GALGOTIAS UNIVERSITY

Syllabus of

Course Book M.Tech.(CSE) 2019-20

Name of School: Computing Science and Engineering

Department: Computer Science and Engineering

Year: 2019-20

Curriculum

Semester I

Sl. No	Course Code	Name of the Course	L	T	P	C	Assessment Pattern IA	MTE	ETE
1	CENG5001	Professional Communication Skills	0	0	2	1	50	-	50
2	MATH5001	Advanced Numerical and Statistical Methods	3	1	0	4	20	50	100
3	MCSE1110	Advanced Design and Analysis of Algorithms	3	0	0	3	20	50	100
4	MCSE1120	Advanced Computer Networks	3	0	0	3	20	50	100
5	MCSE1130	Advanced Operating Systems	3	0	0	3	20	50	100
6	MCSE1150	Advanced Software Engineering	3	0	0	3	20	50	100
7	MCSE1111	Advanced Design and Analysis of Algorithms Lab	0	0	2	1	50	-	50
8	MCSE1121	Advanced Computer Networks Lab	0	0	2	1	50	-	50
9	MCSE1151	Technical Seminar	0	0	2	1	50	-	50

Semester II

Sl No	Course Code	Name of the Course	L	T	P	C	Assessment Pattern IA	MTE	ETE
1	MCSE1240	Artificial Intelligence & Machine Learning	3	0	0	0	20	50	100
2	MCSE9100	Data Mining & Analytics using R	3	0	0	3	20	50	100
3	MCSE1260	Research Methodology	3	0	0	3	20	50	100
4	MCSE9260	Foundations of Information Security (Elective-1)	3	0	0	3	20	50	100
5	MCSE1241	AI & ML using Python Lab	0	0	4	2	50	-	50
6	MCSE9101	Data Mining & Analytics using R Lab	0	0	4	2	50	-	50
7	MCSE1250	Python Programming	0	0	4	2	50	-	50
8	MCSE1251	Advanced Java Programming Lab	0	0	4	2	50	-	50
9	SLMC5012	English Proficiency and Aptitude Building - 2	0	0	2	1	50	-	50
10	MCSE1261	Certification Course/Term Paper	0	0	2	1	50	-	50

Semester III

Sl No	Course Code	Name of the Course	L	T	P	C	Assessment Pattern IA	MTE	ETE
1	MCSE2320	Software Project Management	3	0	0	3	20	50	100
2		Program Elective-2	3	0	0	3	20	50	100
3		Program Elective-3	3	0	0	3	20	50	100
4	SLMT5001	Quantitative and Communication Proficiency	0	0	2	1	50	-	50
5	MCSE2321	Software Development Lab	0	0	4	2	50	-	50
6	MCSE2381	M. Tech Dissertation Part-1	0	0	0	5	50	-	50

Semester IV

Sl No	Course Code	Name of the Course	L	T	P	C	Assessment Pattern IA	MTE	ETE
1	MCSE2481	M. Tech Dissertation-Final	0	0	30	15	50		50

List of Electives

Basket-1

Sl No	Course Code	Name of the Electives					Assessment Pattern		
			L	T	P	C	IA	MTE	ETE
1	MCSE9110	IoT Technology and Applications	3	0	0	3	20	50	100
2	MCSE9120	IoT on Cloud	3	0	0	3	20	50	100
3	MCSE9130	Big Data Mining and Analytics	3	0	0	3	20	50	100
4	MCSE9260	Foundations of Information Security	3	0	0	3	20	50	100

Basket-2

Sl No	Course Code	Name of the Electives					Assessment Pattern		
			L	T	P	C	IA	MTE	ETE
1	MCSE9310	Formal models of software systems	3	0	0	3	20	50	100
2	MCSE9320	Embedded Software Development	3	0	0	3	20	50	100
3	MCSE9330	Social Network Analysis	3	0	0	3	20	50	100
4	MCSE9340	Bio-inspired Computing	3	0	0	3	20	50	100

Basket-3

Sl No	Course Code	Name of the Electives					Assessment Pattern		
			L	T	P	C	IA	MTE	ETE
1	MCSE9410	Data Visualization Techniques	3	0	0	3	20	50	100
2	MCSE9420	Reconfigurable Computing	3	0	0	3	20	50	100
3	MCSE9430	Mobile Application Development	3	0	0	3	20	50	100
4	MCSE9440	Information Storage Management	3	0	0	3	20	50	100

Detailed Syllabus

CENG5001	Professional Communication Skills	L	T	P	C
Version No.1.0	**Date of Approval: 19/06/2015**	0	0	4	2
Prerequisite/Exposure					
Co-requisites					

Course Objectives:

1. To develop the professional and communication skills of learners in a technical environment.
2. To enable the students to acquire functional and technical writing skills.
3. To acquire state-of-the-art presentation skills in order to present technical topics to both technical and non-technical audience.

Course Outcomes:

1. The learners will be able to exhibit their language proficiency
2. The learners should develop the skill in *Describing, Investigating, Designing and Making* and *Using Technology.*
3. students should acquire functional and technical writing skills.
4. To acquire state-of-the-art presentation skills in order to present technical topics to both technical and non-technical audience

Course Content

Module-I: Functional Language

Basic structures- Tense agreement, Prepositional phrases, Techno-words : Basic Concepts 62, 63, Pronunciation : sounds of syllables: Past tense & plural endings , Technical Expression, Organisational techniques in technical writing, Guided writing: Paragraph Writing, Note Making, Presentation Skills Techniques of presentation (general topics: speech without visual aids) , Listening to speeches and comprehending, Graphical Skills Flow chart : Process and Functional description

Module-II: Functional Language

Basic structures- Voice, Conditionals ,Techno-words : Basic Concepts 64,65,67 ,Pronunciation : Word Stress: two syllable words, Technical Expression Mechanics of Technical Writing and Syntax ,Guided writing: Letter and email, Presentation Skills Interpersonal Communication Skills , Writing techniques for Power point presentation, Group Discussion , Graphical Skills Technical Illustrations and Instructions

Module-III

Functional Language Basic structures- Modal Verbs and Phrasal verbs, Techno-words: Basic Concepts 68,69,70,71, Pronunciation: Word Stress: compound words, Technical Expression Mechanics of Technical Writing and Syntax, Guided writing: Technical Description.

Module-IV

Functional Language Basic structures- Modal Verbs and Phrasal verbs ,Techno-words: Basic Concepts 72,73,74, Functional vocabulary 87, Pronunciation: Sentence Stress ,Technical Expression Guided and Free writing: Abstract and Technical articles, Presentation Skills Nuances of Presentation to a Technical audience, Graphical Skills Oral Presentation of graphical representation

Module-V

Presentation Skills, Graphical Skills, Nuances of Presentation to a Technical audience
Presentation of graphical representation,

1. English Vocabulary in Use Advanced, McCarthy & Felicity, CUP, 2003
2. Sky Pronunciation CD-ROM
3. Cambridge Advanced Learner's Dictionary CD-ROM
4. English Master : Grammar

References

1. Writing, Researching, Communicating, Keith et al, Tata McGraw-Hill, 1989
2. Advanced English Grammar, Martin, CUP, 2006

Course Code:MATH5001	Advanced Numerical and Statistical Methods	L	T	P	C
Version No.1.0	Date of Approval: 19/06/2018	3	1	0	4
Prerequisite/Exposure					
Co-requisites					

Unit -I

System of Linear Equations: Direct Methods- Gauss elimination – Pivoting, Partial and Total Pivoting, Triangular factorization method using Crout LU decomposition, Cholesky method, Iterative Method- Gauss-Seidel and Jacobi method, ill conditioned matrix System of Non-linear equation- Newton Raphson and Modified Newton Raphson Method. Iterative methods.

Unit -II

Interpolation and Approximation: Lagrange, Spline and Hermite interpolation, Approximations, Error of approximation, Norms for discrete and continuous data, Least square approximation.

Unit -III

Numerical Integration: Newton Cotes closed Quadrature, Gauss Legendre Quadrature, Multiple Integration.

Unit -IV

Numerical Solution of Differential Equations: Finite Difference Schemes, Numerical solution of Ordinary differential equation using Modified Euler's method, Runge-Kutta method of 2nd, 3rd and 4th orders, Predictor- Corrector method, Solution of Laplace's and Poisson's equations by Liebman's method, Solution of one dimensional time dependent heat flow.

Unit -V

Probability and statistics: Review of concept of probability, Random Variables, Continuous and discrete distribution function, moments and moments generating functions, Binomial, Poisson, Negative Binomial, Geometric and Hyper-geometric Distributions, Uniform, Normal, Exponential, Gamma and Beta distributions. Point and Interval estimation, Testing of Hypothesis (t-test and chi square test), Analysis of variance and Introduction of Design of experiments.

Text Books:

1. Numerical Methods for Scientific and Engineering Computation (6^{th} edition) by Jain, Iyengar & Jain, New Age International publishers.
2. Probability & Statistics for Engineers & Scientists (9^{th} edition) by R.E.Walpole, R,H,Myers & K.Ye.

Reference Books:

1. Numerical Methods by E Balagurusamy, Tata McGraw Hill
2. Curtis F. Gerald and Patrick O Wheatley, Applied Numerical Analysis, Pearson Education Ltd.
3. Introductory Methods of Numerical Analysis by S.S. Sastry, PHI learning Pvt Ltd.
4. Numerical methods for Engineers (6^{th} edition), Steven C. Chapra and Raymond P. Caynale.
5. Numerical Methods in Engineering & Science (9^{th} edition), by B.S.Grewal
6. Statistical Methods by S.P. Gupta, Sultan Chand and Sons
7. Probability and Statistics by Schaum's series (3^{rd} edition)

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE1110	Advanced Design and Analysis of Algorithms	L	T	P	C
Version No.1.0	Date of Approval: 19/06/2018	3	0	0	3
Prerequisite/Exposure	Data Structures and Algorithms				
Co-requisites					

Course Objectives

1. To know the importance of the complexity of a given algorithm.
2. To study various algorithmic design techniques.
3. To utilize data structures and/or algorithmic design techniques in solving new problems.
4. To know and understand basic computability concepts and the complexity classes P, NP, and NP-Complete.

Course Outcomes

At the end of the course, students will be able to:

1. Analyze the complexity of the algorithms and use technique divide and conquer to solve the problems
2. Identify feasible solutions for different problems through greedy method and minimize the solutions space and to solve the problems through dynamic programming.
3. Solve the problems through graph algorithms.
4. Justify that a certain problem is NP-Complete
5. Understand and apply linear programming concepts to real time applications.

Course Content

Unit I: Introduction **9 lecture hours**

Overview of algorithmic design**,** asymptotic notation and its properties, Growth of Functions, Time complexity and Analysis of algorithms, Recurrence Relations.

Unit II: Sorting and Searching Algorithms **9 lecture hours**

Brute Force Method - Sorting in Quadratic time, insertion , selection and Bubble sort; Divide and conquer method- Sorting in Logarithmic time – Quick Sort , merge Sort , Shell Sort , Heap sort; Non-comparison sorts - Sorting in Linear Time - Counting Sort , Radix Sort , Bucket Sort; Worst Case and best case analysis of all sorting algorithms; Linear Search, Binary Search, Hashing, Randomized select , randomized quick sort.

Unit III: Algorithms for Trees **9 lecture hours**

Binary Tree - Binary Tree traversals, Binary Search Tree, heap, priority Queues, Red Black Trees, B-Trees.

Unit IV : Graph Algorithms **8 lecture hours**

Graph Searching- Breadth-First Search, Depth-First Search, DAGs and topological sorting, minimum spanning tree, shortest path, backtracking, Network flow algorithms.

Unit V: Greedy Algorithms, Amortized Analysis and Dynamic Programming **10 lecture hours**

Longest common subsequence, Greedy Algorithms - Knapsack problem; Huffman codes, Algorithms for String Matching, Theory of NP-completeness; Turing machines and the halting problem, Applications of Algorithms in Databases, Information Retrieval and Web Searching, Data Mining

Text Books

1. Cormen, Leiserson, Rivest and Stein, “Introduction to Algorithms”, 2nd Edition, by, McGraw-Hill, 2000.
2. E. Horowitz, and S. Sahni, “Fundamentals of Computer Algorithms”, Computer Science Press (1978).

Reference Books

1. Jon Kleinberg and Eva Tardos. Algorithm Design. Pearson Education, 2007.
2. Sanjoy Das Gupta, Christos Papadimitriou, Umesh Vazirani, Algorithms 1st Edition, Mcgraw Higher Ed, 2006.
3. Alfred V. Aho, John E. Hopcroft, Jeffery D.Ulman, Data Structures and Algorithms, Pearson; 1st edition, 2001.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE1120	Advanced Computer Networks	L	T	P	C
Version No.1.0	Date of Approval: 19/06/2018	3	0	0	3
Prerequisite/Exposure	Computer Networks				
Co-requisites					

Course Objectives

The objective of this course is to:

1. An ability to understand the basic concept of data communications and computer networks (e.g., different network types, applications, protocols, OSI layered architecture model, switching methodologies)
2. Provide the skills needed for algorithms in computer networks for various situations that one may encounter in a career in Computer Science.
3. Learn different algorithmic methodologies to design efficient algorithms and protocols in network field.

Course Outcomes

At the end of the course, students will be able to:

1. To develop knowledge about physical structure of computer network
2. To understand the fundamental concepts in routing and addressing
3. To analysis the problem in different layer during the communication in network
4. To understand the congestion control and transport protocols
5. To became expert to use of Internet and public network
6. To able to understand the connection management in network at transport layer

Course Content

Unit I: Networking Standards and Specification **8 lecture hours**

Networking standards and specifications, Need for standardization, ISO and the IEEE standards, The IEEE 802 Project

Unit II: Addressing and Routing **8 lecture hours**

Network names and addresses, Physical layer addressing: the MAC address, Network layer addressing: The IP address, Network layer address: The IPX address.

Unit III: Overview of OSI and TCP/IP Protocol Suite **8 lecture hours**

Converting network names to IP addresses, Resolving IP addresses to physical addresses, Addressing and routing.

Unit IV : TCP/IP Protocol Suite **8 lecture hours**

TCP/IP Protocol Suite, TCP/IP Protocol Suite advantages, Internet Protocol (IP), Transport Layer Protocols -TCP and UDP, File Transfer protocols - FTP and TFTP, Mail and news protocols - SMTP, POP3, NNTP and IMAP, Other Protocols Suite – ICMP and ARP.

Unit V: Other Networking Protocols **8 lecture hours**

The IPX/SPX Protocol Suite, NetBEUI, AppleTalk Protocol, File sharing protocols - SMB, NCP, and NFS, Routing protocols - RIP, OSPF and BGP, Network Management Protocol – SNMP and CIMP, Convergent Protocols – H.323 and SIP

Text Books

1. Behrouz A. Forouzan, TCP/IP Protocol Suite, Third Edition, Tata McGraw-Hill, 2005.
2. W. Richard Stevens, TCP/IP Illustrated, The Protocols, Pearson Education, 2004.
3. D. E. Comer, Internetworking with TCP/IP Principles, Protocols and Architecture Vol - I, Pearson Education, 2001.

Reference Books

1. Internetworking with TCP/IP: Design, Implementation, and Internals by Douglas E. Comer, Stevens.Prentice Hall. Hardcover- 30 April, 2004.
2. Networks Fundamental Video 3 - the Transmission Control Protocol/internet Protocol (Tcp/ip) Stack by Delmar.Delmar. Unknown Binding- 1 December, 2002.
3. Advanced IP Routing in Cisco Networks (McGraw-Hill Technical Expert) by Terry Slattery, Bill Burton. Osborne McGraw-Hill. Paperback- 1 October, 2000.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE1130	Advanced Operating Systems	L	T	P	C
Version No.1.0	**Date of Approval: 19/06/2018**	3	0	0	3
Prerequisite/Exposure	Operating System				
Co-requisites					

Course Objectives

1. To learn the fundamentals of Operating Systems.
2. To gain knowledge on Distributed operating system concepts that includes architecture, Mutual exclusion algorithms, Deadlock detection algorithms and agreement protocols.
3. To gain insight on to the distributed resource management components viz. the algorithms for implementation of distributed shared memory, recovery and commit protocols.
4. To know the components and management aspects of Real time, Mobile operating systems.

Course Outcomes

At the end of the course, students will be able to:

1. Discuss the various synchronization, scheduling and memory management issues.
2. Demonstrate the Mutual exclusion, Deadlock detection and agreement protocols of Distributed operating system.
3. Discuss the various resource management techniques for distributed systems.
4. Identify the different features of real time and mobile operating systems.
5. Install and use available open source kernel.
6. Modify existing open source kernels in terms of functionality or features used.

Course Content

Unit I: Introduction **8 lecture hours**

Operating system concept - processes and threads, process model, process creation, process termination, process hierarchies, and process states, Implementation of processes, Threads- Thread model, thread usage, Implementation of threads in user space and kernel, Hybrid implementations.

Unit II: Inter Process Communication **8 lecture hours**

Race conditions, critical regions, Mutual Exclusion with busy waiting, sleep and wakeup, Semaphores, Mutexes, Monitors, Message passing; Scheduling- scheduling in batch systems, Interactive systems, Real time systems, Thread scheduling.

Unit III: Deadlocks **8 lecture hours**

Deadlocks-Introduction, Deadlock Detection and Recovery – Deadlock Detection with one resource of each type, with multiple resource of each type, recovery from deadlock; Deadlock Avoidance, Deadlock Prevention

Unit IV : Memory and Device Management **8 lecture hours**

Introduction, Swapping, Paging, Virtual memory – Demand paging, page replacement Algorithms; File System Management- Organization of File System, File Permissions, MS DOS and UNIX file system case studies, NTFS; Device Management- I/O Channels, Interrupts and Interrupt Handling, Types of device allocation.

Unit V: Distributed Operating Systems **8 lecture hours**

Distributed operating system concept – Architectures of Distributed Systems, Distributed Mutual Exclusion, Distributed Deadlock detection, Agreement protocols, Threads, processor Allocation, Allocation algorithms, Distributed File system design; Real Time Operating Systems: Introduction to Real Time Operating Systems, Concepts of scheduling , Real time Memory Management.

Text Books

1. Mukesh Singhal and Niranjan, “Advanced Concepts in Operating Systems”, TMH, 1st Edition, 2001
2. Andrew S. Tanenbaum, “Modern Operating Systems”, Pearson Education, 2nd Edition, 2006
3. Andrew S. Tanenbaum, “Distributed Operating Systems”, Pearson Education, 2nd Edition, 2001.
4. Pradeep K. Sinha, “Distributed Operating Systems and concepts”, PHI, First Edition, 2002

Reference Books

1. Mukesh Singhal and Niranjan G. Shivaratri, "Advanced Concepts in Operating Systems – Distributed, Database, and Multiprocessor Operating Systems", Tata McGraw-Hill, 2001.
2. Abraham Silberschatz; Peter Baer Galvin; Greg Gagne, "Operating System Concepts", Seventh Edition, John Wiley & Sons, 2004.
3. Daniel P Bovet and Marco Cesati, "Understanding the Linux kernel", 3rd edition, O'Reilly, 2005.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code:MCSE1150	Advanced Software Engineering	L	T	P	C
Version No.1.0	Date of Approval: 19/06/2018	3	0	0	3
Prerequisite/Exposure	Software Engineering				
Co-requisites					

Course Objectives

1. To understand Software Engineering Lifecycle Models
2. To do project management and cost estimation
3. To gain knowledge of the System Analysis and Design concepts.
4. To understand software testing approaches
5. To be familiar with DevOps practices

Course Outcomes

At the end of the course, students will be able to:

1. Understand the advantages of various Software Development Lifecycle Models
2. Gain knowledge on project management approaches as well as cost and schedule estimation strategies
3. Use UML diagrams for analysis and design
4. Architect and design using architectural styles and design patterns
5. Understand software testing approaches
6. Understand the advantages of DevOps practices

Course Content

Unit I: INTRODUCTION **9 lecture hours**

Software engineering concepts – Development activities – Software lifecycle models - Classical waterfall - Iterative waterfall – Prototyping – Evolutionary - Spiral – Software project management – Project planning – Estimation – Scheduling – Risk management – Software configuration management.

Unit II: SOFTWARE REQUIREMENT SPECIFICATION **9 lecture hours**

Requirement analysis and specification – Requirements gathering and analysis – Software Requirement Specification – Formal system specification – Finite State Machines – Petrinets – Object modelling using UML – Use case Model – Class diagrams – Interaction diagrams – Activity diagrams – State chart diagrams – Functional modelling – Data Flow Diagram.

Unit III: ARCHITECTURE AND DESIGN **9 lecture hours**

Software design – Design process – Design concepts – Coupling – Cohesion – Functional independence – Design patterns – Model-view-controller – Publish-subscribe – Adapter – Command – Strategy – Observer – Proxy – Facade – Architectural styles – Layered - Client-server - Tiered - Pipe and filter.- User interface design

Unit IV : TESTING **9 lecture hours**

Testing – Unit testing – Black box testing– White box testing – Integration and System testing– Regression testing – Debugging - Program analysis – Symbolic execution – Model Checking.

Unit V: DevOps **9 lecture hours**

DevOps: Motivation-Cloud as a platform-Operations- Deployment Pipeline: Overall Architecture Building and Testing-Deployment- Case study: Migrating to Micro services.

Text Books

1. Bernd Bruegge, Alan H Dutoit, Object-Oriented Software Engineering, 2nd edition, Pearson Education, 2004.
2. Carlo Ghezzi, Mehdi Jazayeri, Dino Mandrioli, Fundamentals of Software Engineering, 2nd edition, PHI Learning Pvt. Ltd., 2010.
3. Craig Larman, Applying UML and Patterns, 3rd ed, Pearson Education, 2005.

Reference Books

1. Len Bass, Ingo Weber and Liming Zhu, ―DevOps: A Software Architect‘s Perspectivel, Pearson Education, 2016
2. Rajib Mall, Fundamentals of Software Engineering, 3rd edition, PHI Learning Pvt. Ltd., 2009. 6. Stephen Schach, Software Engineering 7th ed, McGraw-Hill, 2007.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE1111	Advanced Design and Analysis of Algorithms Lab	L	T	P	C
Version No.1.0	**Date of Approval: 19/06/2018**	0	0	2	1
Prerequisite/Exposure	Data Structures and Algorithms				
Co-requisites					

List of Experiments:

1. Write C++ programs to implement the following: a) Prim's algorithm. b) Kruskal's algorithm.
2. Write a C++ program to find optimal ordering of matrix multiplication. (Note: Use Dynamic programming method).
3. Consider the problem of eight queens on an (8x8) chessboard. Two queens are said to attack each other if they are on the same row, column, or diagonal. Write a C++ program that implements backtracking algorithm to solve the problem i.e. place eight non-attacking queens on the board.
4. Write a C++ program to find the strongly connected components in a digraph.
5. Write a C++ program to implement file compression (and un-compression) using Huffman's algorithm. .
6. Write a C++ program to implement dynamic programming algorithm to solve all pairs shortest path problem.
7. Write a C++ program to solve 0/1 knapsack problem using the following: a) Greedy algorithm. b) Dynamic programming algorithm. c) Backtracking algorithm. d) Branch and bound algorithm.
8. Write a C++ program that uses dynamic programming algorithm to solve the optimal binary search tree problem.
9. Write a C++ program for solving traveling sales persons problem using the following: a) Dynamic programming algorithm. b) The back tracking algorithm.

Continuous Assessment Pattern

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

Course Code: MCSE1121	Advanced Computer Networks Lab	L	T	P	C
Version No.1.0	**Date of Approval: 19/06/2018**	0	0	2	1
Prerequisite/Exposure	Computer Networks				
Co-requisites					

List of Experiments:

1. Configuration and logging to a CISCO Router and introduction to the basic user Interfaces. Introduction to the basic router configuration and basic commands.
2. Configuration of IP addressing for a given scenario for a given set of topologies.
3. Configure a DHCP Server to serve contiguous IP addresses to a pool of four IP devices with a default gateway and a default DNS address. Integrate the DHCP server with a BOOTP demon to automatically serve Windows and Linux OS Binaries based on client MAC address.
4. Configure, implement and debug the following: Use open source tools for debugging and diagnostics. a. ARP/RARP protocols b. RIP routing protocols c. BGP routing d. OSPF routing protocols e. Static routes (check using netstat)
5. Configure DNS: Make a caching DNS client, and a DNS Proxy; implement reverse DNS and forward DNS, using TCP dump/Wireshark characterise traffic when the DNS server is up and when it is down.
6. Configure FTP Server on a Linux/Windows machine using a FTP client/SFTP client characterise file transfer rate for a cluster of small files 100k each and a video file of 700mb.Use a TFTP client and repeat the experiment.
7. Configure a mail server for IMAP/POP protocols and write a simple SMTP client in C/C++/Java client to send and receive mails
8. Implement Open NMS+ SNMPD for checking Device status of devices in community MIB of a linux PC. Using yellow pages and NIS/NFS protocols implement Network Attached Storage Controller (NAS). Extend this to serve a windows client using SMB. Characterise the NAS traffic using wireshark.

Continuous Assessment Pattern

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

Course Code: MCSE1151	Technical Seminar	L	T	P	C
Version No.1.0	**Date of Approval: 19/06/2018**	0	0	2	1
Prerequisite/Exposure					
Co-requisites					

Progressive Assessment:

The progressive assessment would be carried out based on following criteria**.**

i. Innovativeness of the topic
ii. Initiative and efforts taken in searching the topic
iii. Amount and quality of material collected related to topic by searching library/internet/automobile companies etc.
iv. Creativity and innovativeness in preparing models/charts etc.
v. Planning the activities and then pursuing that plan.
vi. Persistence in the efforts and resourcefulness.
vii. Communication skills.
viii. Timely achievement of the targets.

Continuous Assessment Pattern

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

Course Code: MCSE1240	Artificial Intelligence & Machine Learning	L	T	P	C
Version No.1.0	**Date of Approval: 03/01/2020**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives:

1. To provide a strong foundation of fundamental concepts in Artificial Intelligence
2. Introduce students to search concepts for complex AI problems.
3. Apply AI concepts to various real life problems
4. To enable the student to apply these techniques in Uncertainty and knowledge Reasoning
5. Apply AI Learning concepts to various real life applications exploration of research
6. Necessary knowledge to design and implement a prototype of an image processing and pattern recognition application

Course Outcomes:

1 Recall the dimensions along which agents and environments.
2 Apply agents using various searching algorithms
3 Make use of knowledge representation and reasoning
4 Analyze Bayesian network to make quantitative (probabilistic) and qualitative inferences
5 Understand the learning and applications
6 Decide various research areas and publications

Syllabus

Module I: Basics of AI and Problem-solving State Space Search

8 lectures

Scope of AI, Intelligent Agents- robotics, expert systems, AI techniques- Agent types- Problem solving by Search, Problem space - State space, Blind Search - Types, Performance measurement. Heuristic Search- Types, Game playing minimax algorithm, Alpha-Beta Pruning

Module II: Knowledge Representation and Uncertainty Reasoning

8 lectures

Knowledge-based agents, Propositional Logic, Agents Based on Propositional Logic. First-Order Logic: Representation, Syntax and Semantics, Forward and Backward Chaining, Resolution.

Overview Definition of uncertainty, Bayes Rule Inference, Belief Network, Utility Based System, Uncertain knowledge and reasoning - Uncertainty - Probabilistic Reasoning - Probabilistic Reasoning Over Time -Making Simple Decisions - Making Complex Decisions

Module III: Learning and Applications

8 lectures

Forms of Learning Types - Supervised, Unsupervised, Reinforcement Learning, Learning Decision Trees Introduction to Neural networks, Neural networks, learning neural network structures Applications of AI - AI In Marketing ,AI In Banking, I In Finance, I In Agriculture, I In HealthCare, AI In Gaming, I In Space Exploration, I In Autonomous Vehicles.

Module IV: Classification, Regression and Clustering

8 lectures

Machine Learning Techniques Overview, distance measure, supervised MLA, unsupervised MLA, Reinforced MLA, Naïve Bays classifier, K-nearest neighbor classifiers, Support vector Machine, Decision trees, ID4, clustering. Basics of neural networks, perceptron , feed forward networks, back propagation.

Module V: Convolutional Neural Networks, Recurrent Neural Networks

8 lectures

Image Classification, text classification, Image classification and Hyper parameter tuning Convolutional Neural Networks, Recurrent Neural Networks, building recurrent neural network, emerging neural network architecture.

8 lectures

Module VI: The advances and the latest trends in the course as well as the latest applications of the areas covered in the course. The latest research conducted in the areas covered in the course. Discussion of some latest papers published in IEEE transactions and ACM transactions, Web of Science and SCOPUS indexed journals as well as high impact factor conferences as well as symposiums. Discussion on some of the latest products available in the market based on the areas covered in the course and patents filed in the areas covered in the course.

Text Books

1. Elaine Rich and Kevin Knight, "Artificial Intelligence", McGraw-Hill
2. Stuart Russell, Peter Norvig, "Artificial Intelligence – A Modern Approach", Pearson Education

Reference Books

1. E Charniak and D McDermott, "Introduction to Artificial Intelligence", Pearson
2. Poole, D. and Mackworth, A. 2010. Artificial Intelligence: Foundations of Computational Agents, Cambridge University Press

Course Code: MCSE9100	Data Mining & Analytics using R	L	T	P	C
Version No.1.0	Date of Approval: 03/01/2020	3	0	0	3
Prerequisite/Exposure	Database Management System				
Co-requisites					

OBJECTIVES:

1. To learn data analysis techniques.
2. To understand Data mining techniques and algorithms.
3. Comprehend the data mining environments and application.

OUTCOMES:

Students who complete this course will be able to

1. To compare various conceptions of data mining as evidenced in both research and application.
2. To characterize the various kinds of patterns that can be discovered by association rule mining.
3. To evaluate mathematical methods underlying the effective application of data mining.

UNIT- I INTRODUCTION TO DATA MINING

Data mining - KDD versus data mining - Stages of the Data Mining Process- Data Mining Techniques – KDD Process - knowledge representation – Data mining query languages- Integration of a Data Mining System with a Data Warehouse – Data pre-processing – Data cleaning- Data transformation- Feature selection- Dimensionality reduction.

UNIT-II ASSOCIATION AND CLASSIFICATION

Association Rules- Association rule Mining -Mining frequent patterns association- Apriori Algorithm -correlation – Classification - Decision Tree Induction - Bayesian Classification – Rule Based Classification – Classification by Back propagation – Associative - Classification – Lazy Learners – Other Classification Methods

UNIT-III CLUSTERING

Clustering techniques – Partitioning methods- k-means Clustering - Hierarchical Methods – Distance based agglomerative and divisible clustering - Density-Based Methods – Expectation maximization -Grid Based Methods – Model-Based Clustering Methods – Constraint – Based Cluster Analysis – Outlier Analysis.

UNIT-IV DATA MINING SOFTWARE AND APPLICATIONS

Mining complex data objects - Spatial databases - temporal databases - Multimedia databases- Time series and Sequence data - Text Mining - Graph mining - Web mining - Application and trends in data mining.

UNIT-V METHODS OF INTERNAL ANALYSIS & DATA ANALYTICS USING R

Methods of Internal analysis – Cluster analysis – Association among variables – Web mining analysis -Data Analytics – Simulated data – Mathematical statistic analysis – Applications of probability theory – Linear models – Case study.

REFERENCES:

1. Adelchi Azzalini, Bruno Scapa, “Data Analysis and Data mining”, 2nd Edition, Oxford University Press Inc., 2012.
2. Jiawei Han and Micheline Kamber, “Data Mining: Concepts and Techniques”, 3rd Edition, Morgan Kaufmann Publishers, 2011.
3. Alex Berson and Stephen J. Smith, “Data Warehousing, Data Mining & OLAP”, 10th Edition, TataMc Graw Hill Edition, 2007.
4. G. K. Gupta, “Introduction to Data Mining with Case Studies”, 1st Edition, Easter Economy Edition, PHI, 2006.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE1260	Research Methodology	L	T	P	C
Version No.1.0	Date of Approval: 03/01/2020	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

COURSE OBJECTIVES:
The course should enable the students to:

1. Identify an appropriate research problem in their interesting domain.
2. Understand ethical issues Understand the Preparation of a research project thesis report.
3. Understand the Preparation of a research project thesis report
4. Understand the law of patent and copyrights.
5. Understand the Adequate knowledge on IPR

COURSE OUTCOMES (COs):

CO 1: Understand the research problem and research process.
CO 2: Understand research ethics.
CO 3: Prepare a well-structured research paper and scientific presentations
CO 4: Explore on various IPR components and process of filing.
CO 5 : Understand the adequate knowledge on patent and rights

UNIT-I	MEANING OF RESEARCH PROBLEM	Classes: 09

Meaning of research problem, Sources of research problem, Criteria Characteristics of a good research problem, Errors in selecting a research problem, Scope and objectives of research problem. Approaches of investigation of solutions for research problem, data collection, analysis, interpretation, Necessary instrumentations.

UNIT-II	LITERATURE STUDIES	Classes: 09

Effective literature studies approaches, analysis Plagiarism, and Research ethics.

UNIT-III	TECHNICAL WRITING	Classes: 09

Effective technical writing, how to write report, Paper Developing a Research Proposal. Format of research proposal, a presentation and assessment by a review committee.

UNIT-IV	RESEARCH PROPOSAL	Classes: 09

Nature of Intellectual Property: Patents, Designs, Trade and Copyright. Process of Patenting and Development: technological research, innovation, patenting, development. International Scenario: International cooperation on Intellectual Property. Procedure for grants of patents, Patenting under PCT.

UNIT-V	PATENT RIGHTS AND NEW DEVELOPMENTS IN IPR	Classes: 09

Patent Rights: Scope of Patent Rights. Licensing and transfer of technology. Patent information and databases. Geographical Indications. New Developments in IPR: Administration of Patent System. New developments in IPR; IPR of Biological Systems, Computer Software etc. Traditional knowledge Case Studies, IPR and IITs.

Text Books:

1. Stuart Melville and Wayne Goddard, " Research methodology: an introduction for science & engineering students"
2. Ranjit Kumar, 2nd Edition, " Research Methodology: A Step by Step Guide for beginners

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE1241	AI & ML using Python Lab	L	T	P	C
Version No.1.0	**Date of Approval: 03/01/2020**	0	0	4	2
Prerequisite/Exposure					
Co-requisites					

List of Experiments

1. Develop a program to conduct uninformed and informed search.
2. Implement and demonstrate the FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file
3. Develop a program to conduct min - max algorithm
4. For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate-Elimination algorithm to output a description of the set of all hypotheses consistent with the training examples.
5. Develop a program of depth first search.
6. Build a program to demonstrate the working of the decision tree based ID3 algorithm.Use an appropriate data set for building the decision tree and apply this knowledge toclassify a new sample.
7. Develop a program to construct a Bayesian network from given data.
8. Develop a program and study about infer from the Bayesian network.
9. Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets.
10. Develop a program to solve traveling salesman problems.
11. Develop a program to implement the naïve Bayesian classifier for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.
12. Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set
13. Apply EM algorithm to cluster a set of data stored in a .CSV file. Use the same data set for clustering using k-Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.

Continuous Assessment Pattern

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

Course Code: MCSE9100	Data Mining & Analytics using R Lab	L	T	P	C
Version No.1.0	**Date of Approval: 03/01/2020**	0	0	4	2
Prerequisite/Exposure	Database Management System				
Co-requisites					

List of Projects

1. Box office prediction using twitter reaction.
2. Tweet emotion analysis.
3. Prediction of the weather forecast.
4. Detecting fraud apps using sentimental analysis.
5. Movie success prediction.
6. Crime rate using k means.
7. Cancer prediction using data mining.
8. Topic detection using keyword clustering.
9. Smart Health Disease Prediction using Naive Bayes
10. Diabetes Prediction using data mining
11. TV show popularity analysis using data Mining
12. Secure E-learning using data mining techniques
13. E-banking Log system
14. Data Mining for Sales Prediction in the tourism industry
15. Cancer Prediction Using Data Mining
16. Financial status analysis using credit score rating
17. Opinion Mining for restaurant reviews
18. Personality Prediction System using CV Analysis.

Continuous Assessment Pattern

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

Course Code: MCSE1250	Python Programming	L	T	P	C
Version No.1.0	**Date of Approval: 03/01/2020**	0	0	4	2
Prerequisite/Exposure					
Co-requisites					

List of Experiments

1. Write a python program to print all prime numbers among the interval given by user.
2. Write a python program to double the values in a list using map()
3. Write a python program to show the importance of operator precedence and associativity of different operators
4. Write a python program to do the following operations
    a. Reversing a given integer number.
    b. Find the sum of digits of given integer number.
5. Write a python program to implement Dice game for 2 players using random()
6. Write a python program to utilize all in-built mathematical functions.
7. Write a python program to check the given string is palindrome or not, without using In-built functions.
8. Write a python program to find a character and number of occurrence of a given character in a string.
9. Write a python program to manage student's details using dictionary.
10. Write a python program to design groceries billing system using dictionary.
11. Write a python program to get a date from user and give the day as output
12. Write a python program to find the number of days between two dates given by user.(Age Calculator)
13. Write a python program tofind Factorial of a given number without using Recursion Concept.
14. Write a python program tofind sum of N given numbers using Recursion by using Function.
15. Write a python program using the module, maintain students data and retrieve it accordingly.
16. Write a python program to implement a user defined math function using module.
17. Write a python program to copy the content of one file to another file.
18. Write a python program to search the give character or string is present in a file.
19. Write a python program which defines a function f. f takes two arguments a and b and do (a+b) / (a-b) computation. Implement exception handling with try, catch and else.
20. Write a python program to take input from the user again and again until correct value is given by user. Three user defined exceptions can be created i.e:
    a. NegativeValueError(if value entered is negative),
    b. ValueTooLarge(if value entered is more than stored value), and
    c. ValueTooSmall(if the value stored is less than stored value).

Continuous Assessment Pattern

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

Course Code: MCSE1251	Advanced Java Programming Lab(PBL)	L	T	P	C
Version No.1.0	**Date of Approval: 03/01/2020**	0	0	4	2
Prerequisite/Exposure					
Co-requisites					

COURSE OBJECTIVES:

- To learn advanced Java programming concepts like interface, threads, Swings etc.
- To develop network programs in Java
- To understand Concepts needed for distributed and multi-tier application
- To understand issues in enterprise applications development.

COURSE OUTCOMES:

- Upon the successful completion of the course, students will be able to:

CO	Course Outcomes	Knowledge Level (Based on revised Bloom's Taxonomy)
CO1	Develop Swing-based GUI	K3
CO2	Develop client/server applications using socket programming	K3
CO3	Design, Update and retrieve the data from the databases using SQL	K3
CO4	Develop distributed applications using RMI and component-based Java software using JavaBeans	K3
CO5	Develop server-side programs in the form of Servlets and enterprise applications.	K3

ROLES OF CO-ORDINATOR:

- Give PBL orientation and motivation to students
- Clarify the doubts in the PBL process
- Monitor and record the progress of each individuals
- Evaluating and measuring the course outcome attainment
- Collect the feedback from the students and keep track of records

ROLES OF STUDENTS:

- Identify the suitable projects for Advanced Java Programming
- Individual student should develop the projects
- Must follow the deadline given for the review
- Equally contribute to the development of projects
- Project should be unique for MTE, ETE (2 different project problem)

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BASIC LAB EXERCISES:

LIST OF EXPERIMENTS: CYCLE – I

S.No.	Experiment Name
1.	Create a full set of UI widgets and other components, including windows, menus, buttons, checkboxes, text fields, scrollbars and scrolling lists, using Abstract Windowing Toolkit (AWT) & Swings
2.	Apply Event Handling on AWT and Swing components
3.	Develop java swing program to accept two numbers from user and output the sum, difference in the respective text boxes.
4.	Develop a website using HTML and validating the form fields by using Java script
5.	Servlet program to implement and demonstrate get () and post() methods (using HTTP Servlet class).
6.	Session tracking for a hit count using Java Servlet.

LIST OF EXPERIMENTS: CYCLE – II

S.No.	Experiment Name
1.	Create three tier application using Servlet by incorporating Java Database Connectivity inside Servlet to save data in a table.
2.	Creating JSP program to implement attributes of directive tags
3.	Cookies and session management using JSP
4.	Create MVC application with Struts framework: using Servlet /JSP
5.	Creating Stateless and Stateful Session Beans
6.	EJB Application that demonstrates Entity Bean, Session Bean

LIST OF PBL PROJECTS:

1. Students Assessment system in Java
2. Flight Reservation System in Java
3. Hotel Management System in Java
4. Gas Booking system in Java
5. Weather Forecasting system in Java
6. Candidate Management system in Java
7. University Management System in Java
8. Simple Car Sales System in JAVA
9. Bus Management System in Java
10. Hospital Management in JAVA
11. Library Management System in Java
12. Online Medical Diagnostic System in JAVA
13. Student Information System in JAVA
14. Vehicle Management System in JAVA
15. College Library Management in JAVA
16. Group of Hotels Management in J2EE

17. Human Resource Database Management System in Java
18. Design of Shopping Mall Management System
19. Online Course Registration System in JAVA
20. Simple Search Engine in JAVA Servlets
21. Simple Railway Reservation in JAVA
22. Simple Chat Program in JAVA
23. Weather Report Application in JAVA
24. Online Address Book in JAVA
25. Mini Orkut Using JAVA
26. Web Auction in EJB
27. Telephone Billing System
28. Vehicle Investigation System in JSP
29. JAVA Based Online Shopping
30. Stock Market Trading

REQUIRED SOFTWARE:

1. Microsoft Windows (Version 7 or later)
2. Web server (WebLogic/ Glassfish Server/ Xampp Server)
3. Java Development Kit (JDK 1.8 or later)
4. Eclipse IDE

RUBRICS FOR EVALUATION:

1) IA Rubric:

IA Components	Marks Awarded
Quiz- Moodle/LMS	10
Activity based mini model	10
Co-curricular activities	10
Extra curricular Actitvities	10
Design of Mini Application –GUI & Implementation	10
Total	50(scale to 20)

2) MTE - Rubric:

IA Components	Complete App Development (Marks)
Project Specification & Detailed Design	10
GUI / Website design	10
Data base Connectivity	5
Project Implementation	20
Viva-Voce	5
TOTAL	50(Scale to 30)

3) ETE - Rubric:

IA Components	Complete App Development (Marks)
Quiz	20
Detailed Design	20
GUI / Website design	10
Data base Connectivity	10
Project Implementation	30
Viva-Voce	10
TOTAL	100

SCHEDULE OF PBL IMPLEMENTATION

Modules	Title
Module 1	**Swings, Html, Javascript, CSS**
Module 2	**Servlets**
Module 3	**JSP**
Module 4	**EJB**
Module 5	**Implementation of real Time Project**

Text Books:

1. Elliotte Rusty Harold, "Java Network Programming", O'Reilly publishers, 2004
2. Ed Roman, "Mastering Enterprise Java Beans", John Wiley & Sons Inc., 2004.

ii. Reference Books:

1. Hortsmann& Cornell, "CORE JAVA 2 ADVANCED FEATURES, VOL II", Pearson Education, 2002.
2. Patrick Naughton, "COMPLETE REFERENCE: JAVA2", Tata McGraw-Hill, 2003.

iii. Online resources

1. www.cs.rit.edu/~jmk/java707/lecnotes/lecnotes.html
2. http://www.inf.ed.ac.uk/teaching/courses/cs2/LectureNotes/CS2Bh/APJ/apj5.pdf
3. http://ebookmaterials.blogspot.in/2011/07/advanced-programming-in-java-lecturer.html
4. http://java.sun.com.

Continuous Assessment Pattern

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

SLMC5012	**English Proficiency and Aptitude Building-2**	L 0	T 0	P 4	C 2
Version No.	1.0				
Prerequisite					
Objectives:	1. This module would train the students on the quick ways to solve quantitative aptitude problems. 2. To equip the students with the required soft skills that would instill confidence and courage in them, to take up new opportunities for their career				
Expected Outcome:	The students will gain the ability to solve quantitative aptitude problems in a simple way using short-cut methods, within a short time span given during the placement drives.				
Module I	**Quantitative Aptitude**				
Number System, Partnership, Compound Interest, Simple Interest, Profit and Loss, Problems on Clock, Calendar and Cubes, Permutation and Combination, Allegation and mixtures, Time and Distance, Height and Distance, Problems on Ages, Trains, Boats and Streams, Probability.					
Module II	**Communication Proficiency**				
Self analysis to challenges., Attitude- perceptions– Positive approach – ideas & approach Goal setting – vision -Time management - planning -Entrepreneurial skills - Leadership skills People management – team work, leadership -Decision making – problem identification Interview skills – getting familiar with one's CV – presentation and performance - giving and receiving feedback, setting expectations and exhibiting professional behavior.					

Continuous Assessment Pattern

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

Course Code: MCSE1261	Certification Course/ Term Paper	L	T	P	C
Version No.1.0	**Date of Approval: 19/06/2018**	0	0	2	1
Prerequisite/Exposure					
Co-requisites					

OBJECTIVES:

- To encourage the students to study advanced engineering developments
- To prepare and present technical reports.
- To encourage the students to use various teaching aids such as over head projectors, power point presentation and demonstrative models.

OUTCOMES:

- Ability to review, prepare and present technological developments
- Ability to face the placement interviews
- Ability to publish papers/Book Chapters on their domains in well reputed journals

METHOD OF EVALUATION:

- Part-1: During the seminar session each student is expected to prepare and present a topic on Latest technology related to CSE/IT, for duration of about 30 to 45 minutes. In a session there are 2 Hours per week, 2 students are expected to present the seminar in a week. Each student is expected to present atleast twice during the semester and the student is evaluated based on that. At the end of the semester, he / she can submit a report on his / her topic of seminar and marks are given based on the report. A Faculty guide is to be allotted and he / she will guide and monitor the progress of the student and maintain attendance also. Evaluation is 50% internal and 50% External.

- Part-2: Student should be capable of writing research paper on their domains (Network/DB/Data Science). Students Should search and collect atleast 10 good research papers in well reputed journals(SCI/Scopus/IEEE) on their domain and they should identify methodologies proposed and based on that they should be capable of writing the research article on its own with his/her innovation ideas.
- **Continuous Assessment Pattern**

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

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Course Code: MCSE2320	Software Project Management	L	T	P	C
Version No.1.0	Date of Approval: 03/01/2020	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

COURSE OBJECTIVES:

The course should enable the students to:

1. Understand overall software development life cycle and adopt suitable processes.
2. Analyze, prioritize, and manage both functional and quality requirements.
3. Estimate efforts required, plan, and track the plans.
4. Understand and apply configuration and quality management techniques.

COURSE OUTCOMES (COs):

CO1: Understand overall software development life cycle and adopt suitable processes.
CO2: Analyze, prioritize, and manage both functional and quality requirements.
CO3: Estimate efforts required, plan, and track the plans
CO4: Understand and apply configuration and quality management techniques.

UNIT -I DEVELOPMENT LIFE CYCLE PROCESSES: Classes: 10

Overview of Software Development Life Cycle, introduction to processes, Personal Software Process (PSP), Team Software Process (TSP), unified processes, agile processes, choosing the right process.

UNIT -II REQUIREMENTS MANAGEMENT: Classes: 10

Functional requirements and quality attributes, elicitation techniques, Quality Attribute Workshop (QAW), analysis, prioritization, and trade off, Architecture Centric Development Method (ACDM), requirements, documentation, and specification, change management, traceability of requirements.

UNIT -III ESTIMATION, PLANNING, AND TRACKING: Classes: 09

Identifying and prioritizing risks, risk mitigation plans, estimation techniques, use case points, function points, COCOMO II, top down estimation, bottom up estimation. Work break down structure, macro and micro plans, planning poker, wideband Delphi, documenting the plan, tracking the plan, Earned Value Method (EVM).

UNIT -IV CONFIGURATION AND QUALITY MANAGEMENT: Classes: 08

Identifying articrafts to be configured, naming conventions and version control, configuration control, quality assurance techniques, peer reviews, Fagan inspection, unit, registration, system, and acceptance testing, test data and test cases, bug tracking, casual analysis

UNIT -V SOFTWARE PROCESS DEFINITION AND MANAGEMENT: Classes: 08

Process elements, process architecture, relationship between elements, process modeling, process definition techniques, ETVX (Entry-Task-Validation-exit), process base lining, process assessment and improvement, CMMI, six sigma.

Text Books:

1. Pankaj Jalote, "Software Process Management in Practice"‖, Pearson, Illustrated, 2002.
2. Walker Royce, "Software Project Management – A Unified Framework",Pearson Education, 1st Edition, 2002

Reference Books:

1. Watts S.Humphrey, "PSP: A Self Improvement Process for Software Engineers", Addison Wesley, 1st Edition, 2005.
2. Chris F. Kemerer, "Software Project Management- Readings and Cases", McGraw-Hill, Illustrated Edition, 1997.
3. Watts S. Humphrey, "Introduction to the Team Software Process", Addison-Wesley, Illustrated Reprint, 2000.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: SLMT 5001	Software Development Lab	L	T	P	C
Version No.1.0	**Date of Approval: 03/01/2020**	0	0	4	2
Prerequisite/Exposure					
Co-requisites					

List of Mini Projects

1. Library Management System
2. Student Mark Analyzing System
3. Creation of Text Editor
4. Dictionary
5. Telephone dictionary
6. Banking System
7. Payroll System
8. Inventory System

Continuous Assessment Pattern

Internal Assessment (IA)	End Term Test (ETE)	Total Marks
50	50	100

MCSE2381	**M.Tech Dissertation Part-1**	L 0	T 0	P 10	C 5
Version No.	1.0				
Prerequisite					
Objectives:	The Dissertation Work for M.Tech consists of Dissertation Work – I and Dissertation Work–II. Dissertation Work–I is to be undertaken during III semester and Dissertation Work–II, which is generally a continuation of Dissertation Work–I and is to be undertaken during IV semester. At the end of the semester students present the following contents.				

At the end of the semester students present the following contents.

- Title
- Abstract
- Introduction
- Literature Survey
- References

MCSE2481	**M.Tech Dissertation-Final**	L 0	T 0	P 30	C 15
Version No.	1.0				
Prerequisite					
Objectives:	The Dissertation Work for M.Tech consists of Dissertation Work – I and Dissertation Work–II. Dissertation Work–I is to be undertaken during III semester and Dissertation Work–II, which is generally a continuation of Dissertation Work–I and is to be undertaken during IV semester. At the end of the semester students present the following contents.				

At the end of the semester students present the following contents.

- Title
- Abstract
- Introduction
- Literature Survey
- Methodology
- Modules Split-up and Gantt Chart
- Proposed System (Phase 1)
- Equations /Design and software to be used
- Algorithms / Techniques used
- Expected outcomes
- Publish the research in reputed journal/conference

List of Electives

Course Code:MCSE9110	IoT Technology and Applications	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/2018**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To understand the fundamentals of Internet of Things.
2. To learn about the basics of IOT protocols.
3. To build a small low cost embedded system using Raspberry Pi.
4. To apply the concept of Internet of Things in the real world scenario.

Course Outcomes

At the end of the course, students will be able to:

1. Analyze various protocols for IoT Develop web services to access/control IoT devices.
2. Design a portable IoT using Rasperry Pi.
3. Deploy an IoT application and connect to the cloud.
4. Analyze applications of IoT in real time scenario.

Course Content

Unit I: INTRODUCTION TO IoT **9 lecture hours**

Internet of Things - Physical Design- Logical Design- IoT Enabling Technologies - IoT Levels & Deployment Templates - Domain Specific IoTs - IoT and M2M - IoT System Management with NETCONF-YANG- IoT Platforms Design Methodology

Unit II: IoT ARCHITECTURE **9 lecture hours**

M2M high-level ETSI architecture - IETF architecture for IoT - OGC architecture - IoT reference model - Domain model - information model - functional model - communication model - IoT reference architecture.

Unit III: IoT PROTOCOLS **9 lecture hours**

Protocol Standardization for IoT – Efforts – M2M and WSN Protocols – SCADA and RFID Protocols – Unified Data Standards – Protocols – IEEE 802.15.4 – BACNet Protocol – Modbus– Zigbee Architecture – Network layer – 6LowPAN - CoAP - Security

Unit IV : BUILDING IoT WITH RASPBERRY PI & ARDUINO **9 lecture hours**

Building IOT with RASPERRY PI- IoT Systems - Logical Design using Python – IoT Physical Devices & Endpoints - IoT Device -Building blocks -Raspberry Pi -Board - Linux on Raspberry Pi - Raspberry Pi Interfaces -Programming Raspberry Pi with Python - Other IoT Platforms - Arduino.

Unit V: CASE STUDIES AND REAL-WORLD APPLICATIONS **9 lecture hours**

Real world design constraints - Applications - Asset management, Industrial automation, smart grid, Commercial building automation, Smart cities - participatory sensing - Data Analytics for IoT – Software & Management Tools for IoT Cloud Storage Models & Communication APIs - Cloud for IoT - Amazon Web Services for IoT.

Text Books

1. Arshdeep Bahga, Vijay Madisetti, ―Internet of Things – A hands-on approach‖, Universities Press, 2015.
2. Dieter Uckelmann, Mark Harrison, Michahelles, Florian (Eds), ―Architecting the Internet of Things‖, Springer, 2011.
3. Honbo Zhou, ―The Internet of Things in the Cloud: A Middleware Perspective‖, CRC Press, 2012.

Reference Books

1. Jan Holler, Vlasios Tsiatsis , Catherine Mulligan, Stamatis , Karnouskos, Stefan Avesand. David Boyle, "From Machine-to-Machine to the Internet of Things - Introduction to a New Age of Intelligence", Elsevier, 2014.
2. Olivier Hersent, David Boswarthick, Omar Elloumi , ―The Internet of Things – Key applications and Protocols‖, Wiley, 2012

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE9120	IoT on Cloud	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/2018**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To understand the basics of Internet of Things.
2. To get an idea of some of the application areas where Internet of Things can be applied.
3. To understand the middleware for Internet of Things.
4. To understand the concepts of Web of Things.
5. To understand the concepts of Cloud of Things with emphasis on Mobile cloud computing.
6. To understand the IOT protocols.

Course Outcomes

At the end of the course, students will be able to:

1. Identify and design the new models for market strategic interaction.
2. Design business intelligence and information security for WoB.
3. Analyze various protocols for IoT.
4. Design a middleware for IoT.
5. Analyze and design different models for network dynamics.

Course Content

Unit I: INTRODUCTION **10 lecture hours**

Definitions and Functional Requirements –Motivation – Architecture - Web 3.0 View of IoT– Ubiquitous IoT Applications – Four Pillars of IoT – DNA of IoT - The Toolkit Approach for End-user Participation in the Internet of Things. Middleware for IoT: Overview – Communication middleware for IoT –IoT Information Security

Unit II: IOT PROTOCOLS **8 lecture hours**

Protocol Standardization for IoT – Efforts – M2M and WSN Protocols – SCADA and RFID Protocols – Issues with IoT Standardization – Unified Data Standards – Protocols – IEEE 802.15.4 – BACNet Protocol – Modbus – KNX – Zigbee Architecture – Network layer – APS layer – Security

Unit III: WEB OF THINGS **10 lecture hours**

Web of Things versus Internet of Things – Two Pillars of the Web – Architecture Standardization for WoT– Platform Middleware for WoT – Unified Multitier WoT Architecture – WoT Portals and Business Intelligence. Cloud of Things: Grid/SOA and Cloud Computing – Cloud Middleware – Cloud Standards – Cloud Providers and Systems – Mobile Cloud Computing – The Cloud of Things Architecture.

Unit IV : INTEGRATED **9 lecture hours**

Integrated Billing Solutions in the Internet of Things Business Models for the Internet of Things - Network Dynamics: Population Models – Information Cascades - Network Effects - Network Dynamics: Structural Models - Cascading Behaviour in Networks - The Small-World Phenomenon.

Unit V: APPLICATIONS **8 lecture hours**

The Role of the Internet of Things for Increased Autonomy and Agility in Collaborative Production Environments - Resource Management in the Internet of Things: Clustering, Synchronisation and Software Agents. Applications - Smart Grid – Electrical Vehicle Charging.

Text Books

1. The Internet of Things in the Cloud: A Middleware Perspective - Honbo Zhou – CRC Press – 2012.
2. Architecting the Internet of Things - Dieter Uckelmann; Mark Harrison; Florian Michahelles(Eds.) – Springer – 2011
3. Networks, Crowds, and Markets: Reasoning About a Highly Connected World - David Easley and Jon Kleinberg, Cambridge University Press - 2010
4. The Internet of Things: Applications to the Smart Grid and Building Automation by -Olivier Hersent, Omar Elloumi and David Boswarthick - Wiley -2012
5. Olivier Hersent, David Boswarthick, Omar Elloumi , "The Internet of Things – Key applications and Protocols", Wiley, 2012

Reference Books

1. Jan Ho¨ ller, Vlasios Tsiatsis, Catherine Mulligan, Stamatis, Karnouskos, Stefan Avesand, David Boyle, "From Machine-to-Machine to the Internet of Things - Introduction to a New Age of Intelligence", Elsevier, 2014.
2. Olivier Hersent, David Boswarthick, Omar Elloumi , ―The Internet of Things – Key applications and Protocols‖, Wiley, 2012

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code:MCSE9130	Big Data Mining and Analytics	L	T	P	C
Version No.1.0	**Date of Approval: 19/06/18**	3	0	0	3
Prerequisite/Exposure	Data Mining				
Co-requisites					

Course Objectives

1. To understand the computational approaches to Modeling, Feature Extraction.
2. To understand the need and application of Map Reduce.
3. To understand the various search algorithms applicable to Big Data.
4. To analyse and interpret streaming data.
5. To learn how to handle large data sets in main memory.
6. To learn the various clustering techniques applicable to Big Data.

Course Outcomes

At the end of the course, students will be able to:

1. Design algorithms by employing Map Reduce technique for solving Big Data problems.
2. Design algorithms for Big Data by deciding on the apt Features set.
3. Design algorithms for handling petabytes of datasets.
4. Design algorithms and propose solutions for Big Data by optimizing main memory consumption.
5. Design solutions for problems in Big Data by suggesting appropriate clustering techniques.

Course Content

Unit I: DATA MINING AND LARGE SCALE FILES **9 lecture hours**

Introduction to Statistical modeling – Machine Learning – Computational approaches to modeling – Summarization – Feature Extraction – Statistical Limits on Data Mining - Distributed File Systems – Map-reduce – Algorithms using Map Reduce – Efficiency of Cluster Computing Techniques

Unit II: SIMILAR ITEMS **9 lecture hours**

M2M high-level ETSI architecture - IETF architecture for IoT - OGC architecture - IoT reference model - Domain model - information model - functional model - communication model - IoT reference architecture.

Unit III: MINING DATA STREAMS **9 lecture hours**

Stream Data Model – Sampling Data in the Stream – Filtering Streams – Counting Distance Elements in a Stream – Estimating Moments – Counting Ones in Window – Decaying Windows.

Unit IV : LINK ANALYSIS AND FREQUENT ITEMSETS **9 lecture hours**

Page Rank –Efficient Computation - Topic Sensitive Page Rank – Link Spam – Market Basket Model – A-priori algorithm – Handling Larger Datasets in Main Memory – Limited Pass Algorithm – Counting Frequent Item sets.

Unit V: CLUSTERING **9 lecture hours**

Introduction to Clustering Techniques – Hierarchical Clustering –Algorithms – K-Means – CURE – Clustering in Non – Euclidean Spaces – Streams and Parallelism – Case Study: Advertising on the Web – Recommendation Systems.

Text Books

1. Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman, “Mining of Massive Datasets”, Cambridge University Press, Second Edition, 2014.
2. Jiawei Han, Micheline Kamber, Jian Pei, “Data Mining Concepts and Techniques”, Morgan Kaufman Publications, Third Edition, 2011.
3. Ian H.Witten, E ibe Frank “Data Mining – Practical Machine Learning Tools and Techniques”, Morgan Kaufman Publications, Third Edition, 2011.
4. David Hand, Heikki Mannila and Padhraic Smyth, “Principles of Data Mining”, MIT PRESS, 2001

Reference Books

1. Jan Ho¨ ller, Vlasios Tsiatsis , Catherine Mulligan, Stamatis, Karnouskos, Stefan Avesand. David Boyle, "From Machine-to-Machine to the Internet of Things - Introduction to a New Age of Intelligence", Elsevier, 2014.
2. Olivier Hersent, David Boswarthick, Omar Elloumi, ―The Internet of Things – Key applications and Protocols‖, Wiley, 2012

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE9260	Foundations of Information Security	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/18**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To provide an understanding of principal concepts, major issues, technologies, and basic approaches in information security.
2. Master the key concepts of information security and how they "work."
3. Develop a "security mindset:" learn how to critically analyze situations of computer and network usage from a security perspective, identifying the salient issues, viewpoints, and trade-offs.
4. To provide the ability to examine and analyze real-life security cases.

Course Outcomes

At the end of the course, students will be able to:

1. Evaluate vulnerability of an information system and establish a plan for risk management.
2. Demonstrate basic principles of Web application security.
3. Evaluate the authentication and encryption needs of an information system.
4. Demonstrate how to secure a network.
5. Evaluate a company's security policies and procedures.

Course Content

Unit I: INTRODUCTION **9 lecture hours**

Need for security, Computer Security Concepts (CIA) - Confidentiality, Integrity, Availability, Accountability and Assurance, Interdependencies. Information security history- Physical security and administrative security, Security current trends-Emergence of internet, digital information, financial losses and national defense, Terminology-Threats, Attacks and Assets. **Software Security** - Vulnerabilities and protections, malware, program analysis

Unit II: Practical Cryptography **9 lecture hours**

Ciphers, Caser Cipher, Cryptanalysis, Encryption- Types of encryption, authentication-authentication factors, types of authentication methods, hashing-feature of hash function, properties of hash functions, message Digest, Secure hash function, RIPEMD, symmetric and asymmetric cryptography, Digital Signatures and Certificates.

Unit III: **Network Security:** **9 lecture hours**

Network security issues, Sniffing-types of sniffing, IP spoofing-DDoS attacks, application layer attacks, security research, Common threats, E-Mail security, IPSec- uses of IP security, components of IP security, SSL Protocol, PGP- Definition of PGP and uses of PGP, Intruders, Virus, Worms, Firewalls-need and features of firewall, Types of firewall, Intruder Detection Systems.

Unit IV : Cyber Security: **9 lecture hours**

Cyber Crime and security- types of cyber crime, prevention of cyber crime, Security tools- metasploit, Nmap, wireshark, aircrack-ng, john the ripper and nessues, Introduction to Digital Forensic-characteristics of digital forensic, principle of digital forensic, challenges of digital forensic, OS fingerprinting, TCP/IPstack masking, Social Engineering-attack techniques, prevention.

Unit V: Applications and special topics **9lecture hours**

Web application Security-vulnerabilities- cross site scripting, sql injection, denial of services, memory corruption, buffer overflow, cross-site request forgery, data breach, Privacy and Anonymity- privacy, trust, anonymity, VPN services, public policy.

Text Books

1. Computer Security: Principles and Practice, William Stallings; Lawrie Brown.
2. Introduction to Computer Security, 2004 Matt Bishop, Addison-Wesley, ISBN 0-321-24744.

Reference Books

1. Buchmann J. A., Introduction to Cryptography, Springer Verlag (2001)..
2. Stallings William, Cryptography and Network Security, Pearson Education (2006)..
3. Schneier Bruce, Applied Cryptography, John Wiley and Sons (1996).
4. Britz M., Computer Forensic and cyber crime, Upper Saddle River, Prentice Hall (2003).

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE9310	Formal Models of Software Systems	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/18**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To understand the goals, complexity of software systems, the role of Specification activities and qualities to control complexity.
2. To understand the fundamentals of abstraction and formal systems.
3. To learn fundamentals of logic reasoning- Propositional Logic, temporal logic and apply to models systems.
4. To understand formal specification models based on set theory, calculus and algebra and apply to a case study.
5. To learn Z, Object Z and B Specification languages with case studies.

Course Outcomes

At the end of the course, students will be able to:

1. Understand the complexity of software systems, the need for formal specifications activities and qualities to control complexity.
2. Gain knowledge on fundamentals of abstraction and formal systems.
3. Learn the fundamentals of logic reasoning- Propositional Logic, temporal logic and apply to models systems.
4. Develop formal specification models based on set theory, calculus and algebra and apply to a typical case study.
5. Have working knowledge on Z, Object Z and B Specification languages with case studies.

Course Content

Unit I: SPECIFICATION FUNDAMENTALS **9 lecture hours**

Role of Specification- Software Complexity - Size, Structural, Environmental, Application, domain, Communication Complexity, How to Control Complexity. Software specification, Specification Activities-Integrating Formal Methods into the Software Life-Cycle. Specification Qualities- Process Quality Attributes of Formal Specification Languages, Model of Process Quality, Product Quality and Utility, Conformance to Stated Goals Quality Dimensions and Quality Model.

Unit II: FORMAL METHODS **9 lecture hours**

Abstraction- Fundamental Abstractions in Computing. Abstractions for Software Construction. Formalism Fundamentals - Formal Systems, Formalization Process in Software Engineering Components of a Formal System- Syntax, Semantics, and Inference Mechanism. Properties of Formal Systems - Consistency. Automata-Deterministic Finite Accepters, State Machine Modeling Nondeterministic Finite Accepters, Finite State Transducers Extended Finite State Machine. Case Study—Elevator Control. Classification of C Methods-Property-Oriented Specification Methods, Model-Based Specification Techniques.

Unit III: **LOGIC** **9 lecture hours**

Propositional Logic - Reasoning Based on Adopting a Premise, Inference Based on Natural Deduction. Predicate Logic - Syntax and Semantics, Policy Language Specification, knowledge Representation Axiomatic Specification. Temporal Logic -.Temporal Logic for Specification and Verification, Temporal Abstraction Propositional Temporal Logic (PTL), First Order Temporal Logic (FOTL).Formal Verification, Verification of Simple FOTL, Model Checking, Program Graphs, Transition Systems.

Unit IV: SPECIFICATION MODELS **9 lecture hours**

Mathematical Abstractions for Model-Based Specifications-Formal Specification Based on Set Theory, Relations and Functions. Property-Oriented Specifications- Algebraic Specification, Properties of Algebraic Specifications, Reasoning, Structured Specifications. Case Study—A Multiple Window Environment: requirements, Modeling Formal Specifications. Calculus of Communicating Systems: Specific Calculus for Concurrency. Operational Semantics of Agents, Simulation and Equivalence, Derivation Trees, Labeled Transition Systems.

Unit V: FORMAL LANGUAGES **9 lecture hours**

The Z Notation, abstractions in Z, Representational Abstraction, Types, Relations and Functions, Sequences, Bags. Free Types-Schemas, Operational Abstraction -Operations Schema Decorators, Generic Functions, Proving Properties from Z specifications, Consistency of Operations. Additional Features in Z. Case Study: An Automated Billing System. The Object-Z Specification Language- Basic Structure of an Object-Z, Specification. Parameterized Class, Object-Orientation, composition of Operations-Parallel Communication Operator, Nondeterministic Choice Operator, and Environment Enrichment. The B-Method -Abstract Machine Notation (AMN), Structure of a B Specification, arrays, statements. Structured Specifications, Case Study- A Ticketing System in a Parking.

Text Books

1. Mathematical Logic for computer science, second edition, M.Ben-Ari, Springer,2003.
2. Logic in Computer Science- modelling and reasoning about systems, 2nd Edition, Cambridge University Press, 2004.
3. Specification of Software Systems, V.S. Alagar, K. Periyasamy, David Grises and Fred B Schneider, Springer –Verlag London, 2011.

Reference Books

1. The ways Z: Practical programming with formal methods, Jonathan Jacky, Cambridge University Press, 1996.
2. Using Z-Specification Refinement and Proof, Jim Woodcock and Jim Devies Prentice Hall, 1996
3. Z: An introduction to formal methods, Second Edition, Antoi Diller, Wiley, 1994

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE9320	Embedded Software Development	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/18**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To understand the architecture of embedded processor, microcontroller and peripheral devices.
2. To interface memory and peripherals with embedded systems.
3. To study the embedded network environment.
4. To understand challenges in Real time operating systems.
5. To study, analyze and design applications on embedded systems.

Course Outcomes

At the end of the course, students will be able to:

1. Understand different architectures of embedded processor, microcontroller and peripheral devices.
2. Interface memory and peripherals with embedded systems.
3. Work with embedded network environment.
4. Understand challenges in Real time operating systems.
5. Design and analyze applications on embedded systems.

Course Content

Unit I: EMBEDDED PROCESSORS **9 lecture hours**

Embedded Computers - Characteristics of Embedded Computing Applications - Challenges in Embedded Computing System Design - Embedded System Design Process- Formalism for System Design - Structural Description - Behavioural Description - ARM Processor - Intel ATOM Processor.

Unit II: EMBEDDED COMPUTING PLATFORM **9 lecture hours**

CPU Bus Configuration - Memory Devices and Interfacing - Input/Output Devices and Interfacing - System Design - Development and Debugging – Emulator – Simulator - JTAG Design Example – Alarm Clock - Analysis and Optimization of Performance - Power and Program Size.

Unit III: **EMBEDDED NETWORK ENIVIRONMENT** **9 lecture hours**

Distributed Embedded Architecture - Hardware And Software Architectures - Networks for Embedded Systems - I2C - CAN Bus - SHARC Link Supports – Ethernet – Myrinet – Internet - Network-based Design - Communication Analysis - System Performance Analysis - Hardware Platform Design - Allocation and Scheduling - Design Example - Elevator Controller.

Unit IV : REAL-TIME CHARACTERISTICS **9 lecture hours**

Clock Driven Approach - Weighted Round Robin Approach - Priority Driven Approach - Dynamic versus Static Systems - Effective Release Times and Deadlines - Optimality of the Earliest Deadline First (EDF) Algorithm - Challenges in Validating Timing Constraints in Priority Driven Systems - Off-Line versus On-Line Scheduling.

Unit V: SYSTEM DESIGN TECHNIQUES **9 lecture hours**

Design Methodologies - Requirement Analysis – Specification - System Analysis and Architecture Design - Quality Assurance - Design Examples - Telephone PBX - Ink jet printer - Personal Digital Assistants - Set-Top Boxes.

Text Books

1. Adrian McEwen, Hakim Cassimally, "Designing the Internet of Things" Wiley Publication, First edition, 2013.
2. Andrew N Sloss, D. Symes, C. Wright, Arm system developers guide‖, Morgan Kauffman/Elsevier, 2006.
3. Arshdeep Bahga, Vijay Madisetti, " Internet of Things: A Hands-on-Approach" VPT First Edition, 2014.
4. C. M. Krishna and K. G. Shin, ―Real-Time Systems, McGraw-Hill, 1997.

Reference Books

1. Frank Vahid and Tony Givargis, ―Embedded System Design: A Unified Hardware/Software Introduction‖, John Wiley & Sons.
2. Jane.W.S. Liu, ―Real-Time systems‖, Pearson Education Asia.
3. Michael J. Pont, ―Embedded C‖, Pearson Education, 2007.
4. Muhammad Ali Mazidi, Sarmad Naimi, Sepehr Naimi, "The AVR Microcontroller and Embedded Systems: Using Assembly and C" Pearson Education, First edition, 2014.
5. Steve Heath, ―Embedded System Design, Elsevier, 2005.
6. Wayne Wolf, ―Computers as Components: Principles of Embedded Computer System Design‖, Elsevier, 2006.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE9330	Social Network Analysis	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/2018**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To understand the components of the social network.
2. To model and visualize the social network.
3. To mine the users in the social network.
4. To understand the evolution of the social network.
5. To know the applications in real time systems.

Course Outcomes

At the end of the course, students will be able to:

1. Work on the internals components of the social network.
2. Model and visualize the social network.
3. Mine the behaviour of the users in the social network.
4. Predict the possible next outcome of the social network.
5. Apply social network in real time applications.

Course Content

Unit I: INTRODUCTION **9 lecture hours**

Introduction to Web - Limitations of current Web – Development of Semantic Web – Emergence of the Social Web – Statistical Properties of Social Networks -Network analysis - Development of Social Network Analysis - Key concepts and measures in network analysis - Discussion networks - Blogs and online communities - Web-based networks.

Unit II: MODELING AND VISUALIZATION **9 lecture hours**

Visualizing Online Social Networks - A Taxonomy of Visualizations - Graph Representation - Centrality- Clustering - Node-Edge Diagrams - Visualizing Social Networks with Matrix Based Representations- Node-Link Diagrams - Hybrid Representations - Modelling and aggregating social network data – Random Walks and their Applications –Use of Hadoop and Map Reduce - Ontological representation of social individuals and relationships.

Unit III: **MINING COMMUNITIES** **9 lecture hours**

Aggregating and reasoning with social network data, Advanced Representations – Extracting evolution of Web Community from a Series of Web Archive - Detecting Communities in Social Networks - Evaluating Communities – Core Methods for Community Detection & Mining - Applications of Community Mining Algorithms - Node Classification in Social Networks.

Unit IV : EVOLUTION **9 lecture hours**

Evolution in Social Networks – Framework - Tracing Smoothly Evolving Communities - Models and Algorithms for Social Influence Analysis - Influence Related Statistics - Social Similarity and Influence - Influence Maximization in Viral Marketing - Algorithms and Systems for Expert Location in Social Networks - Expert Location without Graph Constraints - with Score Propagation – Expert Team Formation - Link Prediction in Social Networks - Feature based Link Prediction – Bayesian Probabilistic Models - Probabilistic Relational Models..

Unit V: APPLICATIONS **9 lecture hours**

A Learning Based Approach for Real Time Emotion Classification of Tweets, A New Linguistic Approach to Assess the Opinion of Users in Social Network Environments, Explaining Scientific and Technical Emergence Forecasting, Social Network Analysis for Biometric Template Protection.

Text Books

1. Ajith Abraham, Aboul Ella Hassanien, Václav Snášel, ―Computational Social Network Analysis: Trends, Tools and Research Advances, Springer, 2012
2. Borko Furht, ―Handbook of Social Network Technologies and Applications, Springer, 1st edition, 2011.
3. Charu C. Aggarwal, ―Social Network Data Analytics, Springer; 2014.

Reference Books

1. Giles, Mark Smith, John Yen, ―Advances in Social Network Mining and Analysis, Springer, 2010.
2. Guandong Xu, Yanchun Zhang and Lin Li, ―Web Mining and Social Networking – Techniques and applications, Springer, 1st edition, 2012.
3. Peter Mika, ―Social Networks and the Semantic Web, Springer, 1st edition, 2007.
4. Przemyslaw Kazienko, Nitesh Chawla, Applications of Social Media and Social Network Analysis, Springer, 2015.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE9340	Bio Inspired Computing	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/18**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To learn bio-inspired theorem and algorithms.
2. To Understand random walk and simulated annealing.
3. To learn genetic algorithm and differential evolution.
4. To learn swarm optimization and ant colony for feature selection.
5. To understand bio-inspired application in image processing.

Course Outcomes

At the end of the course, students will be able to:

1. Implement and apply bio-inspired algorithms.
2. Explain random walk and simulated annealing.
3. Implement and apply genetic algorithms.
4. Explain swarm intelligence and ant colony for feature selection.
5. Apply bio-inspired techniques in image processing.

Course Content

Unit I: INTRODUCTION **9 lecture hours**

Introduction to algorithm - Newton' s method - optimization algorithm - No-Free-Lunch Theorems - Nature-Inspired Mataheuristics -Analysis of Algorithms -Nature Inspires Algorithms -Parameter tuning and parameter control.

Unit II: RANDOM WALK AND ANEALING **9 lecture hours**

Random variables - Isotropic random walks - Levy distribution and flights - Markov chains - step sizes and search efficiency - Modality and intermittent search strategy - importance of randomization- Eagle strategy-Annealing and Boltzmann Distribution - parameters -SA algorithm - Stochastic Tunneling..

Unit III: **GENETIC ALOGORITHMS AND DIFFERENTIAL EVOLUTION 9 lecture hours**

Introduction to genetic algorithms and - role of genetic operators - choice of parameters - GA varients - schema theorem - convergence analysis - introduction to differential evolution - varients - choice of parameters - convergence analysis - implementation..

Unit IV : SWARM OPTIMIZATION AND FIREFLY ALGORITHM **9 lecture hours**

Swarm intelligence - PSO algorithm - accelerated PSO - implementation - convergence analysis - binary PSO - The Firefly algorithm - algorithm analysis - implementation – varients - Ant colony optimization toward feature selection.

Unit V: APPLICATION IN IMAGE PROCESSING **9 lecture hours**

Bio-Inspired Computation and its Applications in Image Processing: An Overview – Fine Tuning Enhanced Probabilistic Neural Networks Using Meta-heuristic-driven Optimization - Fine-Tuning Deep Belief Networks using Cuckoo Search - Improved Weighted Thresholded Histogram Equalization Algorithm for Digital Image Contrast Enhancement Using Bat Algorithm - Ground Glass Opacity Nodules Detection and Segmentation using Snake Model - Mobile Object Tracking Using Cuckoo Search.

Text Books

1. Eiben,A.E.,Smith,James E, "Introduction to Evolutionary Computing", Springer 2015.
2. Helio J.C. Barbosa, "Ant Colony Optimization - Techniques and Applications", Intech 2013.
3. Xin-She Yang, Jaao Paulo papa, "Bio-Inspired Computing and Applications in Image Processing",Elsevier 2016.

Reference Books

1. Xin-She Yang, "Nature Inspired Optimization Algorithm, Elsevier First Edition 2014.
2. Yang, Cui,XIao, Gandomi, Karamanoglu ,"Swarm Intelligence and Bio-Inspired Computing", Elsevier First Edition 2013.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE9410	Data Visualization Techniques	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/18**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To develop skills to both design and critique visualizations.
2. To introduce visual perception and core skills for visual analysis.
3. To understand visualization for time-series analysis.
4. To understand visualization for ranking analysis.
5. To understand visualization for deviation analysis.
6. To understand visualization for distribution analysis.
7. To understand visualization for correlation analysis.
8. To understand visualization for multivariate analysis.
9. To understand issues and best practices in information dashboard design.

Course Outcomes

At the end of the course, students will be able to:

1. Explain principles of visual perception.
2. Apply core skills for visual analysis.
3. Apply visualization techniques for various data analysis tasks.
4. Design information dashboard.

Course Content

Unit I: CORE SKILLS FOR VISUAL ANALYSIS 9 lecture hours

Information visualization – effective data analysis – traits of meaningful data – visual perception – making abstract data visible – building blocks of information visualization – analytical interaction – analytical navigation – optimal quantitative scales – reference lines and regions – trellises and crosstabs – multiple concurrent views – focus and context – details on demand – over-plotting reduction – analytical patterns – pattern examples.

Unit II: TIME-SERIES, RANKING, AND DEVIATION ANALYSIS 9 lecture hours

Time-series analysis – time-series patterns – time-series displays – time-series best practices – part-to-whole and ranking patterns – part-to-whole and ranking displays – best practices – deviation analysis – deviation analysis displays – deviation analysis best practices.

Unit III: **DISTRIBUTION, CORRELATION, AND MULTIVARIATE ANALYSIS 9 lecture hours**

Distribution analysis – describing distributions – distribution patterns – distribution displays – distribution analysis best practices – correlation analysis – describing correlations – correlation patterns – correlation displays – correlation analysis techniques and best practices – multivariate analysis – multivariate patterns – multivariate displays – multivariate analysis techniques and best practices.

Unit IV : INFORMATION DASHBOARD DESIGN 9 lecture hours

Information dashboard – Introduction– dashboard design issues and assessment of needs – Considerations for designing dashboard-visual perception – Achieving eloquence.

Unit V: INFORMATION DASHBOARD DESIGN 9 lecture hours

Advantages of Graphics _Library of Graphs – Designing Bullet Graphs – Designing Sparklines – Dashboard Display Media –Critical Design Practices – Putting it all together Unveiling the dashboard.

Text Books

1. Ben Fry, "Visualizing data: Exploring and explaining data with the processing environment", O'Reilly, 2008.
2. Edward R. Tufte, "The visual display of quantitative information", Second Edition, Graphics Press, 2001.
3. Evan Stubbs, "The value of business analytics: Identifying the path to profitability", Wiley, 2011.
4. Gert H. N. Laursen and Jesper Thorlund, "Business Analytics for Managers: Taking business intelligence beyond reporting", Wiley, 2010.

Reference Books

1. Nathan Yau, "Data Points: Visualization that means something", Wiley, 2013.
2. Stephen Few, "Information dashboard design: Displaying data for at-a-glance monitoring", second edition, Analytics Press, 2013.
3. Stephen Few, "Now you see it: Simple Visualization techniques for quantitative analysis", Analytics Press, 2009.
4. Tamara Munzner, Visualization Analysis and Design, AK Peters Visualization Series, CRC Press, Nov. 2014.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE9420	Reconfigurable Computing	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/18**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To understand the need for reconfigurable computing.
2. To expose the students to various device architectures.
3. To examine the various reconfigurable computing systems.
4. To understand the different types of compute models for programming reconfigurable architectures.
5. To expose the students to HDL programming and familiarize with the development environment.
6. To expose the students to the various placement and routing protocols.
7. To develop applications with FPGAs.

Course Outcomes

At the end of the course, students will be able to:

1. Identify the need for reconfigurable architectures.
2. Discuss the architecture of FPGAs.
3. Point out the salient features of different reconfigurable architectures.
4. Build basic modules using any HDL.
5. Develop applications using any HDL and appropriate tools.
6. Design and build an SoPC for a particular application.

Course Content

Unit I: DEVICE ARCHITECTURE **9 lecture hours**

General Purpose Computing Vs Reconfigurable Computing – Simple Programmable Logic Devices – Complex Programmable Logic Devices – FPGAs – Device Architecture - Case Studies.

Unit II: RECONFIGURABLE COMPUTING ARCHITECTURES AND SYSTEMS
9 lecture hours

Reconfigurable Processing Fabric Architectures – RPF Integration into Traditional Computing Systems – Reconfigurable Computing Systems – Case Studies – Reconfiguration Management.

Unit III: **PROGRAMMING RECONFIGURABLE SYSTEMS** **9 lecture hours**

Compute Models - Programming FPGA Applications in HDL – Compiling C for Spatial Computing – Operating System Support for Reconfigurable Computing.

Unit IV : MAPPING DESIGNS TO RECONFIGURABLE PLATFORMS **9 lecture hours**

The Design Flow - Technology Mapping – FPGA Placement and Routing – Configuration Bitstream Generation – Case Studies with Appropriate Tools..

Unit V: APPLICATION DEVELOPMENT WITH FPGAS **9 lecture hours**

Case Studies of FPGA Applications – System on a Programmable Chip (SoPC) Designs.

Text Books

1. Christophe Bobda, ―Introduction to Reconfigurable Computing – Architectures, Algorithms and Applications‖, Springer, 2010.
2. Maya B. Gokhale and Paul S. Graham, ―Reconfigurable Computing: Accelerating Computation with Field-Programmable Gate Arrays‖, Springer, 2005.
3. FPGA Frontiers: New Applications in Reconfigurable Computing, 2017, Nicole Hemsoth, Timothy Prickett Morgan, Next Platform.

Reference Books

1. Reconfigurable Computing: From FPGAs to Hardware/Software Codesign 2011 Edition by Joao Cardoso (Editor), Michael Hübne, Springer.
2. Scott Hauck and Andre Dehon (Eds.), ―Reconfigurable Computing – The Theory and Practice of FPGA-Based Computation‖, Elsevier / Morgan Kaufmann, 2008.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code: MCSE9430	Mobile Application Development	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/18**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. Understand system requirements for mobile applications.
2. Generate suitable design using specific mobile development frameworks.
3. Generate mobile application design.
4. Implement the design using specific mobile development frameworks.
5. Deploy the mobile applications in marketplace for distribution.

Course Outcomes

At the end of the course, students will be able to:

1. Describe the requirements for mobile applications.
2. Explain the challenges in mobile application design and development.
3. Develop design for mobile applications for specific requirements.
4. Implement the design using Android SDK.
5. Implement the design using Objective C and iOS.
6. Deploy mobile applications in Android and iPhone marketplace for distribution.

Course Content

Unit I: INTRODUCTION **9 lecture hours**

Introduction to mobile applications – Embedded systems - Market and business drivers for mobile applications – Publishing and delivery of mobile applications – Requirements gathering and validation for mobile applications.

Unit II: BASIC DESIGN **9 lecture hours**

Introduction – Basics of embedded systems design – Embedded OS - Design constraints for mobile applications, both hardware and software related – Architecting mobile applications – User interfaces for mobile applications – touch events and gestures – Achieving quality constraints – performance, usability, security, availability and modifiability.

Unit III: **ADVANCED DESIGN** **9 lecture hours**

Designing applications with multimedia and web access capabilities – Integration with GPS and social media networking applications – Accessing applications hosted in a cloud computing environment – Design patterns for mobile applications.

Unit IV : ANDROID **9 lecture hours**

Introduction – Establishing the development environment – Android architecture – Activities and views – Interacting with UI – Persisting data using SQLite – Packaging and deployment – Interaction with server side applications – Using Google Maps, GPS and Wifi – Integration with social media applications.

Unit V: IOS **9 lecture hours**

Introduction to Objective C – iOS features – UI implementation – Touch frameworks – Data persistence using Core Data and SQLite – Location aware applications using Core Location and Map Kit – Integrating calendar and address book with social media application – Using Wifi - iPhone marketplace.

Text Books

1. Charlie Collins, Michael Galpin and Matthias Kappler, ―Android in Practice‖, Dream Tech, 2012.
2. David Mark, Jack Nutting, Jeff LaMarche and Frederic Olsson, ―Beginning iOS 6 Development: Exploring the iOS SDK‖, Apress, 2013.
3. http://developer.android.com/develop/index.html.

Reference Books

1. James Dovey and Ash Furrow, ―Beginning Objective C‖, Apress, 2012.
2. Jeff McWherter and Scott Gowell, "Professional Mobile Application Development", Wrox, 2012.
3. Reto Meier, ―Professional android Development‖, Wiley-India Edition, 2012

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100

Course Code:MCSE9440	Information Storage Management	L	T	P	C
Version No. 1.0	**Date of Approval: 19/06/18**	3	0	0	3
Prerequisite/Exposure					
Co-requisites					

Course Objectives

1. To understand the storage architecture and available technologies.
2. To learn to establish & manage data center.
3. To learn security aspects of storage & data center.

Course Outcomes

At the end of the course, students will be able to:

1. Select from various storage technologies to suit for required application.
2. Apply security measures to safeguard storage & farm.
3. Analyse QoS on Storage.

Course Content

Unit I: STORAGE TECHNOLOGY **9 lecture hours**

Review data creation and the amount of data being created and understand the value of data to a business, challenges in data storage and data management, Solutions available for data storage, Core elements of a data center infrastructure, role of each element in supporting business activities.

Unit II: STORAGE SYSTEMS ARCHITECTURE **9 lecture hours**

Hardware and software components of the host environment, Key protocols and concepts used by each component ,Physical and logical components of a connectivity environment ,Major physical components of a disk drive and their function, logical constructs of a physical disk, access characteristics, and performance Implications, Concept of RAID and its components, Different RAID levels and their suitability for different application environments: RAID 0, RAID 1, RAID 3, RAID 4, RAID 5, RAID 0+1, RAID 1+0, RAID 6, Compare and contrast integrated and modular storage systems, High-level architecture and working of an intelligent storage system.

Unit III: **INTRODUCTION TO NETWORKED STORAGE** **9 lecture hours**

Evolution of networked storage, Architecture, components, and topologies of FC-SAN, NAS, and IP-SAN, Benefits of the different networked storage options, understand the need for long-term archiving solutions and describe how CAS full fill the need, understand the appropriateness of the different networked storage options for different application environments.

Unit IV: INFORMATION AVAILABILITY, MONITORING & MANAGING DATACENTERS **9 lecture hours**

List reasons for planned/unplanned outages and the impact of downtime, Impact of downtime -Business continuity (BC) and disaster recovery (DR) ,RTO and RPO, Identify single points of failure in a storage infrastructure and list solutions to mitigate these failures, architecture of backup/recovery and the different backup/ recovery topologies, replication technologies and their role in ensuring information availability and business continuity, Remote replication technologies and their role in providing disaster recovery and business continuity capabilities. Identify key areas to monitor in a data center, Industry standards for data center monitoring and management, Key metrics to monitor for different components in a storage infrastructure, Key management tasks in a data center.

Unit V: SECURING STORAGE AND STORAGE VIRTUALIZATION **9 lecture hours**

Information security, Critical security attributes for information systems, Storage security domains, List and analyzes the common threats in each domain, Virtualization technologies, block-level and file-level virtualization technologies and processes.

Text Books

1. EMC Corporation, "Information Storage and Management: Storing, Managing, and Protecting Digital Information", Wiley, India, 2010.
2. Marc Farley, ―Building Storage Networks‖, Tata McGraw Hill, Osborne, 2001.

Reference Books

1. Robert Spalding, ―Storage Networks: The Complete Reference―, Tata McGraw Hill, Osborne, 2003.

Continuous Assessment Pattern

Internal Assessment (IA)	Mid Term Test (MTE)	End Term Test (ETE)	Total Marks
20	30	50	100