP agent between n0-n3 and UDP n1-n3. Apply relevant applications over TCP and UDP agents changing the parameter and determine the number of packets by TCP/UDP.
3. Simulate the different types of Internet traffic such as FTP a TELNET over a network and analyze the throughput.
4. Simulate the transmission of ping messaged over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion.
5. Simulate an Ethernet LAN using N-nodes (6-10), change error rate and data rate and compare the throughput.

Soft Core (Any one)

SCP 3.1: Practical -III (a): Computer Graphics Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Lab. assignments shall be carried out using C/C++ programming language to include the following features of computer graphics:

- scan converting lines, circles and ellipses
- filling rectangles, polygons and ellipse arcs
- line and curve attributes
- clipping lines, circles, ellipse and polygons
- 2D and 3D transformations
- spline representations, Bezier curve and surfaces; B-Spline curves and surfaces
- Hidden surfaces

SCP 3.2: Practical -III (b): Neural Network and Fuzzy Systems Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Assignments based on Neural Networks and Fuzzy Systems be implemented using C/C++/Java or Matlab S/w.

OE 3.1: Practical -IV (a): Internet tools and Web Design Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

I. Internet Explorer Tour
Access URL's and follow links; add pages to Favorites; use back/forward buttons; new tabs VS. new windows, switch between open tabs; typing in text boxes. ACTIVITIES – search for and visit sites of popular newspapers and magazines; visit/use web dictionary sites and add them to favorites.

II. Email signup, Send email, open mail, reply Email attachment use basic word processing to compose and save E-mails.

III.

1. Using Search engines
2. Chatting on the net.
3. Using FTP and Tel net server.
4. Using HTML Tags (table, form, image, anchor etc.).
5. Making a Web page of your college using HTML tags.
6. Creating web pages using Front Page/Dream Viewer

OE 3.2: Practical -IV (b): Computational Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Assignments based on the following shall be carried out but not limited to:

- Formal Languages
- Regular Grammars
- Context free languages
- Tuning Machine
- Primitive Recursive & Partial recursive function

M.Sc. IV Semester

Hard Core

HCT 4.1: Internetworking and Web Design

Teaching: 4 hrs./week

Max Marks: 80 Cont. Assessment. 20 Credits: 04

Unit I

14Hrs

Internetworking: Motivation, physical connection with routers, internet architecture, concept of Universal service, virtual networks, protocols for internetworking, layering and TCP/IP protocols.
Internet protocol addresses: IP addressing scheme, IP address hierarchy, classes of IP addresses and dotted decimal notation, addressing example, special IP addresses.
Binding protocol addresses: Protocol addresses and packet delivery, address resolution, ARP, ARP message delivery and format.
IP datagrams and datagram forwarding, IP encapsulation, fragmentation and reassembly.

Unit II

8Hrs

IPv6: Characterization of features in IPv6, IPv6 datagram format, IPv6 base header format, fragmentation reassembly and path MTU, IPv6 addressing, IPv6 colon hexadecimal notation.
An error reporting mechanism (ICMP), TCP.
Naming with the Domain Name System, Electronic mail representation and transfer, File transfer and remote file access.

Unit III

12Hrs

Web page building blocks, basic (X)HTML structure, basic (X)HTML formatting, images, links, style sheet building blocks, formatting with styles, dynamic effects with styles, layout with styles, list, tables, forms, video, audio, and other multimedia. Testing and debugging web pages.

Unit IV

10Hrs

XML: What is XML?, limitations of HTML, an XML sample, elements, attributes and values, XSL, DTD, XML schema, name spaces, W3C recommendations, XML In practice-AJAX, RSS, and SOAP.

Unit IV

6Hrs

Client-Server interaction, web document transport and HTTP, browser architecture, CGI technology for dynamic web documents.

Unit V

14Hrs

JAVA Script: The JAVA Script programming language, creating JavaScript source file, hiding JavaScript from incompatible browsers, variables, functions, objects and events, data types and operators, decision making with control structures and statements, windows and frames, working with forms in JavaScript, using JavaScript with CSS styles, cookies and security, introduction to document object model, debugging JavaScript, server side JavaScript, database connectivity, working with Java Applets and embedded data.

References:

1. Douglas E Comer, Computer Networks and Internet, Pearson Education.
2. Kevin Howard Goldberg, XML- Visual quick start guide, Peachpit Press.
3. David Hunter, Jeff Rafter, Joe, Eric, Danny, John, Andrew, Linda, Beginning XML, WROX publications.
4. Elizabeth Castro, HTML, XHTML, and CSS, Peachpit Press.
5. Deitel, Deitel, and Nieto, Internet & World Wide Web-How to Program, PHI.
6. Don Gosselin, JavaScript, Web Warrior Series,3/e, Thomson Learning.

7. Douglas E. Comer, Internetworking With TCP/IP, Vol. II: Design, Implementation, And Internals, 3/E, PHI.
8. Paul Wilton and Jeremy McPeak, Beginning Java Script, Wrox Publications.
9. Karl Barksdale, E. Turner , HTML, JavaScript, and Advanced Internet Technologies, Web Warrior Series,3/e, Thomson Learning.

HCT 4.2: Software Engineering

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment: 20

Unit I

8Hrs

Introduction: Product and Process: Evolving role of software, software characteristic and components, crisis, myths, software engineering – a layered technology, software process, linear sequential model, prototyping model, RAD model, evolutionary software process model.

Unit II

10Hrs

Software Process and Project Metrics: Measures, metric indicators, metric in process and the project domains, software measurement, metrics for software quality, software quality assurance.

Unit III

10Hrs

Analysis Concepts and Principles: Requirement analysis, communication techniques, analysis principles, software prototyping & Specification.

Unit IV

10Hrs

Analysis Modeling: Elements of the analysis model, data modeling, functional modeling, behavioral modeling, the mechanics of structured analysis, data dictionary, other classical analysis methods.

Unit V

8Hrs

Design Concepts and Principles: Software Design and software Engineering design process, Design principles, Design concepts, Design methods-Data design, Architectural design and process, Transform and Transaction mappings, Design post processing, Architectural design optimization, Interface design, Procedural design.

Unit VI

8Hrs

Software Testing Methods: Fundamentals, Test case design, White box testing, basis path testing, control structure testing, black box testing, Software testing strategies.

Unit VII

10Hrs

Object Oriented Software Engineering: Object oriented concepts, identifying the elements of an object model, use case diagrams, Fundamentals of Object Oriented design in UML - Static and dynamic models, why modeling, UML diagrams: Class diagram, interaction diagram: collaboration diagram, sequence diagram, state chart diagram, activity diagram, implementation diagram, UML extensibility- model constraints and comments, Note, Stereotype.

References:

1. Roger S. Pressman, Software Engineering, 4/e, McGraw Hill.
2. I. Sommerville, Software Engineering, 6/e, Addison Wesley.
3. Shooman, Software Engineering, McGraw Hill .
4. T. C. Lethbridge and R. Laganiere, Object Oriented Software Engineering, Tat McGraw Hill.
5. Priestley, Practical Object Oriented Design using UML, TMH
6. Page Jones, Meiler, Fundamentals of object oriented design in UML.
7. Roff, UML: A Beginner's Guide, TMH

Soft Core (Any one)

SCT 4.1: Artificial Intelligence

Teaching: 4 hrs./week

Max Marks: 80 Cont. Assessment. 20

Credits: 04

Unit I

8Hrs

General issues and overview of AI, AI Techniques, AI problems, AI Techniques, importance and areas of AI, problem solving state space search-DLF, BFS Production system, problem characteristics.

Unit II

8Hrs

Heuristic Search Techniques: Generate and Test, Hill Climbing, Best First Search, Problem reduction, Constraint satisfaction- Cryptarithmetic and problems.

Unit III

10Hrs

Knowledge representation & mapping, approaches to knowledge to representation, issues in knowledge representation, Representing simple facts in logic, representing instance and relationships, Resolution and natural deduction Representing knowledge using rules, Procedural v/s Declarative knowledge, Logic programming, Forward v/s Backward chaining, Matching & control knowledge.

Unit IV

10Hrs

AI programming language: Prolog- objects, relationships, facts, rules and variables, Prolog: Syntax and data structures, representing objects & relationships by using "trees" and "lists", use of cut, I/O of characters and structures.

Unit V

10Hrs

Symbolic reasoning under uncertainty: Introduction to monotonic reasoning, Logics for Nonmonotonic reasoning, implementation issues, implementation: DFS & BFS.

Unit VI

10Hrs

Slot and filler structures: Semantic nets, frames, conceptual dependency, scripts, CYC Natural languages and NLP, Syntactic processing parsing techniques, semantic analysis case grammar, augmented transition net, discourse & pragmatic processing, translation.

Unit VII

8Hrs

Definition and characteristics of Expert System, representing and using domain knowledge, Expert system shells Knowledge Engineering, knowledge acquisition, expert system life cycle & expert system tools, MYCIN & DENDRAL examples of expert system.

References:

1. Rich & Knight , Artificial Intelligence, TMH
2. Cloksin & Mellish , Programming In Prolog, Narosa Publishing House.
3. Nillson Harcourt, Principles Of Artificial Intelligence, Asia & Morgan.
4. Janakiraman, Sarukesi & Gopal Krishnan Macmillan Foundation Of Artificial Intelligence & Expert System, MacMillan

SCT 4.2 : Data Warehousing and Mining

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

UNIT-I

8Hrs

Introduction: Fundamentals of data mining, Data Mining Functionalities, Classification of Data Mining systems, Major issues in Data Mining, Data Warehouse and OLAP Technology for Data Mining Data Warehouse, Multidimensional Data Model, Data Warehouse Architecture, Data Warehouse Implementation, Further Development of Data Cube Technology, From Data Warehousing to Data Mining.

UNIT-II

8Hrs

Data Preprocessing: Needs Preprocessing the Data, Data Cleaning, Data Integration and Transformation, Data Reduction, Discretization and Concept Hierarchy Generation, Online Data Storage.
Data Mining Primitives, Languages, and System Architectures: Data Mining Primitives, Data Mining Query Languages, Designing Graphical User Interfaces Based on a Data Mining Query Language Architectures of Data Mining Systems

UNIT-III

10Hrs

Concepts Description: Characterization and Comparison: Data Generalization and Summarization-Based Characterization, Analytical Characterization: Analysis of Attribute Relevance, Mining Class Comparisons: Discriminating between Different Classes, Mining Descriptive Statistical Measures in Large Databases.

UNIT-IV

10Hrs

Mining Association Rules in Large Databases: Association Rule Mining, Mining Single-Dimensional Boolean Association Rules from Transactional Databases, Mining Multilevel Association Rules from Transaction Databases, Mining Multidimensional Association Rules from Relational Databases and Data Warehouses, From Association Mining to Correlation Analysis, Constraint-Based Association Mining.

UNIT-V

10Hrs

Classification and Prediction: Issues Regarding Classification and Prediction, Classification by Decision Tree Induction, Bayesian Classification, Classification by Back propagation, Classification Based on Concepts from Association Rule Mining, Other Classification Methods, Prediction, Classifier Accuracy.

UNIT-VI

10Hrs

Cluster Analysis Introduction :Types of Data in Cluster Analysis, A Categorization of Major Clustering Methods, Partitioning Methods, Density-Based Methods, Grid-Based Methods, Model-Based Clustering Methods, Outlier Analysis.

UNIT-VII

8Hrs

Mining Complex Types of Data: Multidimensional Analysis and Descriptive Mining of Complex, Data Objects, Mining Spatial Databases, Mining Multimedia Databases, Mining Time-Series and Sequence Data, Mining Text Databases, Mining the World Wide Web.

References:

1. Jiawei Han & Micheline Kamber , Data Mining – Concepts and Techniques, Harcourt India.
2. Arun K Pujari , Data Mining Techniques , University Press
3. W. H. Inmon,, Building the DataWarehouse-, Wiley Dreamtech India Pvt. Ltd..
4. Sam Anahory & Dennis Murray, Data Warehousing in the Real World, Pearson Edn Asia.
5. Paulraj Ponnaiah , Data Warehousing Fundamentals, Wiley Student Edition
6. Ralph Kimball , The Data Warehouse Life cycle Tool kit –Wiley Student Edition
   Margaret H Dunham , Data Mining Introductory and advanced topics, Pearson Education

SCT 4.3 : Mobile Communications

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

10Hrs

Introduction: History of wireless communication, a simplified reference model, applications, frequencies for radio transmission, signals, antennas, signal propagation, multiplexing, modulation, spread spectrum, cellular systems.

Unit II

8Hrs

Medium access control: SDMA, FDMA, TDMA, CDMA

Unit III

8Hrs

Telecommunications ans satellite systems: GSM, DELT, TETRA, UMTS, and IMT-2000, basics of satellite systems, routing, localization, handover, examples,

Unit IV

10Hrs

Broadcast Systems: Cyclical repition of data, digital audio broadcasting, digital video broadcasting, convergence of broadcasting and mobile communications.

Unit V

10Hrs

Wireless Lan: infrared vs radio transmission, infrastructure and adhoc network, IEEE 802.11 HIPER LAN, Blue Tooth.

Unit VI

10Hrs

Mobile Network Layer and Transport Layer: Mobile IP, dynamic host configurartion protocol, mobile adhoc networks, traditional TCP, classical TCP improvements, TCP over 2.5/3G wireless networks.

Unit VII

8Hrs

Support for mobility: File systems, world wide web, wireless application protocol(version 1.x), i-mode, SyncML, WAP 2.0.

References:

1. Johen Schiller, Mobile Communications, 2/e, Pearson Education.
2. Stuber G.L., Principles of Mobile Communications, Academic Press.
3. Rappapert T.S., Wireless Communication Principles & Practices, Prentice Hall.

SCT 4.4 : Embedded Systems

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

8Hrs

An overview of embedded systems: Introduction to embedded systems, Categories and requirements of embedded systems, Challenges and issues related to embedded software development, Hardware/Software co-design, Introduction to IC technology, Introduction to design technology.

Unit II

12Hrs

Embedded Software development: Concepts of concurrency, processes, threads, mutual exclusion and inter-process communication, Models and languages for embedded software, Synchronous approach to embedded system design, Scheduling paradigms, Scheduling algonthms, Introduction to RTOS, Basic design using RTOS

Unit III

10Hrs

Embedded C Language: Real time methods, Mixing C and Assembly, Standard I/O functions, Preprocessor directives, Study of C compilers and IDE, Programming the target device

Unit IV

12Hrs

Hardware for embedded systems: Various interface standards, Various methods of interfacing, Parallel I/O interface, Blind counting synchronization and Gadfly Busy waiting, Parallel port interfacing with switches, keypads and display units, Memory and high speed interfacing, Interfacing of data acquisition systems, Interfacing of controllers, Serial communication interface, Implementation of above concepts using C language

Unit V

10Hrs

Study of ATMEL RISC Processor: Architecture, Memory, Reset and interrupt , functions, Parallel I/O ports, Timers/Counters, Serial communication, Analog interfaces, Implementation of above concepts using C language, Implementation of above concepts using C language.

Unit VI

10Hrs

Case studies and Applications of embedded systems: Applications to: Communication, Networking, Database, Process Control, Case Studies of: Digital Camera, Network Router, RTLinux.

References:

1. Raj Kamal, Embedded Systems, Tata McGraw Hill.
2. David E. Simon, An Embedded Software Primer, Pearson Education.
3. Muhammad Ali Mazidi and Janice Gillispie Mazidi, The 8051Microcontroller and Embedded Systems, Pearson Education.
4. Frank Vahid, Tony Givargis, Embedded System Design: A Unified Hardware/Software Introduction, John Wiley.
5. Craig Hollabaugh, Embedded Linux, Pearson Education
6. Daniel Lewis, Fundamentals of Embedded Software, Pearson Education.
7. Barnett, Cox, O'Cull, Embedded C Programming and the Atmel AVR , Thomson Learning
8. Myke Predko, Programming and Customizing the 8051 Microcontroller, TMH

SCT 4.5 : Digital Image Processing

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

8Hrs

Digital Image Fundamentals: The origins of Digital Image Processing, Examples of Fields that Use Digital Image Processing, Fundamentals Steps in Image Processing, Elements of Digital Image Processing Systems, Image Sampling and Quantization, Some basic relationships like Neighbours, Connectivity, Distance Measures between pixels, Linear and Non Linear Operations.

Unit II

8Hrs

Image Enhancement in the Spatial Domain: Some basic Gray Level Transformations, Histogram Processing, Enhancement Using Arithmetic and Logic operations, Basics of Spatial Filters, Smoothening and Sharpening Spatial Filters, Combining Spatial Enhancement Methods.

Unit III

10Hrs

Image Enhancement in the Frequency Domain: Introduction to Fourier Transform and the frequency Domain, Smoothing and Sharpening Frequency Domain Filters, Homomorphic Filtering

Unit IV

10Hrs

Image Restoration: A model of The Image Degradation / Restoration Process, Noise Models, Restoration in the presence of Noise Only Spatial Filtering, Periodic Noise Reduction by Frequency Domain Filtering, Linear Position-Invariant Degradations, Estimation of Degradation Function, Inverse filtering, Wiener filtering, Constrained Least Square Filtering, Geometric Mean Filter, Geometric Transformations.

Unit V

10Hrs

Image Compression: Coding, Interpixel and Psychovisual Redundancy, Image Compression models, Elements of Information Theory, Error free comparison, Lossy compression, Image compression standards.

Unit VI

10Hrs

Image Segmentation: Detection of Discontinuities, Edge linking and boundary detection, Thresholding, Region Oriented Segmentation, Motion based segmentation.

Unit VII

8Hrs

Representation and Description: Representation, Boundary Descriptors, Regional Descriptors, Use of Principal Components for Description, Introduction to Morphology, Some basic Morphological Algorithms. Object Recognition: Patterns and Pattern Classes, Decision-Theoretic Methods, Structural Methods.

References:

1. R.C. Gonzalez and R. E. Words, Digital Image Processing, 2/e, Pearson Education.
2. Anil K .Jain, Fundamentals of Digital Image Processing, PHI.
3. W.K. Pratt, Digital Image Processing,Wiley Eastern.
4. Chanda & Mujumder, Digital Image Processing and Analysis, PHI.
5. Millan Sonka, Vaclav Hlavac and Roger Boyle, Image Processing Analysis and Machine Vision, Thomson Learning-Vikas Publishing House.
6. Joshi, Digital Image Processing – An algorithmic approach; PHI.

SCT 4.3 : Mobile Communications

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

10Hrs

Introduction: History of wireless communication, a simplified reference model, applications, frequencies for radio transmission, signals, antennas, signal propagation, multiplexing, modulation, spread spectrum, cellular systems.

Unit II

8Hrs

Medium access control: SDMA, FDMA, TDMA, CDMA

Unit III

8Hrs

Telecommunications ans satellite systems: GSM, DELT, TETRA, UMTS, and IMT-2000, basics of satellite systems, routing, localization, handover, examples,

Unit IV

10Hrs

Broadcast Systems: Cyclical repition of data, digital audio broadcasting, digital video broadcasting, convergence of broadcasting and mobile communications.

Unit V

10Hrs

Wireless Lan: infrared vs radio transmission, infrastructure and adhoc network, IEEE 802.11 HIPER LAN, Blue Tooth.

Unit VI

10Hrs

Mobile Network Layer and Transport Layer: Mobile IP, dynamic host configurartion protocol, mobile adhoc networks, traditional TCP, classical TCP improvements, TCP over 2.5/3G wireless networks.

Unit VII

8Hrs

Support for mobility: File systems, world wide web, wireless application protocol(version 1.x), i-mode, SyncML, WAP 2.0.

References:

1. Johen Schiller, Mobile Communications, 2/e, Pearson Education.
2. Stuber G.L., Principles of Mobile Communications, Academic Press.
3. Rappapert T.S., Wireless Communication Principles & Practices, Prentice Hall.

SCT 4.4 : Embedded Systems

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

8Hrs

An overview of embedded systems: Introduction to embedded systems, Categories and requirements of embedded systems, Challenges and issues related to embedded software development, Hardware/Software co-design, Introduction to IC technology, Introduction to design technology.

Unit II

12Hrs

Embedded Software development: Concepts of concurrency, processes, threads, mutual exclusion and inter-process communication, Models and languages for embedded software, Synchronous approach to embedded system design, Scheduling paradigms, Scheduling algonthms, Introduction to RTOS, Basic design using RTOS

Unit III

10Hrs

Embedded C Language: Real time methods, Mixing C and Assembly, Standard I/O functions, Preprocessor directives, Study of C compilers and IDE, Programming the target device

Unit IV

12Hrs

Hardware for embedded systems: Various interface standards, Various methods of interfacing, Parallel I/O interface, Blind counting synchronization and Gadfly Busy waiting, Parallel port interfacing with switches, keypads and display units, Memory and high speed interfacing, Interfacing of data acquisition systems, Interfacing of controllers, Serial communication interface, Implementation of above concepts using C language

Unit V

10Hrs

Study of ATMEL RISC Processor: Architecture, Memory, Reset and interrupt , functions, Parallel I/O ports, Timers/Counters, Serial communication, Analog interfaces, Implementation of above concepts using C language, Implementation of above concepts using C language.

Unit VI

10Hrs

Case studies and Applications of embedded systems: Applications to: Communication, Networking, Database, Process Control, Case Studies of: Digital Camera, Network Router, RTLinux.

References:

1. Raj Kamal, Embedded Systems, Tata McGraw Hill.
2. David E. Simon, An Embedded Software Primer, Pearson Education.
3. Muhammad Ali Mazidi and Janice Gillispie Mazidi, The 8051Microcontroller and Embedded Systems, Pearson Education.
4. Frank Vahid, Tony Givargis, Embedded System Design: A Unified Hardware/Software Introduction, John Wiley.
5. Craig Hollabaugh, Embedded Linux, Pearson Education
6. Daniel Lewis, Fundamentals of Embedded Software, Pearson Education.
7. Barnett, Cox, O'Cull, Embedded C Programming and the Atmel AVR , Thomson Learning
8. Myke Predko, Programming and Customizing the 8051 Microcontroller, TMH

SCT 4.5 : Digital Image Processing

Teaching: 4 hrs./week

Credits: 04

Max Marks: 80 Cont. Assessment. 20

Unit I

8Hrs

Digital Image Fundamentals: The origins of Digital Image Processing, Examples of Fields that Use Digital Image Processing, Fundamentals Steps in Image Processing, Elements of Digital Image Processing Systems, Image Sampling and Quantization, Some basic relationships like Neighbours, Connectivity, Distance Measures between pixels, Linear and Non Linear Operations.

Unit II

8Hrs

Image Enhancement in the Spatial Domain: Some basic Gray Level Transformations, Histogram Processing, Enhancement Using Arithmetic and Logic operations, Basics of Spatial Filters, Smoothening and Sharpening Spatial Filters, Combining Spatial Enhancement Methods.

Unit III

10Hrs

Image Enhancement in the Frequency Domain: Introduction to Fourier Transform and the frequency Domain, Smoothing and Sharpening Frequency Domain Filters, Homomorphic Filtering.

Unit IV

10Hrs

Image Restoration: A model of The Image Degradation / Restoration Process, Noise Models, Restoration in the presence of Noise Only Spatial Filtering, Periodic Noise Reduction by Frequency Domain Filtering, Linear Position-Invariant Degradations, Estimation of Degradation Function, Inverse filtering, Wiener filtering, Constrained Least Square Filtering, Geometric Mean Filter, Geometric Transformations.

Unit V

10Hrs

Image Compression: Coding, Interpixel and Psychovisual Redundancy, Image Compression models, Elements of Information Theory, Error free comparison, Lossy compression, Image compression standards.

Unit VI

10Hrs

Image Segmentation: Detection of Discontinuities, Edge linking and boundary detection, Thresholding, Region Oriented Segmentation, Motion based segmentation.

Unit VII

8Hrs

Representation and Description: Representation, Boundary Descriptors, Regional Descriptors, Use of Principal Components for Description, Introduction to Morphology, Some basic Morphological Algorithms. Object Recognition: Patterns and Pattern Classes, Decision-Theoretic Methods, Structural Methods.

References:

1. R.C. Gonzalez and R. E. Words, Digital Image Processing, 2/e, Pearson Education.
2. Anil K .Jain, Fundamentals of Digital Image Processing, PHI.
3. W.K. Pratt, Digital Image Processing,Wiley Eastern.
4. Chanda & Mujumder, Digital Image Processing and Analysis, PHI.
5. Millan Sonka, Vaclav Hlavac and Roger Boyle, Image Processing Analysis and Machine Vision, Thomson Learning-Vikas Publishing House.
6. Joshi, Digital Image Processing – An algorithmic approach, PHI.

HCP 4.1: Practical - I: Web Design Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Cont. Assessment. 10

Section I: Following features of HTML and XML shall be implemented.

HTML: Tag Reference, Global Attributes, Event Handlers, Document Structure Tags, Formatting Tags, List Tags, Hyperlinks, Image & Image map, Table Tags, Form Tags, Frame Tags, dynamic HTML, Executable Content Tags and Style Sheets.

XML: XML declarations, XML parsers(SAX, DOM, XSLT)

XML using CSS- Internal DTD, External DTD

Section II: Following assignments shall be implemented in the lab. in addition to the assignment given by the course teacher.

1. To change the appearance of part of a document by invoking JavaScript code from a hyperlink.
2. To pop up a window from an existing browser window, and then to communicate with the opener. The effect achieved should be this: an initial window with a hyperlink, which can be clicked to open a new window.
3. To produce a day selection control, that allows the selection of a day from a month. The month is specified by two parameters: the day of the week on which the first day falls, and the number of days in the month. The popup control should be invoked with a call to a user-defined function called **getDay(startDay, nDays)**. The control should only show this information; no year or name of month should be show
4. Create a form having number of elements (Textboxes, Radio buttons, Checkboxes, and soon). Write JavaScript code to count the number of elements in a form.
5. Create a HTML form that has number of Textboxes. When the form runs in the Browser fill the textboxes with data. Write JavaScript code that verifies that all textboxes has been filled.If a textboxes has been left empty, popup an alert indicating which textbox has been left empty.
6. Develop a HTML Form, which accepts any Mathematical expression. Write JavaScript code to Evaluates the expression and Displays the result.
7. Create a page with dynamic effects. Write the code to include layers and basic animation.
8. Write a JavaScript code to find the sum of N natural Numbers. (Use user-defined function)
9. Write a JavaScript code block using arrays and generate the current date in words, this should include the day, month and year.
10. Create a form for Student information. Write JavaScript code to find Total, Average, Result and Grade.
11. Create a form consists of a two Multiple choice lists and one single choice list,
    - The first multiple choice list, displays the Major dishes available.
    - The second multiple choice list, displays the Starters available.
    - The single choice list, displays the Soft drinks available.

    The selected items from all the lists should be captured and displayed in a Text Area along with their respective costs. On clicking the 'Total Cost' button, the total cost of all the selected items is calculated and displayed at the end in the Text Area. A 'Clear' button is provided to clear the Text Area.
12. Write a JavaScript code block, which checks the contents entered in a form's Text element. If the text entered is in the lower case, convert to upper case. Make use of function to Uppercase ( ).
13. Create a web page using two image files, which switch between one another as the mouse pointer moves over the images. Use the onMouseOver and onMouseOut event handlers.
14. Create a program to generate a hit counter.
15. Create a program to verify whether email address provided by user is valid or Invalid

HCP 4.2: Practical - II: Software Engineering Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Int. Assessment. 10

Lab assignments shall be carried out using Software Engineering Tools to include the following:

- Software Process Models
- Project Metrics
- Analysis Modeling
- Design Concepts
- Software Testing Tools
- Object Oriented Design Using UML

SCP 4.1: Practical – III (a): Artificial Intelligence.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Int. Assessment. 10

Lab Assignment shall be carried out using Lisp and Prolog. Following are the sample assignments.

I. Develop a Lisp Programs for the following assignments.

1. To perform primitive operations (i.e CAR, CDR, LIST, APPEND).
2. Squaring each element of a given list.
3. To check whether given element is present in the list or not.
4. To find sum of N numbers using recursion.
5. To perform stack operations.
6. Write a function unique that takes in two strings, 'infile' and 'outfile' as parameters. 'infile' is the name of a file containing a sequence of words. The words are separated by any combination of whitespace characters (space, newline, tab). Your function should read such a file, find the unique words in it and write it in a new file named 'outfile'.
7. Write a recursive function reverts which takes a list 'l' as parameter and returns the reverse of the list. DO NOT use inbuilt function 'reverse'.
   e.g., (revert '(a b c)) should return (C B A)
8. Using Structures
   a)create a structure to define a point in Cartesian co-ordinate system
   b) create a structure to define a line segment in Cartesian co-ordinate system
   c) write function distance that take in two points as parameters and returns the Euclidean distance between the points.
   Euclidean distance between points (x1, y1) and (x2, y2) is defined as
   dist = sqrt((x1-x2)^2 + (y1-y2)^2)
   d) write a function midpoint that take a line segment as parameter and returns the midpoint (of point structure type) of the line segment. Midpoint of a line segment connecting two points (x1, y1) and (x2, y2) is given by
   (midx, midy) = ((x1+x2)/2, (y1+y2)/2)

9. Write a recursive function power-of-two which takes an integer parameter 'n' and returns 2^n. (This can be done in logarithmic time)
10. Write a function powerset that takes a list 'l' as input and returns the powerset of the list. Assume the input list as a set, and generate the powerset. A powerset is defined as a set of all subsets of a set.

II. Develop a Prolog Programs for the following assignments.

1. Medical diagnostic program to simulate the diagnosis the childhood disease.
2. To represent a tree and test for path between nodes.
3. To list the name and designation of an employee using FAIL predicate.
4. Logon routine without recursion.
5. Logon routine with recursion.
6. To list the name of city and state except for one city or state according to user choice using CUT and FAIL predicates.
7. To display the name of every software engineer other than living into the same state using structure.
8. To create a dynamic database of address (name, street, city, state) and save this as dynamic database between sessions use CONSULT predicate to read it into the program and then save it with SAVE predicate when your finished with you program.
9. To perform the following operations on list.
    i. To check whether component is member of the list.
    ii. Writing list.
    iii. Appending list.
    iv. Removing elements from list.
    v. Finding last element of list.
    vi. Finding nth element of list.
10. For family tree with predicate male (symbol), female (symbol), parent (symbol, symbol). Add following rules & check the result.
    i. M is mother of X if she is parent of X and female.
    ii. F is father of X if he is parent of X and male.
    iii. X is sibling of Y if they both have same parent.
    iv. X is brother of Y,
11. A graph is to be stored in a Prolog program using the predicate e(X,Y). The predicate e(X,Y) is used to indicate that there is an arc from vertex X to vertex Yin the given graph. Write the necessary rule to find whether there is a path between two vertices.

SCP 4.2: Practical – III (b): Datawarehousing and Mining Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Int. Assessment. 10

- Data Generalization
- Analytical Characterization
- Discriptive Statistics in Large Data bases
- Association Rules
- Classification and Prediction
- Cluster Analysis

SCP 4.3: Practical – III (c): Mobile Communications Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Int. Assessment. 10

Assignments based on the paper SCT 4.3 Mobile Communication.

SCP 4.4: Practical – III (d): Embedded Systems Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Int. Assessment. 10

Assignment based on the paper SCT 4.4 Embedded Systems Lab.

SCP 4.5: Practical – III (e) Digital Image Processing Lab.

Practical: 4 hrs./week

Credits: 02

Max Marks: 40 Int. Assessment. 10

Assignment based on the paper SCT 4.5 Digital Image Procesing.

HCMP 4.3: Major Project (120 Project Evaluation +30 for Viva Voce +30 IA = 150)

Practical: 6 hrs./week

Credits: 04

Max Marks: 80 Int. Assessment. 20

- Each student shall carry out an individual project in the Lab.
- The Guide shall be concerned teacher in the department.
- The Project topic should be chosen in consultation with the guide.
- Student shall carry out the analysis and design work for the chosen problem statement and develop the s/w in the Lab.
- The student shall submit two copies of the dissertation documenting the project work carried out by him/her to the Chairman/Head of the Department at the end of the semester term.
- Refer Annexure for Project documentation details.

ANNEXURE-I

FORMAT OF THE STUDENT PROJECT REPORT ON COMPLETION OF THE PROJECT

1. Cover Page as per format
2. Acknowledgement
3. Certificate of the project guide as at Annexure
4. Synopsis of the Project
5. Main Report
   - Objective & Scope of the Project
   - Theoretical Background
   - Definition of Problem
   - System Analysis & Design vis-a-vis User Requirements
   - System Planning (PERT Chart)
   - Methodology adopted, System Implementation & Details of Hardware & Software used
   - System Maintenance & Evaluation
   - Cost and benefit Analysis
   - Detailed Life Cycle of the Project
     - o ERD, DFD
     - o Input and Output Screen Design
     - o Process involved
     - o Methodology used for testing:
     - o Test Report, Printout of the Reports, Printout of the Code Sheet
   - User/Operational Manual - including security aspects, access rights, back up, controls, etc.
6. Data Dictionary (This should give a catalogue of the data elements used in the system / sub system developed. The following are the details required. Write NA if NOT applicable : Data Name , Aliases, if any Length (Size) Type, Numeric, Alpha, Binary etc.
7. List of abbreviations, Figures, Tables
8. References Bibliography Website
9. Soft copy of the project on CD/Floppy

GUIDE CERTIFICATE

Guide Name:

Full Address:

CERTIFICATE

This is to certify that this project entitled " _____ " submitted in partial fulfillment of the degree of Master of Science (Computer Science) to the Department of Computer Science, _____ (University/College Name), carried out by Mr./Ms._____, Reg No. _____ is a bonafide work carried out by him/her under my supervision. The matter embodied in this project work has not been submitted earlier for award of any degree or diploma to this or any other University/Institution to the best of my knowledge and belief.

Signature of the Guide

COVER PAGE

Title of the thesis/report
(Times New Roman, Italic, Font size = 24)

Submitted in partial fulfillment of the requirements
for the award of the degree of M.Sc in Computer Science
(Bookman Old Style, 16 point, centre)

Submitted by:
(Student name)
Reg. No.:

Submitted to
GULBARGA UNIVERSITY, GULBARGA
College/Department
College Name and City

DECLARATION

This is to certify that the dissertation/project report entitled "_____" is carried out by me under the supervision of of _____, for the partial fulfillment of the requirements for the award of the degree of M.Sc in Computer Science. The contents embodied in this project work, in part or whole, has not been submitted earlier for award of any degree or diploma to this or any other University/Institution.

Signature of the student

Name of the Student

Reg. No.