



R.M.D. ENGINEERING COLLEGE

(An Autonomous Institution)

REGULATIONS-2022 CHOICE BASED CREDIT SYSTEM

B.E. COMPUTER SCIENCE AND ENGINEERING

PROGRAM EDUCATIONAL OBJECTIVES

The Computer Science and Engineering Graduates of R.M.D. Engineering College will:

PEO 1

To enable graduates to pursue higher education and research, or have a successful career in industries associated with Computer Science and Engineering, or as entrepreneurs.

PEO 2

To ensure that graduates will have the ability and attitude to adapt to emerging technological changes.

PEO 3

To enable graduates to value social responsibility and possess strong leadership and interpersonal abilities.

PROGRAMME OUTCOMES (POs)

On successful completion of the programme, Engineering Graduates will be able to:

1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
2. **Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
3. **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities

with an understanding of the limitations.

6. **The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
11. **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
12. **Life-long learning:** Recognize the need for and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAMME SPECIFIC OUTCOMES (PSOs)

After the successful completion of the program, the graduates will be able to:

PSO 1

To analyze, design and develop computing solutions by applying foundational concepts of Computer Science and Engineering.

PSO 2

To apply software engineering principles and practices for developing quality software for scientific and business applications.

PSO 3

To adapt to emerging Information and Communication Technologies (ICT) to innovate ideas and solutions to existing/novel problems.

R.M.D. ENGINEERING COLLEGE

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B.E. - COMPUTER SCIENCE AND ENGINEERING**REGULATIONS-2022****CHOICE BASED CREDIT SYSTEM****I-VIII SEMESTER CURRICULUM AND SYLLABI**

SEMESTER -I								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
THEORY COURSES WITH LABORATORY COMPONENT								
1	22MA101	Matrices and Calculus	BSC	5	3	0	2	4
2	22CH101	Engineering Chemistry	BSC	5	3	0	2	4
3	22CS101	Problem Solving using C++	ESC	5	3	0	2	4
4	22CS102	Software Development Practices	ESC	5	3	0	2	4
5	22EC101	Digital Principles and System Design	ESC	5	3	0	2	4
LABORATORY COURSES WITH THEORY COMPONENT								
6	22GE111	Computer Aided Engineering Graphics	ESC	3	1	0	2	2
LABORATORY COURSES								
7	22GE112	Product Development Lab- I	EEC	2	0	0	2	1
MANDATORY COURSES								
8	22MC101	Induction Program (NonCredit)	MC	3 Weeks				
TOTAL				30	16	0	14	23

SEMESTER –II								
Sl. No.	Course Code	CourseTitle	Category	Contact Periods	L	T	P	C
1	22GE102	Heritage of Tamils	HSMC	1	1	0	0	1
THEORY COURSES WITH LABORATORY COMPONENT								
2	22MA201	Transforms and Numerical Methods	BSC	5	3	0	2	4
3	22CS201	Data Structures	ESC	5	3	0	2	4
4	22PH201	Physics for Computer Science and Information Technology	BSC	5	3	0	2	4
5	22HS101	Professional Communication	HSMC	4	2	0	2	3
6	22CS202	Java Programming	ESC	5	3	0	2	4
7	22IT202	Database Management System	PCC	5	3	0	2	4
LABORATORY COURSES								
8	22GE211	Product Development Lab - II	EEC	2	0	0	2	1
MANDATORY COURSES								
9	22MC102	Environmental Sciences and Sustainability (Non Credit)	MC	2	2	0	0	0
AUDIT COURSES								
10	22AC201	Yoga for Stress Management	AC	1	1	0	0	0
TOTAL				35	21	0	14	25

SEMESTER –III								
Sl. No.	Course Code	CourseTitle	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1	22MA301	Discrete Mathematics	BSC	4	3	1	0	4
2	22GE301	Universal Human Values II: Understanding Harmony	HSMC	3	3	0	0	3
3	22GE201	Tamils and Technology	HSMC	1	1	0	0	1
4	22CS302	Computer Organization and Architecture	ESC	3	3	0	0	3
THEORY COURSES WITH LABORATORY COMPONENT								
5	22CS301	Advanced Java Programming	PCC	5	3	0	2	4
6	22CS303	Design and Analysis of Algorithms	PCC	4	2	0	2	3
7	22CS304	Operating Systems	PCC	4	2	0	2	3
LABORATORY COURSES								
8	22GE311	Product Development Lab - III	EEC	2	0	0	2	1
EMPLOYABILITY ENHANCEMENT COURSES								
9	22CS311	Aptitude and Coding Skills I	EEC	2	0	0	2	1
10	22CS312	Internship and Seminar*	EEC	2	0	0	2	1
AUDIT COURSES								
11	22AC301	Value Education (Non Credit)	AC	1	1	0	0	0
TOTAL				31	18	1	12	24

*2 weeks for one credit. Internship during 4 Semester Summer Vacation

SEMESTER –IV								
Sl. No.	Course Code	CourseTitle	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1	22EC441	Microcontrollers and Embedded Systems	ESC	3	3	0	0	3
THEORY COURSES WITH LABORATORY COMPONENT								
2	22MA401	Probability and Statistics	BSC	4	2	0	2	3
3	22AM301	Artificial Intelligence	PCC	5	3	0	2	4
4	22CS401	Distributed and Cloud Computing	PCC	4	2	0	2	3
5	22CS402	Web Development Frameworks	PCC	5	3	0	2	4
6		Professional Elective I	PEC	4	2	0	2	3
LABORATORY COURSES								
7	22GE411	Product Development Lab - IV	HSMC	2	0	0	2	1
EMPLOYABILITY ENHANCEMENT COURSES								
8	22CS411	Aptitude and Coding Skills II	EEC	2	0	0	2	1
9	22CS412	Mini Project and Design Thinking Lab	EEC	2	0	0	2	1
AUDIT COURSES								
10	22AC401	Yoga/Personality Development (Non Credit)	AC	1	1	0	0	0
TOTAL				33	17	0	16	24

SEMESTER –V								
Sl. No.	Course Code	CourseTitle	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1		Open Elective I	OEC	3	3	0	0	3
THEORY COURSES WITH LABORATORY COMPONENT								
2	22CS501	Computer Networks	PCC	5	3	0	2	4
3	22CS502	Theory of Computation	PCC	4	2	0	2	3
4	22CS503	Machine Learning	PCC	5	3	0	2	4
5		Professional Elective II	PEC	4	2	0	2	3
6		Professional Elective III	PEC	4	2	0	2	3
EMPLOYABILITY ENHANCEMENT COURSES								
7	22CS511	Advanced Aptitude and Coding Skills I	EEC	2	0	0	2	1
8	22CS512	Internship and Seminar*	EEC	2	0	0	2	1
AUDIT COURSES								
9	22MC501	Indian Constitution (Non Credit)	MC	1	1	0	0	0
TOTAL				30	16	0	14	22

*2 weeks for one credit. Internship during 4th Semester Summer Vacation

SEMESTER –VI								
Sl. No.	Course Code	CourseTitle	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1		Open Elective II	OEC	3	3	0	0	3
2		Professional Ethics	HSMC	2	2	0	0	2
THEORY COURSES WITH LABORATORY COMPONENT								
3	22CS601	Compiler Design	PCC	5	3	0	2	4
4	22CS602	Object Oriented Software Engineering	PCC	5	3	0	2	4
5		Professional Elective IV	PEC	4	2	0	2	3
6		Professional Elective V	PEC	4	2	0	2	3
EMPLOYABILITY ENHANCEMENT COURSES								
7	22CS611	Advanced Aptitude and Coding Skills II	EEC	2	0	0	2	1
TOTAL				25	15	0	10	20

SEMESTER –VII								
Sl. No.	Course Code	CourseTitle	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1		Open Elective III	OEC	3	3	0	0	3
2		Open Elective IV	OEC	3	3	0	0	3
THEORY COURSES WITH LABORATORY COMPONENT								
3	22CS701	Cryptography and Cyber Security	PCC	4	2	0	2	3
4	22CS702	Data Analytics	PCC	5	3	0	2	4
5		Professional Elective VI	PEC	4	2	0	2	3
EMPLOYABILITY ENHANCEMENT COURSES								
6	22CS711	Professional Readiness for Innovation, Employability and Entrepreneurship	EEC	6	0	0	6	3
MANDATORY COURSES								
7	22MC711	Essence of Indian Knowledge Tradition(Non Credit)	MC	1	1	0	0	0
TOTAL				26	14	0	12	19

SEMESTER –VIII								
Sl. No.	Course Code	CourseTitle	Category	Contact Periods	L	T	P	C
EMPLOYABILITY ENHANCEMENT COURSES								
1	22CS811	Project Work	EEC	16	0	0	16	8
TOTAL				16	0	0	16	8

Credit Summary

S. No.	Subject Area	Credits Per Semester								Credit Total	Percentage
		I	II	III	IV	V	VI	VII	VIII		
1	HSMC		4	4			2			10	6.06%
2	BSC	8	8	4	4					24	14.55%
3	ESC	14	8	3	3					28	16.97%
4	PCC		4	10	11	11	8	7		51	30.91%
5	PEC				3	6	6	3		18	10.91%
6	OEC					3	3	6		12	7.27%
7	EEC	1	1	3	3	2	1	3	8	22	13.33%
8	MC/AC										
Total		23	25	24	24	22	20	19	8	163+2	

HSMC - Humanities and Social Sciences including Management Course; BSC – Basic Science Course; ESC – Engineering Science Course; PCC – Professional Core Course; PEC – Professional Elective Course; OEC – Open Elective Course; EEC – Employability Enhancement Course; MC – Mandatory Course; AC – Audit Course.

ELECTIVE VERTICALS

CYBER SECURITY								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
1	22CS901	Ethical Hacking	PEC	4	2	0	2	3
2	22CS902	Social Network Security						
3	22CS903	Block Chain Technology	PEC	4	2	0	2	3
4	22CS904	Web Security	PEC	4	2	0	2	3
5	22CS905	Digital and Mobile Forensics	PEC	4	2	0	2	3
6	22CS906	Vulnerability Analysis and Penetration Testing	PEC	4	2	0	2	3
7	22CS923	Engineering Secure Software Systems	PEC	4	2	0	2	3
8	22CS924	Network Design and Programming	PEC	4	2	0	2	3
9	22CS925	Fault Tolerant Computing	PEC	4	2	0	2	3

10	22CS926	Advanced Network Security	PEC	4	2	0	2	3
11	22CS812	Capstone Project	EEC	12	0	0	12	6
CLOUD COMPUTING								
1	22CS907	Cloud Foundations	PEC	4	2	0	2	3
2	22CS908	Cloud Architecting	PEC	4	2	0	2	3
3	22CS909	Virtualization	PEC	4	2	0	2	3
4	22CS910	DevOps	PEC	4	2	0	2	3
5	22CS911	Data Engineering in Cloud	PEC	4	2	0	2	3
6	22CS912	Cloud Security Foundations	PEC	4	2	0	2	3
7	22CS927	Software Defined Networks	PEC	4	2	0	2	3
8	22CS928	Storage Technologies	PEC	4	2	0	2	3
9	22CS929	Machine Learning for NLP in Cloud	PEC	4	2	0	2	3
10	22CS930	Cloud Services Management	PEC	4	2	0	2	3
11	22CS812	Capstone Project	EEC	12	0	0	12	6
FULL STACK DEVELOPMENT								
1	22CS913	UI/UX Design	PEC	4	2	0	2	3
2	22CS914	MERN Stack Development	PEC	4	2	0	2	3
3	22CS915	Mobile Architecture and Application Development	PEC	4	2	0	2	3
4	22CS916	C# and .Net Programming	PEC	4	2	0	2	3
5	22CS917	Micro Service Architecture	PEC	4	2	0	2	3
6	22CS918	Web Application Security	PEC	4	2	0	2	3
	22CS933	Software Testing and Automation*	PEC	4	2	0	2	3
	22CS935	Server-side Programming with Ruby on Rails*	PEC	4	2	0	2	3
	22CS934	Principles of Programming Languages*	PEC	4	2	0	2	3
	22CS812	Capstone Project*	EEC	12	0	0	12	6
DATA SCIENCE								
1	22CS936	Data Science using Python	PEC	4	2	0	2	3
2	22AM902	Data Exploration Feature Engineering and Visualization	PEC	4	2	0	2	3
3	22AM916	Health Care Analytics	PEC	4	2	0	2	3
4	22CS937	Business Intelligence and Analytics	PEC	4	2	0	2	3
5	22AM904	Text and Speech Analysis	PEC	4	2	0	2	3
6	22CS938	Ethics in Data Science	PEC	4	2	0	2	3
7	22AM905	Image and Video Analytics	PEC	4	2	0	2	3
8	22CS939	Web Information Search and Analytics	PEC	4	2	0	2	3
9	22CS940	Mining Large Data Sets	PEC	4	2	0	2	3
10	22CS941	Cognitive Science and Analytics	PEC	4	2	0	2	3
11	22CS812	Capstone Project	EEC	12	0	0	12	6
ARTIFICIAL INTELLIGENCE								

1	22CS942	Soft Computing	PEC	4	2	0	2	3
2	22CS943	Optimization Methods in Machine Learning	PEC	4	2	0	2	3
3	22CS945	Reinforcement Learning	PEC	4	2	0	2	3
4	22CS919	Deep Learning and Neural Networks	PEC	4	2	0	2	3
5	22AM702	Natural Language Processing	PEC	4	2	0	2	3
6	22CS946	Ethics in AI	PEC	4	2	0	2	3
7	22AM906	Applied AI	PEC	4	2	0	2	3
8	22CS947	Computational Neuroscience	PEC	4	2	0	2	3
9	22CS948	Knowledge Engineering	PEC	4	2	0	2	3
10	22AM703	Computer Vision	PEC	4	2	0	2	3
11	22CS812	Capstone Project	EEC	12	0	0	12	6
EMERGING TECHNOLOGIES								
1	22CS921	Industrial IoT	PEC	4	2	0	2	3
2	22AM921	GPU Computing	PEC	4	2	0	2	3
3	22CS949	Edge Stream Analytics	PEC	4	2	0	2	3
4	22CS950	Augmented and Virtual Reality	PEC	4	2	0	2	3
5	22CS951	Digital Marketing	PEC	4	2	0	2	3
6	22CS922	Quantum Computing	PEC	4	2	0	2	3
7	22CS952	Intelligent Robots	PEC	4	2	0	2	3
8	22CS953	Game Development	PEC	4	2	0	2	3
9	22CS954	3D Printing and Design	PEC	4	2	0	2	3
10	22CS955	Serverless Computing	PEC	4	2	0	2	3
11	22CS812	Capstone Project	EEC	12	0	0	12	6

OPEN ELECTIVE OFFERED TO OTHER DEPARTMENTS

1	22CS001	Ethical Hacking	OEC	3	3	0	0	3
2	22CS002	Cloud Foundations	OEC	3	3	0	0	3
3	22CS003	Digital and Mobile Forensics	OEC	3	3	0	0	3
4	22CS004	DevOps	OEC	3	3	0	0	3

R2022 CURRICULUM B.E (HONOURS) IN COMPUTER SCIENCE AND ENGINEERING WITH SPECIALIZATION IN

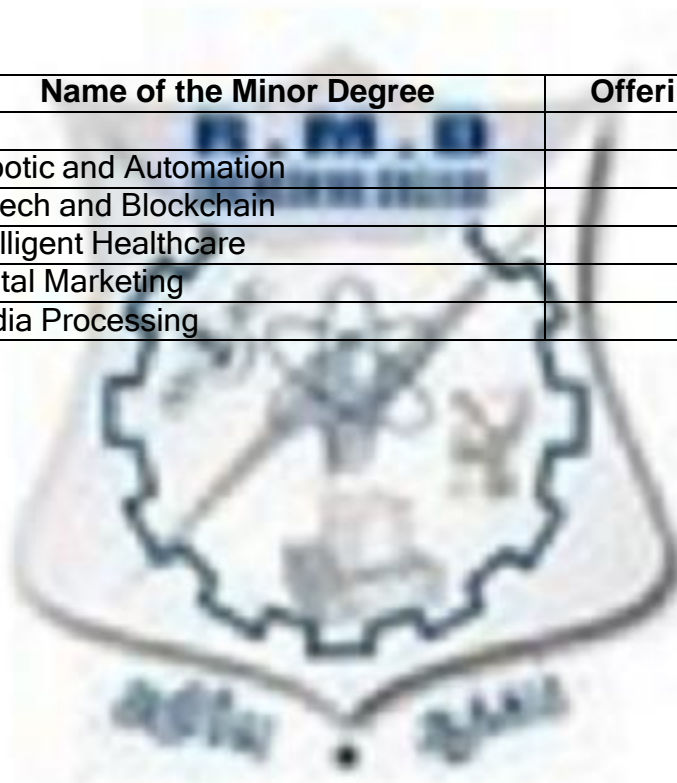
Sl. No.	NAME OF THE HONOURS DEGREE WITH SPECIALIZATION
1	Cyber Security
2	Cloud Computing
3	Full Stack Development

4	Data Science
5	Artificial Intelligence

Additional 18 credits to be completed from the courses offered in the specific Professional Elective Verticals

R2022 (2022-23)
B.E. CSE WITH MINOR DEGREE

Sl. No.	Name of the Minor Degree	Offering Department
1.	IoT	ECE
2.	Robotic and Automation	ECE
3.	Fintech and Blockchain	CSBS
4.	Intelligent Healthcare	AIML
5.	Digital Marketing	CSBS
6.	Media Processing	IT



R2022 (2022-23)

**MINOR DEGREE CURRICULUM OFFERED BY
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
(FOR OTHER B.E. / B.TECH PROGRAMMES)**

**MINOR'S DEGREE IN CYBER SECURITY / CLOUD COMPUTING / FULL STACK
DEVELOPMENT**

CYBER SECURITY

1	22CS501	Computer Networks	PEC	4	2	0	2	3
2	22CS701	Cryptography and Cyber Security	PEC	4	2	0	2	3
3	22CS901	Ethical Hacking	PEC	4	2	0	2	3
4	22CS905	Digital and Mobile Forensics	PEC	4	2	0	2	3
5	22CS812	Capstone Project	EEC	12	0	0	12	6

CLOUD COMPUTING

1	22CS304	Operating Systems	PEC	4	2	0	2	3
2	22CS401	Distributed and Cloud Computing	PEC	4	2	0	2	3
3	22CS907	Cloud Foundations	PEC	4	2	0	2	3
4	22CS908	Cloud Architecting	PEC	4	2	0	2	3
5	22CS812	Capstone Project	EEC	12	0	0	12	6

FULL STACK DEVELOPMENT

1	22CS402	Web Development Frameworks	PCC	5	3	0	2	4
2	22CS914	MERN Stack Development	PEC	4	2	0	2	3
3	22CS915	Mobile Architecture and Application Development	PEC	4	2	0	2	3
4	22CS918	Web Application Security	PEC	4	2	0	2	3
5	22CS812	Capstone Project	EEC	12	0	0	12	6

SEMESTER –I

22MA101	MATRICES & CALCULUS (Common to All Branches)	L	T	P	C	
		3	0	2	4	
OBJECTIVES:						
The Course will enable learners to:						
<ul style="list-style-type: none"> • Explain the concepts of matrix algebra techniques needed for practical applications. • Determine the curvature of the curves. • Illustrate the simple applications of multivariable calculus and vector calculus. • Elaborate the concept and application of multiple integrals. 						
UNIT I	MATRICES					15
<p>Eigen values and Eigen vectors of a real matrix - Properties of Eigen values and Eigenvectors - Statement and applications of Cayley-Hamilton Theorem - Diagonalization of matrices by orthogonal transformation - Reduction of a quadratic form to canonical form by orthogonal transformation - Nature of quadratic forms.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Introduction to SCILAB through matrices and general syntax. 2. Finding the Eigen values and Eigenvectors. 3. Plotting the graph of a quadratic form. <p style="text-align: right;">Laboratory: 6</p>						
UNIT II	SINGLE VARIABLE CALCULUS					15
<p>Curvature in Cartesian and Polar Co-ordinates - Centre and radius of curvature - Circle of curvature-Evolutes.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Evaluating the radius of curvature. 2. Finding the coordinates of the center of curvature. 3. Tracing of Curves. <p style="text-align: right;">Laboratory: 6</p>						
UNIT III	MULTIVARIABLE CALCULUS					15
<p>Partial derivatives (excluding Euler's theorem) - Total derivative - Differentiation of implicit functions - Jacobian and properties - Taylor's series for functions of two variables - Maxima and minima of functions of two variables.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Evaluating the maxima of functions of several variables. 2. Evaluating the minima of functions of several variables. 						

3. Evaluation of Jacobians.		Laboratory: 6
UNIT IV	MULTIPLE INTEGRALS	15
Double integrals - Change of order of integration - Area enclosed by plane curves - Triple integrals - Volume of solids.		Theory: 9
Experiments using SCILAB:		
<ol style="list-style-type: none"> 1. Evaluating area under a curve. 2. Evaluating area using double integral. 3. Evaluation of volume by integrals. 		Laboratory: 6
UNIT V	VECTOR CALCULUS	15
Gradient, divergence and curl (excluding vector identities) - Directional derivative - Irrotational and Solenoidal vector fields - Vector integration - Green's theorem in a plane and Gauss divergence theorem (Statement only) - Simple applications involving cubes and rectangular parallelepipeds.		Theory: 9
Experiments using SCILAB:		
<ol style="list-style-type: none"> 1. Evaluating gradient. 2. Evaluating directional derivative. 3. Evaluating divergent and curl. 		Laboratory: 6
TOTAL: 75 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Use the matrix algebra methods to diagonalize the matrix.		
CO2: Determine the evolute of the curve.		
CO3: Apply differential calculus ideas on the function of several variables.		
CO4: Evaluate the area and volume by applying the concept of multiple integration.		
CO5: Utilize the concept of vector calculus in evaluating integrals.		
TEXT BOOKS:		
1. Erwin Kreyszig, "Advanced Engineering Mathematics", John Wiley and Sons, 10th Edition, New Delhi, 2016.		
2. B.S. Grewal, "Higher Engineering Mathematics", Khanna Publishers, New Delhi, 43rd Edition, 2014.		
REFERENCES:		
1. M. K. Venkataraman, "Engineering Mathematics", Volume I, 4th Edition, The National Publication Company, Chennai, 2003.		
2. Sivaramakrishna Dass, C. Vijayakumari, "Engineering Mathematics", Pearson Education India, 4th Edition 2019.		

3. H. K. Dass, and Er. Rajnish Verma, "Higher Engineering Mathematics", S. Chand Private Limited, 3rd Edition 2014.
4. B.V. Ramana, "Higher Engineering Mathematics", Tata McGraw Hill Publishing Company, 6th Edition, New Delhi, 2008.
5. S.S. Sastry, "Engineering Mathematics", Vol. I & II, PHI Learning Private Limited, 4th Edition, New Delhi, 2014.

LIST OF EQUIPMENTS:

1. SCILAB- Open source

22CH101	ENGINEERING CHEMISTRY (Common to All Branches)	L	T	P	C
		3	0	2	4
OBJECTIVES:					
<p>The Course will enable learners to:</p> <ul style="list-style-type: none"> • To understand the water quality criteria and interpret its applications in water purification. • To gain insights into the basic concepts of electrochemistry and implement its applications in chemical sensors. • To acquire knowledge on the fundamental principle of energy storage devices and relate it to electric vehicles. • To identify the different types of smart materials and explore their applications in Engineering and Technology. • To assimilate the preparation, properties and applications of nano materials in various fields. 					
UNIT I	WATER TECHNOLOGY	15			
<p>Sources of water -Impurities - Drinking water quality parameters -Hardness and its types, problems - Municipal water treatment and disinfection (chlorination- break-point chlorination, UV, Ozonation). Boiler troubles- Scales and sludges, Boiler feed water: Requirements - Internal treatment (phosphate, colloidal, sodium aluminate and Calgon conditioning). External treatment -Ion exchange demineralization - Principle, process and fouling.</p> <p>Desalination of brackish water: Reverse osmosis -principle-types of membranes, process and fouling.</p> <p style="text-align: right;">(Theory-9)</p> <p>Determination of total, temporary and permanent hardness of water by EDTA method. Determination of chloride content of water sample by argentometric method. Determination of alkalinity in water sample</p> <p style="text-align: right;">(Laboratory-6)</p>					
UNIT II	ELECTROCHEMISTRY AND SENSORS	15			
<p>Introduction- Conductance- factors affecting conductance - Electrodes- origin of electrode potential - single electrode potential, standard electrode potential - measurement of single electrode potential -over voltage - reference electrodes (standard hydrogen electrode, calomel electrode)-ion selective electrode- glass</p>					

<p>electrode - Nernst equation (derivation), numerical problems, Electrochemical series and its applications. Chemical sensors - Principle of chemical sensors - Breath analyzer- Gas sensors - CO₂ sensors-Sensor for health care - Glucose sensor. (Theory-9)</p> <p>Determination of the amount of NaOH using a conductivity meter. Determination of the amount of acids in a mixture using a conductivity meter. Determination of the amount of given hydrochloric acid using a pH meter. (Laboratory-6)</p>		
UNIT III	ENERGY STORAGE DEVICES AND ENERGY SOURCES	15
<p>Batteries -Primary alkaline battery - Secondary battery - Pb-acid battery, Fuel cell - H₂ - O₂ fuel cell. Batteries used in E- vehicle: Ni-metal hydride battery, Li-ion Battery, Li-air Battery Nuclear Energy - Nuclear fission, fusion, differences, characteristics - nuclear chain reactions - light water nuclear reactor - breeder reactor. (Theory-9)</p> <p>Determination of single electrode potential of the given electrode. Estimation of the iron content of the given solution using a potentiometer. Determination of electrochemical cell potential (using different electrodes/ different concentrations of electrolytes) (Laboratory-6)</p>		
UNIT IV	SMART MATERIALS FOR ENGINEERING APPLICATIONS	15
<p>Polymers - Definition - Classification - smart polymeric materials - Preparation, properties and applications of Piezoelectric polymer - Polyvinylidene fluoride (PVDF), Electroactive polymer- Polyaniline (PANI) and Biodegradable polymer - Polylactic acid (PLA). Polymer composites: Definition, Classification - FRP's - Kevlar. Shape Memory Alloys: Introduction, Shape memory effect - Functional properties of SMAs - Types of SMA - Nitinol (Ni-Ti) alloys - applications. Chromogenic materials: Introduction - Types - applications. (Theory-9)</p> <p>Determination of the molecular weight of polymer using Ostwald viscometer. Application of polymeric fibers in 3D printing. (Laboratory-6)</p>		
UNIT V	NANO CHEMISTRY	15
<p>Introduction - synthesis - top-down process (laser ablation, chemical vapor deposition), bottom-up process (precipitation, electrochemical deposition) - properties of nanomaterials - types - nanotubes -carbon nanotubes, applications of CNT - nanocomposites - General applications of nanomaterials in electronics, information</p>		

technology, medical and healthcare, energy, environmental remediation, construction and transportation industries.

(Theory-9)

Determination of concentration of BaSO₄ nanoparticles by conductometric titrations.

Preparation of ZnO nanocrystal by precipitation method.

(Laboratory-6)

TOTAL: 75 PERIODS

OUTCOMES:

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

CO1: Interpret the water quality parameters and explain the various water treatment methods.

CO2: Construct the electro chemical cells and sensors.

CO3: Compare different energy storage devices and predict their relevance in electric vehicles.

CO4: Classify different types of smart materials, their properties and applications in Engineering and Technology.

CO5: Integrate the concepts of nano chemistry and enumerate its applications in various fields.

TEXT BOOKS:

1. P. C. Jain and Monika Jain, "Engineering Chemistry", 17th Edition, Dhanpat Rai Publishing Company Pvt. Ltd., New Delhi, 2022.
2. Sivasankar B., "Engineering Chemistry", Tata McGraw-Hill Publishing Company Ltd., New Delhi, 2012.

REFERENCES:

1. S.S. Dara and S.S. Umare, "A Textbook of Engineering Chemistry", 12th Edition, S.Chand & Company, New Delhi, 2013.
2. V.R. Gowarikar, Polymer Science, 2nd edition, New Age International Publishers, 2021.
3. J. C. Kuriacose and J. Rajaram, "Chemistry in Engineering and Technology", Volume -1 & Volume -2, Tata McGraw-Hill Education Pvt. Ltd., 2010.
4. Geoffrey A. Ozin, Andre C. Arsenault and Ludovico Cademartiri, "Nanochemistry: A Chemical Approach to Nanomaterials", 2nd Edition, RSC publishers, 2015.
5. Prasanna Chandrasekhar, "Conducting polymers, fundamentals and applications- Including Carbon Nanotubes and Graphene", Second Edition, Springer Science & Business Media, New York, 2019.
6. J. Mendham, R. C. Denney, J. D. Barnes, M. J. K. Thomas and B. Sivasankar, "Vogel's Quantitative Chemical Analysis", 6th edition, Pearson Education Pvt. Ltd., 2019.

LIST OF EQUIPMENTS:

1. Conductivity meter - 20 Nos.
2. pH meter - 19 Nos.
3. Potentiometer - 20 Nos.

22CS101	PROBLEM SOLVING USING C++ (Common to All Branches)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • To learn problem solving and programming fundamentals. • To gain knowledge on pointers and functions. • To apply the principles of object orientated programming. • To understand operator overloading, inheritance and polymorphism. • To use the functionalities of I/O operations, files build C++ programs using exceptions. 					
UNIT I	PROBLEM SOLVING AND PROGRAMMING FUNDAMENTALS	15			
Computational thinking for Problem solving - Algorithmic thinking for Problem solving - Building Blocks - Problem Solving and Decomposition - Dealing with Error - Evaluation. Overview of C - Data types - Identifiers - Variables - Storage Class Specifiers - Constants - Operators - Expressions - Statements - Arrays and Strings - Single-Dimensional - Two-Dimensional Arrays - Arrays of Strings - Multidimensional Arrays.					
List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Write C/C++ programs for the following: <ol style="list-style-type: none"> a. Find the sum of individual digits of a positive integer. b. Compute the GCD of two numbers. c. Find the roots of a number (Newton's method) 2. Write C/C++ programs using arrays: <ol style="list-style-type: none"> a. Find the maximum of an array of numbers. b. Remove duplicates from an array of numbers. c. Print the numbers in an array after removing even numbers. 3. Write C/C++ programs using strings: <ol style="list-style-type: none"> a. Checking for palindrome. b. Count the occurrences of each character in a given word. 					
UNIT II	POINTERS AND FUNCTIONS	15			
Pointers -Variables - Operators - Expressions - Pointers and Arrays - Functions - Scope Rules - Function Arguments - return Statement - Recursion - Structures - Unions - Enumerations.					
List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Generate salary slip of employees using structures and pointers. Create a structure Employee with the following members: EID, Ename, Designation, DOB, DOJ, Basic pay Note that DOB and DOJ should be implemented using structure within structure. 2. Compute internal marks of students for five different subjects using structures and functions. 					
UNIT III	CLASSES AND OBJECTS	15			
Concepts of Object Oriented Programming - Benefits of OOP - Simple C++ program - Classes and Objects - Member functions - Nesting of member functions - Private					

member functions - Memory Allocation for Objects - Static Data Members - Static Member functions - Array of Objects - Objects as function arguments - Returning objects - friend functions - Const Member functions - Constructors - Destructors.

List of Exercise/Experiments:

1. Write a program Illustrating Class Declarations, Definition, and Accessing Class Members.
2. Program to illustrate default constructor, parameterized constructor and copy constructors.

UNIT IV	OPERATOR OVERLOADING, INHERITANCE AND POLYMORPHISM	15
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Operator Overloading - Overloading Using Friend functions - Inheritance - Types of inheritance - Virtual Base Class - Abstract Class - Constructors in Derived Classes - member class: nesting of classes.

Pointer to objects - this pointer- Pointer to derived Class - Virtual functions - Pure Virtual Functions - Polymorphism.

List of Exercise/Experiments:

1. Write a Program to Demonstrate the i) Operator Overloading. ii) Function Overloading.
2. Write a Program to Demonstrate Friend Function and Friend Class.
3. Program to demonstrate inline functions.
4. Program for Overriding of member functions.
5. Write C++ programs that illustrate how the following forms of inheritance are supported:
 - a) Single inheritance
 - b) Multiple inheritance
 - c) Multi level inheritance
 - d) Hierarchical inheritance.

UNIT V	I/O, FILES AND EXCEPTIONS	15
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C++ Streams - Unformatted I/O - Formatted Console I/O - Opening and Closing File - File modes - File pointers and their manipulations - Templates - Class Templates - Function Templates - Exception handling.

List of Exercise/Experiments:

1. Program to demonstrate pure virtual function implementation.
2. Count the number of account holders whose balance is less than the minimum balance using sequential access file.
3. Write a Program to Demonstrate the Catching of all Exceptions.
4. Mini project.

TOTAL: 45+30 = 75 PERIODS

OUTCOMES:

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

- CO1:** Solve problems using basic constructs in C.
- CO2:** Implement C programs using pointers and functions.
- CO3:** Apply object-oriented concepts and solve real world problems.
- CO4:** Develop C++ programs using operator overloading and polymorphism.
- CO5:** Implement C++ programs using Files and exceptions.

TEXT BOOKS:

1. Herbert Schildt, "The Complete Reference C++", 4th edition, MH, 2015. (Unit 1 & 2)
2. E Balagurusamy, "Object Oriented Programming with C++", 4th Edition, Tata McGraw-Hill Education, 2008. (Unit 3, 4 & 5)

REFERENCES:

1. Karl Beecher, "Computational Thinking: A beginner's guide to problem-solving and programming", BCS Learning & Development Ltd, 2017. (Unit 1)
2. Nell Dale, Chip Weems, "Programming and Problem Solving with C++", 5th Edition, Jones and Bartlett Publishers, 2010.
3. John Hubbard, "Schaum's Outline of Programming with C++", MH, 2016.
4. Yashavant P. Kanetkar, "Let us C++", BPB Publications, 2020
5. ISRD Group, "Introduction to Object-oriented Programming and C++", Tata McGraw-Hill Publishing Company Ltd., 2007.
6. D. S. Malik, "C++ Programming: From Problem Analysis to Program Design", Third Edition, Thomson Course Technology, 2007.
7. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01297200240671948837_shared/overview

LIST OF EQUIPMENTS:

1. Standalone desktops with C/C++ compiler (or) Server with C/C++ compiler.

22CS102	SOFTWARE DEVELOPMENT PRACTICES (Common to All Branches)	L	T	P	C
		3	0	2	4

OBJECTIVES:

The Course will enable learners to:

- To discuss the essence of agile development methods.
- To set up and create a GitHub repository.
- To create interactive websites using HTML
- To design interactive websites using CSS.
- To develop dynamic web page using Java script.

UNIT I	AGILE SOFTWARE DEVELOPMENT AND Git and GitHub	15
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Software Engineering Practices - Waterfall Model - Agility - Agile Process - Extreme Programming - Agile Process Models - Adaptive Software Development - Scrum - Dynamic Systems Development Method - Crystal - Feature Driven Development - Lean Software Development - Agile Modeling - Agile Unified Process - Tool set for Agile Process.
Introduction to Git -Setting up a Git Repository - Recording Changes to the Repository

- Viewing the Commit History - Undoing Things - Working with Remotes - Tagging - Git Aliases - Git Branching - Branches in a Nutshell - Basic Branching and Merging - Branch Management - Branching Workflows - Remote Branches - Rebasing. Introduction to GitHub - Set up and Configuration - Contribution to Projects, Maintaining a Project - Scripting GitHub.

List of Exercise/Experiments:

1. Form a Team, Decide on a project:
 - a) Create a repository in GitHub for the team.
 - b) Choose and follow a Git workflow
 - Each team member can create a StudentName.txt file with contents about themselves and the team project
 - Each team member can create a branch, commit the file with a proper commit message and push the branch to remote GitHub repository.
 - Team members can now create a Pull request to merge the branch to master branch or main development branch.
 - The Pull request can have two reviewers, one peer team member and one faculty. Reviewers can give at least one comment for Pull Request updating.
 - Once pull request is reviewed and merged, the master or main development branch will have files created by all team members.
2. Create a web page with at least three links to different web pages. Each of the web pages is to be designed by a team member. Follow Git workflow, pull request and peer reviews.
3. Form a Team, Decide on a project:
 - c) Create a repository in GitHub for the team.
 - d) Choose and follow a Git workflow
 - Each team member can create a StudentName.txt file with contents about themselves and the team project
 - Each team member can create a branch, commit the file with a proper commit message and push the branch to remote GitHub repository.
 - Team members can now create a Pull request to merge the branch to master branch or main development branch.
 - The Pull request can have two reviewers, one peer team member and one faculty. Reviewers can give at least one comment for Pull Request updation.
 - Once pull request is reviewed and merged, the master or main development branch will have files created by all team members.
4. Create a web page with at least three links to different web pages. Each of the web pages is to be designed by a team member. Follow Git workflow, pull request and peer reviews.

UNIT II	HTML	15
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Introduction - Web Basics - Multitier Application Architecture - Cline-Side Scripting versus Server-side Scripting - HTML5 - Headings - Linking - Images - Special Characters and Horizontal Rules - Lists - Tables - Forms - Internal Linking - meta Elements - Form input Types - input and datalist Elements - Page-Structure Elements.

List of Exercise/Experiments:

1. Create web pages using the following:
 - Tables and Lists
 - Image map
 - Forms and Form elements
 - Frames

UNIT III**CSS****15**

Inline Styles - Embedded Style Sheets - Conflicting Styles - Linking External Style Sheets - Positioning Elements - Backgrounds - Element Dimensions - Box Model and Text Flow - Media Types and Media Queries - Drop-Down Menus - Text Shadows - Rounded Corners - Colour - Box Shadows - Linear Gradients - Radial Gradients - Multiple Background Images - Image Borders - Animations - Transitions and Transformations - Flexible Box Layout Module - Multicolumn Layout.

List of Exercise/Experiments:

1. Apply Cascading style sheets for the web pages created.

UNIT IV**JAVASCRIPT BASICS****15**

Introduction to Scripting - Obtaining user input - Memory Concepts - Arithmetic - Decision Making: Equality and Relational Operators - JavaScript Control Statements - Functions - Program Modules - Programmer-defined functions - Scope rules - functions - Recursion - Arrays - Declaring and Allocating Arrays - References and Reference Parameters - Passing Arrays to Functions - Multidimensional arrays.

List of Exercise/Experiments:

1. Form Validation (Date, Email, User name, Password and Number validation) using JavaScript.

UNIT V**JAVASCRIPT OBJECTS****15**

Objects - Math, String, and Date, Boolean and Number, document Object - Using JSON to Represent objects - DOM: Objects and Collections - Event Handling.

List of Exercise/Experiments:

1. Implement Event Handling in the web pages.

Mini Projects-Develop any one of the following web applications (not limited to one) using above technologies.

- a. Online assessment system
- b. Ticket reservation system
- c. Online shopping
- d. Student management system
- e. Student result management system
- f. Library management
- g. Hospital management
- h. Attendance management system

- i. Examination automation system
- j. Web based chat application

TOTAL: 75 PERIODS

OUTCOMES:

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

- CO1:** Apply agile development methods in software development practices.
- CO2:** Set up and create a GitHub repository.
- CO3:** Develop static and dynamic webpages using HTML.
- CO4:** Design interactive personal or professional webpages using CSS.
- CO5:** Develop web pages using Java script with event-handling mechanism.

TEXT BOOKS:

1. Roger S. Pressman, "Software Engineering: A Practitioner's Approach", McGraw Hill International Edition, Ninth Edition, 2020.
2. Scott Chacon, Ben Straub, "Pro GIT", Apress Publisher, 3rd Edition, 2014.
3. Deitel and Deitel and Nieto, "Internet and World Wide Web - How to Program", Pearson, 5th Edition, 2018.

REFERENCES:

1. Roman Pichler, "Agile Product Management with Scrum Creating Products that Customers Love", Pearson Education, 1st Edition, 2010.
2. Jeffrey C and Jackson, "Web Technologies A Computer Science Perspective", Pearson Education, 2011.
3. Stephen Wynkoop and John Burke, "Running a Perfect Website", QUE, 2nd Edition, 1999.
4. Chris Bates, "Web Programming - Building Intranet Applications", 3rd Edition, Wiley Publications, 2009.
5. Gopalan N.P. and Akilandeswari J., "Web Technology", Second Edition, Prentice Hall of India, 2014.
6. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013382690411003904735_shared/overview
7. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0130944214274703362099_shared/overview

LIST OF EQUIPMENTS:

Systems with either Netbeans or Eclipse
Java/JSP/ISP Webserver/Apache
Tomcat / MySQL / Dreamweaver or
Equivalent/ Eclipse, WAMP/XAMP

22EC101	DIGITAL PRINCIPLES AND SYSTEMS DESIGN (Common to All Branches)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> • To acquire the knowledge in Digital fundamentals and its simplification methods. • To familiarize the design of various combinational digital circuits using logic gates. • To realize various sequential circuits using flip flops. • To interpret various clocked sequential circuits. • To elucidate various semiconductor memories and related technology. • To build various logic functions using Programmable Logic Devices. 					
UNIT I	BOOLEAN ALGEBRA AND LOGIC GATES	9			
Review of number systems-representation-conversions, Review of Boolean algebra-theorems, sum of product and product of sum simplification, canonical forms, min term and max term, Simplification of Boolean expressions-Karnaugh map, Implementation of Boolean expressions using logic gates and universal gates. List of Exercise/Experiments:					
1. Implementation of Boolean expression using logic gates.					
UNIT II	COMBINATIONAL LOGIC CIRCUITS	9			
Design of combinational circuits - Half and Full Adders, Half and Full Subtractors, Binary Parallel Adder - Carry look ahead Adder, Magnitude Comparator, Decoder, Encoder, Priority Encoder, Mux/De-mux, Parity Generator/Checker List of Exercise/Experiments:					
1. Design of adders 2. Design of subtractors. 3. Design of binary adder using IC7483 4. Design of Multiplexers & Demultiplexers. 5. Design of Encoders and Decoders. 6. Implementation of a boolean function using a multiplexer.					
UNIT III	SEQUENTIAL CIRCUITS	9			
Flip flops - SR, JK, T, D, Master/Slave FF - operation and excitation tables, Asynchronous and Synchronous Counters Design - Shift registers, Universal Shift Register List of Exercise/Experiments:					
1. Design and implementation of 3 bit ripple counters. 2. Design and implementation of 3 bit synchronous counter 3. Design and implementation of shift registers					
UNIT IV	SYNCHRONOUS SEQUENTIAL CIRCUITS DESIGN	9			
Design of clocked sequential circuits - Moore/Mealy models, state minimization, state assignment, circuit implementation					
UNIT V	MEMORY AND PROGRAMMABLE LOGIC DEVICES	9			

Basic memory structure ROM: PROM - EPROM - EEPROM -RAM - Static and dynamic RAM - Programmable Logic Devices: Programmable Logic Array (PLA) - Programmable Array Logic (PAL) - Implementation of combinational logic circuits using PLA, PAL.

TOTAL: 75 PERIODS

OUTCOMES:

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

CO1: Implement digital circuits using simplified Boolean functions.

CO2: Realize Combinational circuits for a given function using logic gates.

CO3: Demonstrate the operation of various counters and shift registers using Flip Flops.

CO4: Analyze Synchronous Sequential circuits.

CO5: Summarize the various types of memory devices.

CO6: Design the Combinational circuits using Programmable Logic Devices.

CO7: Perform practical exercises as an individual and / or team member to manage the task in time.

CO8: Express the experimental results with effective presentation and report.

TEXT BOOKS:

1. M. Morris Mano and Michael D. Ciletti, Digital Design, With an Introduction to the Verilog HDL, VHDL, and System Verilog, 6th Edition, Pearson, 2018.
2. S.Salivahanan and S.Arivazhagan, Digital Circuits and Design, 5th Edition, Oxford University Press, 2018.

REFERENCES:

1. A.Anandkumar, Fundamental of digital circuits, 4th Edition, PHI Publication,2016.
2. WilliamKleitz, Digital Electronics-A Practical approach to VHDL, Prentice Hall International Inc, 2012.
3. Charles H.Roth, Jr. andLarry L. Kinney, Fundamentals of Logic Design, 7th Edition,Thomson Learning, 2014.
4. Thomas L. Floyd, Digital Fundamentals, 11th Edition, Pearson Education Inc, 2017.
5. John.M Yarbrough, Digital Logic: Applications and Design, 1st Edition, Cengage India, 2006.

NPTEL LINK: <https://nptel.ac.in/courses/108/105/108105132/>

22GE111	COMPUTER AIDED ENGINEERING GRAPHICS (Common to All Branches)	L	T	P	C
		1	0	2	2
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> To help students understand universal technical drawing standards. To provide training on drafting software to draw part models. To demonstrate the concepts of orthographic and isometric projections. To use drawing skills for communicating concepts, ideas for engineering product design. Use pictorial views to visualize and draw the isometric view of the objects. 					
UNIT I	INTRODUCTION TO CONVENTIONS IN ENGINEERING DRAWING AND CONIC SECTIONS				9
Introduction to Engineering Drawing - Importance of graphics in engineering applications - Use of drafting instruments - BIS conventions and specifications - Size, layout and folding of drawing sheets - Lettering and dimensioning. Conic curves - Ellipse, Parabola and Hyperbola by Eccentricity method. (Theory - 3)					
Drawing of a title block with necessary text, projection symbol and lettering using drafting software.					
Drafting of Conic curves - Ellipse, Parabola and Hyperbola (Laboratory - 6)					
UNIT II	ORTHOGRAPHIC PROJECTION				9
Visualization concepts and Orthographic Projection - Layout of views - Orthographic Projection- Conversion of pictorial diagram into orthographic views. (Theory - 3)					
Drawing orthographic view of simple solids like Prism, Pyramids, Cylinder, Cone, etc, and dimensioning.					
Drawing of orthographic views from the given pictorial diagram. (Laboratory -6)					
UNIT III	PROJECTION OF PLANES				9
Projection of planes (polygonal and circular surfaces) inclined to both the planes by rotating object method. (Theory - 3)					
Drawing of plane Surface inclined to HP.					
Drawing of plane Surface inclined to VP. (Laboratory -6)					
UNIT IV	PROJECTION OF SOLIDS				9
Projection of simple solids like Prisms, Pyramids, Cylinder and Cone when the axis is inclined to HP by rotating object method. (Theory - 3)					
Drawing of simple solids like prism and pyramids when the axis is inclined to HP.					
Drawing of simple solids like cylinder and cone when the axis is inclined to HP. (Laboratory -6)					
UNIT V	ISOMETRIC DRAWING				9

Principles of isometric view - Isometric view of simple solids - Prism, Pyramid, Cylinder and Cone. Drawing isometric projection of simple solids. Modeling of 2D to 3D objects using drafting software.	(Theory - 3) (Laboratory -6)
TOTAL: 45 PERIODS	
OUTCOMES: Upon completion of the course, the students will be able to: CO1: Explain the various engineering standards required for drafting and explore knowledge in conic sections. CO2: Draw the orthographic views of 3D primitive objects. CO3: Describe the projection of plane surfaces by the rotating plane method. CO4: Apply the projection concepts and drafting tools to draw projections of solids. CO5: Sketch the pictorial views of the objects using CAD tools.	
TEXT BOOKS: 1. Natarajan K.V., "A text book of Engineering Graphics", Dhanalakshmi Publishers, Chennai, 33rd Edition, 2020. 2. Venugopal K. and Prabhu Raja V., "Engineering Graphics", New Age International (P) Limited, 15th Edition, 2019.	
REFERENCES: 1. Bhatt N.D. "Engineering Drawing", Charotar Publishing House, 53rd edition, 2019. 2. Basant Agarwal and Agarwal C.M., "Engineering Drawing", Tata McGraw Hill Publishing Company Limited, New Delhi, 3rd Edition, 2019. 3. Engineering Drawing Practice for Schools and Colleges BIS SP46:2003 (R2008), Published by Bureau of Indian Standards (BIS), 2008. 4. Parthasarathy. N.S and Vela Murali, "Engineering Graphics", Oxford University, Press, New Delhi, 2019. 5. Gopalakrishna. K.R., Engineering Drawing Vol. 1 & 2, Subhas Publications, 27th Edition, 2017.	

22GE112	PRODUCT DEVELOPMENT LAB - 1 (Common to All Branches)	L	T	P	C
		0	0	2	1
<p>The students may be grouped into 3 to 4 and work under a project supervisor. The device/system/component/prototype Idea to be developed by the students and a final presentation to be done by the students about the idea generated at the end of the semester.</p> <p>OBJECTIVES: The Course will enable learnersto:</p> <ul style="list-style-type: none"> Understand the functionalities and limitation of various machine/equipment Demonstrate various operations that can be performed to machines Summarize the basic principles of machines to convert their ideas into products 					

- | | |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| I | 1. Study of Manufacturing Processes (Carpentry, Plumbing, Machines and Welding).
2. Study of fundamental operations of 3D Printer and Scanner with Software.
3. Study of Smart Machining (CNC and Laser cutting) and Engraving Techniques. |
| II | 1. Study of Fundamental of Circuit Design.
2. Study of PCB Milling Machine.
3. Study of Soldering and Desoldering. |
| III | 1. Study of Computer Peripheral Devices (Processing Information Devices) |
| IV | 1. Present the Product Idea Presentation - Phase - I. |

TOTAL: 30 PERIODS

Note:

The students can select the prototype to be made of their choice after learning the above exercises.

OUTCOMES:

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

CO1: Understand the concept of manufacturing processes.

CO2: Describe the working of the machine element.

CO3: Discuss the various applications of engineering materials

CO4: Summarize the basics of core engineering concepts.

CO5: Describe the process for converting ideas into products

LIST OF EQUIPMENTS:

1. CNC Router - 1 No.
2. 3D Printer - 1 No.
3. 3D Scanner - 1 No.
4. Laser cutting Machine - 1 No.
5. Centre lathe - 2 Nos.
6. Arc welding transformer with cables and holders - 2 Nos.
7. Plumbing tools - 2 Nos.
8. Carpentry tools - 2 Nos.
9. Multimeter - 10 Nos.
10. Drilling Machine - 1 No.
11. Solder Stations 5 Sets
12. Desoldering Machine - 1 No.
13. PCB Milling Machine - 1 No.
14. Variable Power Supply - 1 No.
15. Electronic Components like Resistors, Transistors, Diode, Inductor, Capacitor, etc. - 10 Sets
16. Personal Desktop Computers - 30 Nos.

SEMESTER –II

22GE102	HERITAGE OF TAMILS (Common to All Branches)	L	T	P	C
		1	0	0	1
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Recognize Tamil literature and its significance in Tamil culture. • Introduce the Tamils' rich artistic and cultural legacy. • Familiarize the different types of folk and martial arts that are unique to Tamil Nadu. • Acquaint the concept of Thinai in Tamil literature and culture. • Comprehend the significance of Tamil in developing Indian culture. 					
UNIT I	LANGUAGE AND LITERATURE				3
Language Families in India - Dravidian Languages - Tamil as a Classical Language - Classical Literature in Tamil - Secular Nature of Sangam Literature - Distributive Justice in Sangam Literature - Management Principles in Thirukural - Tamil Epics and Impact of Buddhism & Jainism in Tamil Land - Bakthi Literature Azhwars and Nayanmars - Forms of minor Poetry - Development of Modern literature in Tamil - Contribution of Bharathiyar and Bharathidhasan.					
UNIT II	HERITAGE - ROCK ART PAINTINGS TO MODERN ART – SCULPTURE				3
Hero stone to modern sculpture - Bronze icons - Tribes and their handicrafts - Art of temple car making -- Massive Terracotta sculptures, Village deities, Thiruvalluvar Statue at Kanyakumari, Making of musical instruments - Mridhangam, Parai, Veenai, Yazh and Nadhaswaram - Role of Temples in Social and Economic Life of Tamils.					
UNIT III	FOLK AND MARTIAL ARTS				3
Therukoothu, Karagattam, Villu Pattu, Kaniyan Koothu, Oyillattam, Leatherpuppetry, Silambattam, Valari, Tiger dance - Sports and Games of Tamils.					
UNIT IV	THINAI CONCEPT OF TAMILS				15
Flora and Fauna of Tamils & Aham and Puram Concept from Tholkappiyam and Sangam Literature - Aram Concept of Tamils - Education and Literacy during Sangam Age - Ancient Cities and Ports of Sangam Age - Export and Import during Sangam Age - Overseas Conquest of Cholas.					
UNIT V	CONTRIBUTION OF TAMILS TO INDIAN NATIONAL MOVEMENT AND INDIAN CULTURE				3
Contribution of Tamils to Indian Freedom Struggle - The Cultural Influence of Tamils over the other parts of India - Self-Respect Movement - Role of Siddha Medicine in Indigenous Systems of Medicine - Inscriptions & Manuscripts - Print History of Tamil Books.					
TOTAL:15PERIODS					
OUTCOMES: Upon completion of the course, the students will be able to: <p>CO1:State the role of Tamil literature in shaping Tamil Cultural roots.</p> <p>CO2:Express the cultural and religious significance of Tamil art and sculptures.</p> <p>CO3:Identify and describe the techniques of folk and martial arts.</p> <p>CO4:Classify the role of Thinai concept in Tamil culture and literature.</p> <p>CO5:Compare the idea of cultural and intellectual contributions of Tamils.</p>					

TEXTBOOKS&REFERENCES:

தமிழக வரலாறு - மக்களும் பண்பாடும் - கே.கே. பிள்ளை (வெளியீடு:

1. தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).

2. கணினித் தமிழ் - முனைவர் இல. சுந்தரம். (விகடன் பிரசுரம்).

3. கீழடி - வைகை நதிக்கரையில் சங்ககால நகர நாகரிகம் (தொல்லியல் துறை வெளியீடு)

4. பொருறை - ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)

5. Social Life of Tamils (Dr.K.K. Pillay) A joint publication of TNTB & ESC and RMRL - (in print)

6. Social Life of the Tamils - The Classical Period (Dr.S .Singaravelu) (Published by: International Institute of Tamil Studies.

7. Historical Heritage of the Tamils (Dr.S.V.Subatamanian, Dr.K.D.Thirunavukkarasu) (Published by: International Institute of Tamil Studies).

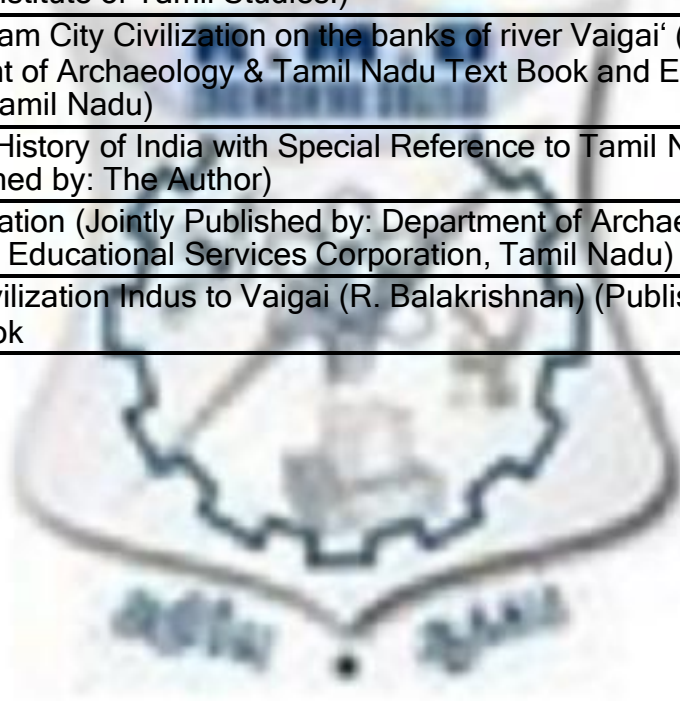
8. The Contributions of the Tamils to Indian Culture (Dr. M. Valarmathi) (Published by: International Institute of Tamil Studies.)

9. Keeladi - 'Sangam City Civilization on the banks of river Vaigai' (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)

10. Studies in the History of India with Special Reference to Tamil Nadu (Dr. K. K. Pillay) (Published by: The Author)

11. Porunai Civilization (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)

12. Journey of Civilization Indus to Vaigai (R. Balakrishnan) (Published by: RMRL) - Reference Book



22MA201	TRANSFORMS AND NUMERICAL METHODS (Common to CSE / IT / ADS / CSD)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Introduce the concepts of Laplace transforms and Z-transforms. • Illustrate the application of transforms in solving differential and difference equations. • Explain the Numerical methods for handling algebraic and transcendental equations. • Introduce the numerical techniques for interpolation, differentiation and integration. 					
UNIT I	LAPLACE TRANSFORMS				15
Laplace transforms - Sufficient condition for existence - Transform of elementary functions - Basic properties - Transforms of derivatives and integrals of functions - Derivatives and integrals of transforms - Transforms of unit step function and impulse functions - Transform of periodic functions. Inverse Laplace transform - Convolution theorem (Statement only). <p style="text-align: right;">Theory: 9</p> Experiments using SCILAB: <ol style="list-style-type: none"> 1. Finding Laplace transform of a function. 2. Finding inverse Laplace Transforms. 3. Determine the input for given output function of Laplace Transform. <p style="text-align: right;">Laboratory: 6</p>					
UNIT II	Z – TRANSFORMS				15
Z-transforms - Elementary properties - Inverse Z-transforms - partial fractions method -residues method - Convolution theorem. <p style="text-align: right;">Theory: 9</p> Experiments using SCILAB: <ol style="list-style-type: none"> 1. Finding Z -transform of a sequence. 2. Finding convolution of two sequences. 3. Plotting the input and output function of Z transform. <p style="text-align: right;">Laboratory: 6</p>					
UNIT III	SOLUTION OF DIFFERENTIAL AND DIFFERENCE EQUATIONS				15
Solution of linear ordinary differential equation of second order with constant coefficients and first order simultaneous equations with constant coefficients using Laplace transform. Formation of difference equations - Solution of first and second order difference equations with constant coefficients using Z-transform. <p style="text-align: right;">Theory: 9</p> Experiments using SCILAB: <ol style="list-style-type: none"> 1. Solving second order Ordinary Differential Equation. 2. Finding the Laplace transform and its inverse of a function numerically. 3. Finding the Z-transform numerically <p style="text-align: right;">Laboratory: 6</p>					
UNIT IV	SOLUTION OF EQUATIONS AND EIGENVALUE PROBLEMS				15

Solution of algebraic and transcendental equations by Newton Raphson method - Solution of linear system of equations - Gauss elimination method - Gauss Jordan method - Gauss Seidel Iterative method- Eigenvalues of a matrix by Power method.

Theory: 9

Experiments using SCILAB:

1. Finding the real roots of algebraic and transcendental equations using Newton Raphson method.
2. Finding the largest Eigenvalue by power method.
3. Solving system of linear equations using Gauss Seidel Method.

Laboratory: 6

UNIT V | NUMERICAL DIFFERENTIATION AND INTEGRATION

15

Finite differences - Forward and Backward differences - Interpolation - Newton's forward and backward interpolation formulae - Lagrange's interpolation for unequal intervals - Numerical Differentiation - Newton's and Lagrange's formulae - Numerical integration using Trapezoidal and Simpson's 1/3 rules - Evaluation of double integrals by Trapezoidal and Simpson's 1/3 rules.

Theory: 9

Experiments using SCILAB:

1. Finding approximately the missing value using Lagrange interpolation.
2. Evaluating line integrals by trapezoidal rule.
3. Evaluating line integrals by Simpson's rule.

Laboratory: 6

TOTAL: 75 PERIODS

OUTCOMES:

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

- CO1:** Determine Laplace transform and inverse transform of simple functions.
- CO2:** Determine Z- transform and inverse transform of simple functions.
- CO3:** Solve ordinary differential equations using Laplace transform and difference equations using Z-Transform.
- CO4:** Compute the solutions of algebraic, transcendental and the system of equations.
- CO5:** Appreciate the numerical techniques of interpolation in various intervals and apply the numerical techniques of differentiation and integration for engineering problems.

TEXTBOOKS:

1. Bali N., Goyal M. and Watkins C., "Advanced Engineering Mathematics", Firewall Media (An imprint of Lakshmi Publications Pvt., Ltd.), New Delhi, 7th Edition, 2009.
2. Grewal, B.S., and Grewal, J.S., "Numerical Methods in Engineering and Science", Khanna Publishers, 10th Edition, New Delhi, 2015.

REFERENCES:

1. Erwin. Kreyszig, "Advanced Engineering Mathematics", John Wiley and Sons, 10th Edition, New Delhi, 2016.
2. Jain R.K. and Iyengar S. R. K., "Advanced Engineering Mathematics", Narosa Publications, New Delhi, 3rd Edition, 2007.
3. Wylie, R.C. and Barrett, L.C., "Advanced Engineering Mathematics", Tata McGraw Hill Education Pvt. Ltd, 6th Edition, New Delhi, 2012.
4. Mathews, J.H. "Numerical Methods for Mathematics, Science and Engineering", 2nd Edition, Prentice Hall, 1992.
5. Sastry S.S., "Introductory Methods of Numerical Analysis", PHI Learning Pvt. Ltd, 5th Edition, 2015.

LIST OF EQUIPMENTS:

1. SCILAB - Open source

22CS201	DATA STRUCTURES (Common to CSE, CSD, EEE, ECE, IT and ADS)				L	T	P	C
					3	0	2	4
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> • To understand the concepts of List ADT. • To learn linear data structures - stacks and queues ADTs. • To understand and apply Tree data structures. • To understand and apply Graph structures. • To analyze sorting, searching and hashing algorithms. 								
UNIT I LINEAR DATA STRUCTURES – LIST								15
<p>Algorithm analysis - running time calculations - Abstract Data Types (ADTs) - List ADT - array- based implementation - linked list implementation - singly linked lists - circularly linked lists - doubly-linked lists - applications of lists - Polynomial Manipulation - All operations (Insertion, Deletion, Merge, Traversal).</p> <p>List of Exercise/Experiments:</p> <ul style="list-style-type: none"> • Array implementation of List ADTs. • Linked list implementation of List ADTs. 								
UNIT II LINEAR DATA STRUCTURES – STACKS, QUEUES								15
<p>Stack ADT - Stack Model - Implementations: Array and Linked list - Applications - Balancing symbols - Evaluating arithmetic expressions - Conversion of Infix to postfix expression - Queue ADT - Queue Model - Implementations: Array and Linked list - applications of queues - Priority Queues - Binary Heap - Applications of Priority Queues.</p> <p>List of Exercise/Experiments:</p> <ul style="list-style-type: none"> • Array implementation of Stack and Queue ADTs. • Linked list implementation of Stack and Queue ADTs. • Applications of List - Polynomial manipulations • Applications of Stack - Infix to postfix conversion and expression evaluation. 								
UNIT III NON LINEAR DATA STRUCTURES – TREES								15
<p>Tree ADT - tree traversals - Binary Tree ADT - expression trees - applications of trees -binary search tree ADT- AVL Tree.</p> <p>List of Exercise/Experiments:</p> <ul style="list-style-type: none"> • Implementation of Binary Trees and operations of Binary Trees. • Implementation of Binary Search Trees. • Implementation of Heaps using Priority Queues. 								

UNIT IV NON LINEAR DATA STRUCTURES - GRAPHS	15
Definition - Representation of Graph - Types of graph - Breadth-first traversal - Depth-first traversal - Topological Sort - Applications of graphs - BiConnectivity - Euler circuits. List of Exercise/Experiments: <ul style="list-style-type: none"> Graph representation and Traversal algorithms. 	
UNIT V SEARCHING, SORTING AND HASHING TECHNIQUES	15
Searching- Linear Search - Binary Search - Sorting - Bubble sort - Selection sort - Insertionsort - Hashing - Hash Functions - Separate Chaining - Open Addressing - Rehashing - Extendible Hashing. List of Exercise/Experiments: <ul style="list-style-type: none"> Implement searching and sorting algorithms. 	
TOTAL: 75 PERIODS	
OUTCOMES: Upon completion of the course, the students will be able to: CO1: Implement abstract data types for list. CO2: Solve real world problems using appropriate linear data structures. CO3: Apply appropriate tree data structures in problem solving. CO4: Implement appropriate Graph representations and solve real-world applications. CO5: Implement various searching and sorting algorithms.	
TEXTBOOKS:	
<ol style="list-style-type: none"> Mark Allen Weiss, "Data Structures and Algorithm Analysis in C++", 4th Edition, Pearson Education, 2014. Sartaj Sahni, "Data Structures, Algorithms and Applications in C++", Silicon paper publications, 2004. 	
REFERENCES:	
<ol style="list-style-type: none"> Rajesh K. Shukla, "Data Structures using C and C++", Wiley India Publications, 2009. Narasimha Karumanchi, "Data Structure and Algorithmic Thinking with Python: Data Structure and Algorithmic Puzzles", Career Monk Publications, 2020. Jean-Paul Tremblay and Paul Sorenson, "An Introduction to Data Structures with Application", McGraw-Hill, 2017. Mark Allen Weiss, "Data Structures and Algorithm Analysis in Java", Third Edition, Pearson Education, 2012. 	
<ol style="list-style-type: none"> Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, "Fundamentals of Data Structures in C", Second Edition, University Press, 2008. Ellis Horowitz, Sartaj Sahni, Dinesh P Mehta, "Fundamentals of Data Structures in C++", Second Edition, Silicon Press, 2007. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01350157816505139210584/overview 	
LIST OF EQUIPMENTS:	
Systems with Linux/Ubuntu Operating System with gnu C++ compiler	

22PH201	PHYSICS FOR COMPUTER SCIENCE AND INFORMATION TECHNOLOGY (Common to All Branches)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> Learn the fundamental concepts of Physics and apply this knowledge to scientific, engineering and technological problems. Make the students enrich basic knowledge in electronics and quantum concepts and apply the same in computing fields. 					
UNIT I	LASER AND FIBRE OPTICS	15			
Population of energy levels - Einstein's A and B coefficients derivation - Resonant cavity - Optical amplification (qualitative) - Semiconductor lasers: homo junction and hetero junction- Engineering applications of lasers in data storage (qualitative). Fibre optics: Principle and propagation of light through optical fibre - V-number - Types of optical fibres (Material, refractive index and mode) - Losses in optical fibre - Fibre optic communication - Fibre optic sensors (pressure and displacement). <div style="text-align: right;">(Theory -9)</div> List of Experiments: <ol style="list-style-type: none"> Determination of divergence of laser beam Determination of acceptance angle and numerical aperture of an optical fibre <div style="text-align: right;">(Laboratory -6)</div> 					
UNIT II	ELECTRON THEORIES OF MATERIALS	15			
Classical free electron theory - Expressions for electrical conductivity and thermal conductivity - Wiedemann-Franz law - Success and failures of CFT- Effect of temperature on Fermi function- Density of energy states and average energy of electron at 0 K - Energy bands in solids. <div style="text-align: right;">(Theory -9)</div> List of Experiments <ol style="list-style-type: none"> Determination of thermal conductivity of a bad conductor by Lee's disc method Measurement of the internal resistance using potentiometer <div style="text-align: right;">(Laboratory -6)</div> 					
UNIT III	SEMICONDUCTOR PHYSICS	15			
Intrinsic Semiconductors - E-k diagram-Direct and indirect band gap semiconductors - Carrier concentration in intrinsic semiconductors- Band gap determination-Extrinsic semiconductors - Carrier concentration in n-type and p-type semiconductors -Electrical conductivity of intrinsic and extrinsic semiconductors -Variation of Fermi level with temperature and impurity concentration - Hall effect and its applications. <div style="text-align: right;">(Theory-9)</div> List of Experiments					

1. Bandgap determination of intrinsic semiconductor. 2. Determination of wavelength of semiconductor laser (Laboratory -6)		
UNIT IV	INTRODUCTION TO NANO DEVICES AND QUANTUM COMPUTING	15
Introduction to nanomaterial -Electron density in a bulk material - Size dependence of Fermi energy - Quantum confinement - Quantum structures - Density of states in quantum well, quantum wire and quantum dot structures - Band gap of nanomaterial. Quantum computing: Quantum states - classical bits - quantum bits or qubits - CNOT gate - multiple qubits - Bloch sphere - quantum gates - advantages of quantum computing over classical computing. (Theory - 9)		
List of Experiments <ol style="list-style-type: none"> Synthesis of nanoparticles by sol-gel method Determination of particle size using laser source (Laboratory - 6)		
UNIT V	MAGNETIC AND SUPERCONDUCTING MATERIALS	15
Introduction- Bohr magneton -magnetic dipole moment - origin of magnetic moments types of magnetic materials-Ferromagnetism: Domain Theory - antiferromagnetism - ferrimagnetism - magnetic principle in computer data storage - Magnetic hard disc (GMR sensor) - Introduction to spintronics. Superconducting materials - properties, types of superconductors, applications -SQUID and MAGLEV trains - <i>superconducting qubits in quantum computing</i> . (Theory -9)		
List of Experiments <ol style="list-style-type: none"> Determination of hysteresis loss using B-H loop Determination of magnetic susceptibility of a paramagnetic liquid using Quincke's apparatus (Laboratory -6)		
TOTAL: 75 PERIODS		
OUTCOMES: Upon completion of the course, the students will be able to: <ul style="list-style-type: none"> CO1: Discuss the basic principles of working of laser and their applications infibre optic communication CO2: Summarize the classical and quantum electron theories and energy band structures CO3: Describe the conductivity in intrinsic and extrinsic semiconductors and importance of Hall effect measurements CO4: Associate the properties of nanoscale materials and their applications in quantum computing CO5: Interpret the properties of magnetic and superconducting materials andtheir applications in computer data storage 		
TEXTBOOKS:		

1. **S.O. Kasap**, Principles of Electronic Materials and Devices, McGraw-Hill Education (Indian Edition) 2020.
2. **Jasprit Singh**, Semiconductor Devices: Basic Principles, Wiley (Indian Edition) 2007.
3. **Parag K Lala**, Quantum Computing: A Beginner's Introduction, McGraw-Hill Education (Indian Edition) 2020.

REFERENCES:

1. **R.P. Feynman**, The Feynman Lectures on Physics - Vol. II, The New Millennium Edition, 2012.
2. **M.A.Wahab**, Solid State Physics, 3rd Edition, Narosa Publishing House Pvt.Ltd., 2015.
3. **B.Rogers, J. Adams and S.Pennathur**, Nanotechnology: Understanding Small System, CRC Press, 2014.
4. **C.P. Williams**, Explorations in Quantum Computing, Springer-Verlag London, 2011.
5. **Wilson J.D. and Hernandez C.A.**, Physics Laboratory Experiments, Houghton Mifflin Company, New York 2005.
6. **Department of Physics**, Physics laboratory manual, R.M.K. Group of Institutions, 2021.

LIST OF EQUIPMENTS:

1.	Semiconductor Laser	6 Nos.
2.	Determination of optical fibre parameters	6 Nos.
3.	Lee's disc apparatus	6 Nos.
4.	Potentiometer	6 Nos.
5.	Bandgap determination set up	6 Nos.
6.	Sol-gel synthesis	2 Nos.
7.	B-H loop set-up	5 Nos.
8.	Quincke's apparatus	2 Nos.

22HS101	PROFESSIONAL COMMUNICATION (Common to All Branches)	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Strengthen basic reading and writing skills. • Comprehend listening contexts competently. • Inculcate reading habit and develop effective reading skills. • Improve active and passive vocabulary. • Acquire speech clarity with right pronunciation. • Develop vocabulary of a general kind and enhance grammatical accuracy. • Imbibe Content and Language Integrated Learning (CLIL). 					
UNIT I	FORMAL AND INFORMAL COMMUNICATION				12

<p>Listening: Short Texts, Short Formal and Informal Conversations Speaking: Self Introduction, Exchanging Personal Information Reading: Practice in Skimming, Scanning and Predicting, Reading Comprehension Writing: Free Writing, Hints Development Grammar: Parts of Speech, Prepositions. Vocabulary: Compound Nouns, Technical Words.</p> <p style="text-align: right;">(Theory 6)</p> <ol style="list-style-type: none"> 1. Familiarization of Vowel Sounds-Monophthongs, Diphthongs and Consonant Sounds 2. Listening to Formal Conversations in British and American Accents 		
<p>3. Guided Writing</p> <p style="text-align: right;">(Laboratory 6)</p>		
UNIT II	GRAMMAR AND LANGUAGE DEVELOPMENT	12
<p>Listening: Telephonic Conversations. Speaking: Sharing information of a personal kind - Greetings - Taking leave. Reading: Short comprehension passages - Pre-reading and Post-reading (multiple choice questions shortquestions / open and close ended questions) Writing: Instructions, Recommendations, Checklists Grammar: Tenses, Framing '_Wh' & '_Yes' or '_No' questions Vocabulary: Numerical Adjectives, Collocations</p> <p style="text-align: right;">(Theory 6)</p> <ol style="list-style-type: none"> 1. Communication Etiquettes 2. Self -Introduction using SWOT Analysis <p style="text-align: right;">(Laboratory 6)</p>		
UNIT III	BASIC TECHNICAL WRITING AND STUDY SKILLS	12
<p>Listening: Listening to longer texts and filling up the tables Speaking: Asking about routine actions and expressing opinions Reading: Short texts (Cloze Test) Writing: Formal letters, E-mail writing, Interpretation of Charts and Graphs Grammar: Cause and Effect expressions, Conditional Clauses Vocabulary: Often misspelled and confusing words</p> <p style="text-align: right;">(Theory 6)</p> <p>Mechanics of Reading Skills NewsReading- Cloze Tests</p> <p style="text-align: right;">(Laboratory 6)</p>		
UNIT IV	GROUP DISCUSSION AND JOB APPLICATIONS	12
<p>Listening: Listening to recorded dialogues of conversations and completing exercises based on them Speaking: Discussion on Social issues. Reading: Reading text from magazines Writing: Purpose Expressions, Letter of Application, Minutes of Meeting. Grammar: Modal Verbs, Subject-Verb agreement Vocabulary : Sequence Words</p> <p style="text-align: right;">(Theory 6)</p> <ol style="list-style-type: none"> 1. Group Presentation, Group Discussion: Do's and Don'ts of Group Discussion 2. Discussions on failure and success in interviews of famous personalities Spotting Errors <p style="text-align: right;">(Laboratory 6)</p>		

UNIT V	ART OF REPORTING	12
<p>Listening: Listening to TED talks Speaking: Debate & Presentations Reading: Biographies Writing: Definitions (Single line & Extended), Report Writing (Industrial visit, Accident and Feasibility reports) Grammar: Reported speech Vocabulary : Verbal Analogies (Theory 6)</p>		
<p>1. Writing based on listening to academic lectures and discussions</p> <p>2. Leadership skills, Negotiation skills</p> <p>3. Mechanics of Report Writing (Laboratory 6)</p> <p>LIST OF PROJECTS</p> <p>1. Create a podcast on a topic that will be interesting to college students</p> <p>2. Read and Review (Movie/Book/Technical Article)</p> <p>3. Presentation on Social Issues</p> <p>4. Submit a report on "Global English: A study"</p>		
TOTAL: 60 PERIODS		
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Comprehend conversations and short talks delivered in English CO2: Participate efficiently in informal conversations and develop an awareness of the self and apply well-defined techniques</p> <p>CO3: Read articles of a general kind in magazines and newspapers efficiently</p> <p>CO4: Write short general essays, personal letters and E-mails in English</p> <p>CO5: Develop vocabulary of a general kind by enriching reading skills</p>		
TEXT BOOKS:		
<p>1. Kumar, Suresh E, & Sreehari, P. <i>Communicative English</i>. Orient Black Swan, 2007.</p> <p>2. Richards, Jack C. <i>Interchange Students' Book-2</i> New Delhi: CUP, 2015.</p>		
REFERENCES:		
<p>1. Bailey, Stephen. <i>Academic Writing: A practical guide for students</i>. New York: Rutledge, 2011.</p> <p>2. Dhanavel, S P. <i>English and Soft Skills, Volume Two</i>, Orient Black Swan.</p> <p>3. Elbow, Peter. <i>Writing Without Teachers</i>. London: Oxford University Press, 1973.</p> <p>4. Larsen, Kristine. <i>Stephen Hawking: A Biography</i>, Greenwood: Publishing Group, 2005.</p> <p>5. Redston, Chris & Gillies Cunningham. <i>Face2Face (Pre- intermediate Students' Book & Workbook)</i> Cambridge University Press, New Delhi: 2005.</p> <p>6. Lewis, Norman. <i>Word Power Made Easy</i>, Latest Edition: Penguin Random House India: 2015</p>		

WEB REFERENCES:

1. Basics of Business Communication

https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012688768083632128308_shared/overview

2. communicating to Succeed

https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012686653619175424640_shared/overview

3. Business English

https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012683227498151936279_shared/overview

https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013267708367904768573/overview (lab support)

4. Business Writing

https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01268947760100966433_shared/overview

5. Email Etiquettes

https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01329462386556108817682_shared/overview

6. Email Writing Skills

https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_01268954363013529666_shared/overview

7. Time Management

https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012985921210736640721_shared/overview

8. Understanding Body Language

https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_01297973765144576024689_shared/overview

9. ONLINE RESOURCES:

<https://infyspringboard.onwingspan.com/web/en/page/home>

LIST OF EQUIPMENTS:

- 1.

22CS202	JAVA PROGRAMMING (Common to All Branches Except CE)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • To explain object oriented programming concepts and fundamentals of Java • To apply the principles of packages, interfaces and exceptions • To develop a Java application with I/O streams, threads and generic programming • To build applications using strings and collections. • To apply the JDBC concepts 					
UNIT I	JAVA FUNDAMENTALS	15			
An Overview of Java - Data Types, Variables, and Arrays - Operators - Control Statements - Class Fundamentals - Declaring objects - Methods - Constructors - this keyword - Overloading methods - Overloading constructors - Access Control - Static - Final					
List of Exercise/Experiments: 1. Develop a Java application to generate Electricity bill. You must use one super class called EB Bill and must have two sub classes namely Domestic Bill and Commercial Bill. Create a class with the following members: Consumer no., consumer name, previous month reading, current month reading, type of EB connection (i.e domestic or commercial). Compute the bill amount using the following tariff If the type of the EB connection is domestic, calculate the amount to be paid as follows: First 100 units - Rs. 1 per unit 101-200 units - Rs. 2.50 per unit 201 -500 units - Rs. 4 per unit > 501 units - Rs. 6 per unit If the type of the EB connection is commercial, calculate the amount to be paid as follows: First 100 units - Rs. 2 per unit 101-200 units - Rs. 4.50 per unit 201 -500 units - Rs. 6 per unit > 501 units - Rs. 7 per unit 2. Arrays Manipulations: (Use Methods for implementing these in a Class) <ol style="list-style-type: none"> a. Find kth smallest element in an unsorted array b. Find the sub array with given sum c. Matrix manipulations - Addition, Subtraction, Multiplication d. Remove duplicate elements in an Array e. Accept an integer value N and print the Nth digit in the integer sequence 1,2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15 and so on till infinity. Example: The 11th digit in the sequence 12345678910111213.... is 0. 					
UNIT II	INHERITANCE, INTERFACES AND EXCEPTION HANDLING	15			

Inheritance: Inheritance basics, Using super, Method Overriding, Using Abstract Classes, Using final with Inheritance - Package and Interfaces: Packages, Packages and member access, Importing Packages, Interfaces, Static Methods in an Interface - Exception Handling: Exception- Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw throws, finally, Java's Built-in Exceptions.

List of Exercise/Experiments:

1. Develop a Java application to implement currency converter (Dollar to INR, EURO to INR, Yen to INR and vice versa), distance converter (meter to KM, milesto KM and vice versa), time converter (hours to minutes, seconds and vice versa)using packages.

2. Develop a Java application with Employee class with Emp_name, Emp_id, Address, Mail_id, Mobile_no as members. Inherit the classes, Programmer, Assistant Professor, Associate Professor and Professor from employee class. AddBasic Pay (BP) as the member of all the inherited classes with 97% of BP as DA, 10 % of BP as HRA, 12% of BP as PF, 0.1% of BP for staff club fund. Generate pay slips for the employees with their gross and net salary.

3. Design a Java interface for ADT Stack. Implement this interface using array and built-in classes. Provide necessary exception handling in both the implementations.

4. Write a Java Program to create an abstract class named Shape that containstwo integers and an empty method named print Area(). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extendsthe class Shape. Each one of the classes contains the methods print Area () thatprints the area of the given shape and Numberofsides() that prints the number ofsides of the given shape.

5. Write a Java program to apply built-in and user defined exceptions.

UNIT III	MULTITHREADING, I/O AND GENERIC PROGRAMMING	15
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Multithreaded Programming: Creating a Thread, Thread Priorities, Synchronization, Interthread Communication - I/O: I/O Basics, Reading Console Input, Writing Console Output, Reading and Writing Files - Generics: Introduction, Generic class, Bounded Types, Generic Methods, Generic Interfaces, Generic Restrictions.

List of Exercise/Experiments:

1. Write a Java program to read and copy the content of one file to other by handling all file related exceptions.

UNIT IV	STRING HANDLING AND COLLECTIONS	15
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Lambda Expressions - String Handling - Collections: The Collection Interfaces, The CollectionClasses - Iterator - Map - Regular Expression Processing.

List of Exercise/Experiments:

1. String Manipulation:

- a. Reversing a set of words and count the frequency of each letter in the string.
- b. Pattern Recognition - Find the number of patterns of form 1[0]1 where [0] represents any number of zeroes (minimum requirement is one 0) there should not be any other character except 0 in the [0] sequence in a given binary string.
- c. Remove all the occurrences of string S2 in string S1 and print the remaining.
- d. Find the longest repeating sequence in a string
- e. Print the number of unique string values that can be formed by rearranging the letters in the string S.

2. Write a Java program that correctly implements producer consumer problem using the concept of inter thread communication.

3. Collections:

- a. Write a program to perform string operations using ArrayList. Write functions for the following
 - i. Append - add at end
 - ii. Insert - add at particular index
 - iii. Search
 - iv. List all string starts with given letter
- b. Find the frequency of words in a given text.

UNIT V | JDBC CONNECTIVITY

15

JDBC - DataSource, Configurations, Connection, Connection Pools, Driver Types, ResultSet, Prepared Statement, Named Parameter, Embedded SQL (Insert, Update, Delete, Join, union etc), ResultSet Navigation, Connection Close and Clean up.

List of Exercise/Experiments:

- Mini Project (using JDBC)

TOTAL: 75 PERIODS

OUTCOMES:

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

CO1: Understand the object oriented programming concepts and fundamentals of Java.

CO2: Develop Java programs with the packages, interfaces and exceptions.

CO3: Build Java applications with I/O streams, threads and generics programming.

CO4: Apply strings and collections in developing applications.

CO5: Implement the concepts of JDBC.

TEXTBOOKS:

- 1. Herbert Schildt, "Java: The Complete Reference", 11th Edition, McGraw Hill Education, 2019.

REFERENCES:

1. Cay S. Horstmann, Gary Cornell, "Core Java Volume - I Fundamentals", 11th Edition, Prentice Hall, 2019.
2. Paul Deitel, Harvey Deitel, Java SE 8 for programmers, 3rd Edition, Pearson, 2015.
3. Steven Holzner, Java 2 Black book, Dream tech press, 2011.
4. Timothy Budd, Understanding Object-oriented programming with Java, Third Edition, Pearson Education, 2008.
5. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_29959473947367270000_shared/overview

LIST OF EQUIPMENTS:

Java and Eclipse / NetBeans IDE or Equivalent

22IT202	DATABASE MANAGEMENT SYSTEM (Common to CSE/ IT/ADS/CSD)	L	T	P	C
		3	0	2	4
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • To understand the basic concepts of Data modeling and Database Systems. • To understand SQL and effective relational database design concepts. • To learn relational algebra, calculus and normalization. • To know the fundamental concepts of transaction processing, concurrency control techniques, recovery procedure and data storage techniques. • To understand query processing, efficient data querying and advanced databases. 					
UNIT I	DATABASE CONCEPTS	15			
Concept of Database and Overview of DBMS - Characteristics of databases - Data Models, Schemas and Instances - Three-Schema Architecture - Database Languages and Interfaces - Introductions to data models types - ER Model- ER Diagrams - Enhanced ER Model - reducing ER to table Applications: ER model of University Database Application - Relational Database Design by ER- and EER-to-Relational Mapping.					
List of Exercise/Experiments:					
1. Data Definition Commands, Data Manipulation Commands for inserting, deleting, updating and retrieving Tables and Transaction Control statements					
UNIT II	STRUCTURED QUERY LANGUAGE	15			
SQL Data Definition and Data Types - Constraints - Queries - INSERT, UPDATE, and DELETE in SQL - Views - Integrity Procedures, Functions, Cursor and Triggers - Embedded SQL - Dynamic SQL.					
List of Exercise/Experiments:					
1. Database Querying - Simple queries, Nested queries, Sub queries and Joins					
2. Views, Sequences, Synonyms					
3. Database Programming: Implicit and Explicit Cursors					
UNIT III	RELATIONAL ALGEBRA, CALCULUS AND NORMALIZATION	15			

<p>Relational Algebra - Operations - Domain Relational Calculus- Tuple Relational Calculus - Fundamental operations. Relational Database Design - Functional Dependency - Normalization (1NF, 2NF 3NF and BCNF) - Multivalued Dependency and 4NF - Joint Dependencies and 5NF - De-normalization.</p>		
<p>List of Exercise/Experiments: 1. Procedures and Functions 2. Triggers</p>		
UNIT IV	TRANSACTIONS, CONCURRENCY CONTROL AND DATA STORAGE	15
<p>Transaction Concepts - ACID Properties - Schedules based on Recoverability Serializability - Concurrency Control - Need for Concurrency - Locking Protocols - Two Phase Locking - Transaction Recovery - Concepts - Deferred Update - Immediate Update. Organization of Records in Files - Unordered, Ordered - Hashing Techniques - RAID - Ordered Indexes - Multilevel Indexes - B+ tree Index Files - B tree Index Files.</p> <p>List of Exercise/Experiments: 1. Exception Handling 2. Database Design using ER modeling, normalization and Implementation for any application 3. Database Connectivity with Front End Tools</p>		
UNIT V	QUERY OPTIMIZATION AND ADVANCED DATABASES	15
<p>Query Processing Overview - Algorithms for SELECT and JOIN operations - Query optimization using Heuristics.</p>		
<p>Distributed Database Concepts - Design - Concurrency Control and Recovery - NOSQL Systems - Document-Based NOSQL Systems and MongoDB.</p> <p>List of Exercise/Experiments: 1. Case Study using real life database applications anyone from the following list a) Inventory Management for a EMart Grocery Shop b) Society Financial Management c) Cop Friendly App - Eseva d) Property Management - eMall e) Star Small and Medium Banking and Finance • Build Entity Model diagram. The diagram should align with the business and functional goals stated in the application. • Apply Normalization rules in designing the tables in scope. • Prepared applicable views, triggers (for auditing purposes), functions for enabling enterprise grade features. • Build PL SQL / Stored Procedures for Complex Functionalities, ex EOD Batch Processing for calculating the EMI for Gold Loan for each eligible Customer. • Ability to showcase ACID Properties with sample queries with appropriate settings</p>		
TOTAL: 75 PERIODS		

OUTCOMES:

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

CO1: Map ER model to Relational model to perform database design effectively.

CO2: Implement SQL and effective relational database design concepts.

CO3: Apply relational algebra, calculus and normalization techniques in database design.

CO4: Understand the concepts of transaction processing, concurrency control, recovery procedure and data storage techniques.

CO5: Apply query optimization techniques and understand advanced databases.

TEXTBOOKS:

1. Elmasri R. and S. Navathe, "Fundamentals of Database Systems", Pearson Education, 7th Edition, 2016.
2. Abraham Silberschatz, Henry F.Korth, "Database System Concepts", TataMcGraw Hill , 7th Edition, 2021.

REFERENCES:

1. Elmasri R. and S. Navathe, Database Systems: Models, Languages, Design and Application Programming, Pearson Education, 2013. Raghu Ramakrishnan, Gehrke "Database Management Systems", MCGraw Hill, 3rd Edition 2014.
2. Plunkett T., B. Macdonald, "Oracle Big Data Hand Book", McGraw Hill, First Edition, 2013
3. Gupta G K , "Database Management Systems", Tata McGraw Hill Education Private Limited, New Delhi, 2011.
4. C. J. Date, A.Kannan, S. Swamynathan, "An Introduction to Database Systems", Eighth Edition, Pearson Education, 2015.
5. Maqsood Alam, Aalok Muley, Chaitanya Kadaru, Ashok Joshi, Oracle NoSQL Database: Real-Time Big Data Management for the Enterprise, McGraw Hill Professional, 2013.
6. Thomas Connolly, Carolyn Begg, "Database Systems: A Practical Approach to Design, Implementation and Management", Pearson, 6th Edition, 2015.
7. Database Management System Part - 1
https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01275806667282022456_shared/overview
8. Database Management System Part - 2
https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0127673005629194241_shared/overview
9. Online Resources:
<https://infyspringboard.onwingspan.com/web/en/page/home>

LIST OF EQUIPMENTS:

1. MySql and Eclipse / NetBeans IDE or Equivalent

22GE211	PRODUCT DEVELOPMENT LAB - 2 (Common to All Branches)	L	T	P	C
		0	0	2	1
<p>The students may be grouped into a batch of strength 3 or 4 to work under a project supervisor. The student batches should study the device/system/component and will do literature review to develop prototype idea. Further at the end of the semester they will make a final presentation to exhibit the conceptual design skills and the process to develop a product.</p> <p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> • Use the innovative design methodology to articulate the product concepts. • Summarize the requisite Engineering Principles for transforming concepts into products. • Conduct basic tests to extract the qualitative and quantitative performance factors. 					
<p>List of Exercise/Experiments</p> <ol style="list-style-type: none"> 1. Study of Basic Engineering Design Concepts. 2. Conduct a literature survey on the implementation of the design concepts. 3. Prepare the design concepts for an identified literature gap. 4. Present the Product Idea Presentation - Phase II. 					
TOTAL: 30 PERIODS					
<p>OUTCOMES: Upon completion of the course, the students will be able to:</p> <p>CO1: Understand the working and capacity of various engineering systems. CO2: Infer the outcomes in the product development process. CO3: Perform basic engineering and material characterization tests. CO4: Demonstrate the ability to provide conceptual design strategies for a product. CO5: Implement the Science, Engineering, Technology and Mathematics (STEM) for product design.</p>					
LIST OF EQUIPMENTS:					

22MC102	ENVIRONMENTAL SCIENCE AND SUSTAINABILITY (Common to All Branches)	L	T	P	C
		2	0	0	MC
OBJECTIVES:					
<p>The Course will enable learners to:</p> <ul style="list-style-type: none"> • To gain knowledge of the environment and various natural resources. • To identify the Scientific and Technological solutions to pollution issues and waste management. • To understand the significance of the conservation of biodiversity. • To recognize the needs and benefits of sustainability and its management. • To comprehend the effects of human population on the environment. 					
UNIT I	NATURAL RESOURCES				7

<p>Definition, scope and importance of environment - need for public awareness Introduction to natural resources - Types - Forest resources: Use and over-exploitation, deforestation and its impacts, Food resources: effects of modern agriculture, organic farming, Renewable energy sources - Solar, Wind, Geothermal, Tidal, OTE and Biomass. Field activity -Tree plantation</p>		
UNIT II	POLLUTION AND WASTE MANAGEMENT	7
<p>Pollution - Definition -causes, effects and control measures of (a) Air pollution (b) Water pollution (c) Soil pollution (d) Noise pollution (e) Nuclear hazards - nuclear accidents and holocaust -Role of an individual in prevention of pollution -Case studies. Waste management- Municipal solid wastes, e- waste, plastic waste. Field study – Solid waste management of the institution</p>		
UNIT III	BIODIVERSITY AND ITS CONSERVATION	6
<p>Biodiversity: types - values of biodiversity, India as a mega-diversity nation - hot-spots of biodiversity - threats to biodiversity - endangered and endemic species, extinct, rare, vulnerable species of India - conservation of biodiversity: In-situ and ex-situ method. Field study – Biodiversity of the institution</p>		
UNIT IV	SUSTAINABILITY AND MANAGEMENT	5
<p>Sustainability-concept, needs and challenges-Circular economy -Sustainable Development Goals- Concept of Carbon footprint, Environmental Impact Assessment, Clean Development Mechanism, solutions. Field study – Carbon footprint of the institution</p>		
UNIT V	HUMAN POPULATION	5
<p>Introduction - Population growth, variation among nations, population explosion, Environment and human health - endemic/epidemic/pandemic- Role of information technology in environment and human health. Case Study – Pandemics of 21st century</p>		
TOTAL: 30 PERIODS		
<p>OUTCOMES: Upon completion of the course, the students will be able to: CO1: Investigate and use conservational practices to protect natural resources. CO2: Identify the causes of pollutants and illustrate suitable methods for pollution abatement. CO3: Adapt the values of biodiversity and its conservation methods. CO4: Recognize suitable sustainable development practices and apply it in day-to-day life. CO5: Assess the impacts of human population and suggest suitable solutions.</p>		
<p>TEXTBOOKS:</p> <ol style="list-style-type: none"> 1. Anubha Kaushik and C.P. Kaushik, " Perspectives in environmental studies", New Age International Publishers, 2nd edition, 2021. 2. Benny Joseph, Environmental Science and Engineering, Tata McGraw-Hill, New Delhi, 2017. 3. Gilbert M.Masters, Introduction to Environmental Engineering and Science, 3rd edition, Pearson Education, 2014. 4. Erach Bharuch, Textbook of Environmental Studies for Undergraduate Courses, Third Edition, Universities Press(I) Pvt. Ltd., Hyderabad, 2021. 		
<p>REFERENCES:</p>		

1. William P. Cunningham & Mary Ann Cunningham Environmental Science: A Global Concern, McGraw Hill, 14th edition, 2017.
2. Rajagopalan, R, Environmental Studies-From Crisis to Cure, Oxford University Press, 2015.
3. G. Tyler Miller and Scott E. Spoolman, Environmental Science, Cengage Learning India Pvt, Ltd., Delhi, 2014.
4. Allen, D. T. and Shonnard, D. R., Sustainability Engineering: Concepts, Design and Case Studies, Prentice Hall, 2012.
5. Bradley. A.S; Adebayo, A.O., Maria, P. Engineering applications in sustainable design and development, Cengage learning, 2015.
6. Environment Impact Assessment Guidelines, Notification of Government of India, 2006 and subsequent amendments, 2022



SEMESTER III

22GE201	TAMILS AND TECHNOLOGY (Common to All Branches)	L	T	P	C
		1	0	0	1
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Recognize the historical significance of weaving and pottery technologies in ancient Tamil civilization. • Highlight the concepts of design and construction technology during the Sangam age. • Provide an overview of manufacturing technology and its role in Tamil society. • Illustrate the agricultural and irrigation techniques employed in ancient Tamil society. • Promote scientific Tamil and Tamil computing. 					
UNIT I	WEAVING AND CERAMIC TECHNOLOGY				3
Weaving Industry during Sangam Age - Ceramic technology - Black and Red Ware Potteries (BRW) - Graffiti on Potteries.					
UNIT II	DESIGN AND CONSTRUCTION TECHNOLOGY				3
Designing and Structural construction House & Designs in household materials during Sangam Age - Building materials and Hero stones of Sangam age - Details of Stage Constructions in Silappathikaram - Sculptures and Temples of Mamallapuram - Great Temples of Cholas and other worship places - Temples of Nayaka Period - Type study (Madurai Meenakshi Temple)- Thirumalai Nayakar Mahal - Chetti Nadu Houses, Indo - Saracenic architecture at Madras during British Period.					
UNIT III	MANUFACTURING TECHNOLOGY				3
Art of Ship Building - Metallurgical studies - Iron industry - Iron smelting, steel - Copper and gold- Coins as source of history - Minting of Coins - Beads making-industries Stone beads - Glass beads - Terracotta beads -Shell beads/ bone beads - Archeological evidences - Gem stone types described in Silappathikaram.					
UNIT IV	AGRICULTURE AND IRRIGATION TECHNOLOGY				3
Dam, Tank, ponds, Sluice, Significance of Kumizhi Thoombu of Chola Period, Animal Husbandry - Wells designed for cattle use - Agriculture and Agro Processing - Knowledge of Sea - Fisheries - Pearl - Conche diving - Ancient Knowledge of Ocean - Knowledge Specific Society.					
UNIT V	SCIENTIFIC TAMIL & TAMIL COMPUTING				3
Development of Scientific Tamil - Tamil computing - Digitalization of Tamil Books - Development of Tamil Software - Tamil Virtual Academy - Tamil Digital Library - Online Tamil Dictionaries - Sorkuvai Project.					
TOTAL:15PERIODS					

OUTCOMES:

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

CO1:Identify the role of weaving and ceramic technology in ancient Tamil Culture.

CO2:Assess the design and construction technology ideas in the current Tamil society.

CO3:Identify the different types of manufacturing technology used in Tamil society and their significance.

CO4:Classify agricultural and irrigation technologies in ancient Tamil society and its current relevance.

CO5:Discuss the fundamentals of scientific Tamil and Tamil computing.

TEXTBOOKS& REFERENCE BOOKS:

1. தமிழக வரலாறு – மக்களும் பண்பாடும் – கே.கே. பிள்ளை (வெளியீடு: தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).

2. கணினித் தமிழ் – முனைவர் இல. சுந்தரம். (விகடன் பிரசுரம்).

3. கீழடி – வைகை நதிக்கரையில் சங்ககால நகர நாகரிகம் (தொல்லியல் துறை வெளியீடு)

4. பொருநை – ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)

5. Social Life of Tamils (Dr.K.K. Pillay) A joint publication of TNTB & ESC and RMRL - (in print)

6. Social Life of the Tamils - The Classical Period (Dr.S .Singaravelu) (Published by: International Institute of Tamil Studies.

7. Historical Heritage of the Tamils (Dr.S.V.Subatamanian, Dr.K.D.Thirunavukkarasu) (Published by: International Institute of Tamil Studies).

8. The Contributions of the Tamils to Indian Culture (Dr. M. Valarmathi) (Published by: International Institute of Tamil Studies.)

9. Keeladi - 'Sangam City Civilization on the banks of river Vaigai' (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)

10. Studies in the History of India with Special Reference to Tamil Nadu (Dr. K. K. Pillay) (Published by: The Author)

11. Porunai Civilization (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)

12. Journey of Civilization Indus to Vaigai (R. Balakrishnan) (Published by: RMRL) - Reference Book

22MA301	DISCRETE MATHEMATICS (Common to CSE, IT, CSD, AD)	L	T	P	C
		3	2	0	4
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> Describe the arguments using connectives and rules of inference. Introduce the basic concept of counting and generating functions. Define the graphs and it's models. Understand the concept of group theory, lattices and Boolean algebra. 					
UNIT I	LOGIC AND PROOFS				15
Propositional logic - Propositional equivalences - Predicates and quantifiers - Nested quantifiers - Rules of inference - Introduction to proofs - Proof methods and strategy.					
UNIT II	COMBINATORICS				15
Mathematical induction - Strong induction and well ordering The basics of counting - The pigeonhole principle - Permutations and combinations - Recurrence relations - Solving linear recurrence relations - Generating functions - Inclusion and exclusion principle and its applications.					
UNIT III	GRAPHS				15
Graphs and graph models - Graph terminology and special types of graphs - Matrix representation of graphs and graph isomorphism - Connectivity - Euler and Hamilton paths.					
UNIT IV	ALGEBRAIC STRUCTURES				15
Algebraic systems - Semi groups and monoids - Groups - Subgroups - Homomorphism_s - Normal subgroup and cosets - Lagrange_s theorem - Definitions and examples of Rings and Fields.					
UNIT V	LATTICES AND BOOLEAN ALGEBRA				15
Partial ordering - Posets - Lattices as posets - Properties of lattices - Lattices as algebraic systems - Sub lattices - Direct product and homomorphism - Some special lattices - Boolean algebra.					
					TOTAL:75PERIODS
OUTCOMES: Upon completion of the course, the students will be able to:					
CO1: Validate the arguments using connectives and rule of inference.					
CO2: Solve linear recurrence relations.					
CO3: Determine Euler's path and Hamilton paths.					
CO4: Identify algebraic structures of groups, rings, and fields.					
CO5: Interpret lattices as algebraic structures.					
TEXTBOOKS:					
1. Rosen, K.H., "Discrete Mathematics and its Applications", 8th Edition, Tata McGraw Hill Pub.Co. Ltd., New Delhi, Special Indian Edition, 2021.					
2. Tremblay, J.P. and Manohar.R, " Discrete Mathematical Structures with Applications to ComputerScience", Tata McGraw Hill Pub. Co. Ltd, New Delhi, 30th Reprint, 2017.					
REFERENCES:					
1. Grimaldi, R.P. "Discrete and Combinatorial Mathematics: An Applied Introduction", 5th Edition, Pearson Education Asia, Delhi, 2014.					
2. Lipschutz, S. and Mark Lipson., "Discrete Mathematics", Schaum's Outlines, Tata McGraw HillPub. Co. Ltd., New Delhi, 3rd Edition, 2010.					
3. Koshy, T. "Discrete Mathematics with Applications", Elsevier Publications, 2006.					
LIST OF EQUIPMENTS:					

22CS301	ADVANCED JAVA PROGRAMMING (Common to CSE, IT and CSD)	L	T	P	C	
		3	0	2	4	
<p>OBJECTIVES:</p> <p>The Course will enable learners to:</p> <ul style="list-style-type: none"> • To use the functionalities of Collections and IO Streams • To use the functionalities of Java Stream API and unit testing framework using Junits. • To provide a framework to map object-oriented domain models to relational databases for web applications using ORM Hibernate tool. • To provide infrastructure support using Spring Framework. • To Implement Model - View - Controller design pattern using Spring MVC. 						
UNIT I	COLLECTIONS AND IO STREAMS					9 + 6
<p>The NavigableSet interface, the Queue interface, the Dequeue interface - The Collection classes - PriorityQueue - ArrayDeque - EnumSet - Comparators - More Utility Classes - StringTokenizer - Date - Calendar - Comparable interface - Observer Interface - Streams Types of Streams - The Byte-stream I/O hierarchy - Character Stream Hierarchy - Random Access File class - the java.io.Console Class - Serialization - Dates - Numbers, and Currency - Working with Dates - Numbers and Currencies - Parsing - Tokenizing and Formatting - Locating Data via Pattern Matching, Tokenizing.</p>						
<p>List of Exercises</p> <ol style="list-style-type: none"> 1. Write a Java program to create an ArrayList of integers and add elements to it. Display the contents of the ArrayList. 2. Write a Java program to create a HashSet of strings and perform various operations like adding, removing, and checking the presence of elements. 3. Write a program to copy the contents of one file to another file using FileInputStream and FileOutputStream. 						

UNIT II	STREAM API AND JUNIT	9 + 6
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Count -Parallel Streams - Declarative/Functional Style Approach - Stream Pipeline - Iterating with stream - Max, Min & Comparators - Distinct and Collectors.toSet() - Filtering and Transformations - Find Any Vs Find First - Reduce and Flatmap - Joining Strings Implementation of Stream in API||. Junit - Introduction to JUnit, JUnit with Eclipse, Assert method, Annotations, Parameterized tests, Test suite, Test runner.

List of Exercises

1. Write a Java program to filter out the even numbers from a list of integers using the Stream API.
2. Create a program that uses the Stream API to find the average of a list of floating-point numbers.
3. Implement a Java program that uses the Stream API to count the number of occurrences of a specific word in a given text file.
4. Write a JUnit test case to check if a given string is palindrome or not.
5. Create a JUnit test case to verify the correctness of a method that calculates the factorial of a given number.
6. Implement a JUnit test case to ensure that a specific exception is thrown when invalid input is provided to a method.

UNIT III	HIBERNATE FRAMEWORK	9 + 6
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Hibernate Framework - Hibernate - Mapping Types - Hibernate Inheritance Mapping - Collections Mappings - Association mapping - HCQL (Hibernate Criteria Query Language) - Hibernate Query Language (HQL) - Caching in Hibernate - Log4j in Hibernate.

List of Exercises

1. Write a Java program to create a Hibernate configuration file (hibernate.cfg.xml) and establish a database connection.
2. Implement a Java program to perform CRUD operations (Create, Read, Update, Delete) using Hibernate.
3. Develop a Java program to implement a one-to-many relationship between two entity classes using Hibernate mappings.
4. Write a Java program to perform transaction management using Hibernate, including rollback and commit operations.
5. Develop a Java program to configure and use Hibernate caching mechanisms for optimizing database access.
6. Write a Java program to integrate Hibernate with Spring framework and develop a web application with database operations.

UNIT IV	SPRING FRAMEWORK	9 + 6
<p>Spring Framework - Dependency Injection by Constructor Example - Autowiring in Spring - Constructor Injection with Collection - Spring DAO - Inheriting Bean in Spring Dependency Injection by setter method.</p> <p>List of Exercises</p> <ol style="list-style-type: none"> 1. Create a basic Spring application that demonstrates dependency injection using constructor injection. 2. Write a program to demonstrate the use of Spring annotations like @Autowired, @Component, and @Configuration. 3. Implement a Spring bean that uses setter injection to inject dependencies. 		
UNIT V	SPRING MVC	9 + 6
<p>Spring MVC - Spring Java Mail - Spring Security- Aspect Oriented Programming (AOP) - Web Services - postman - Design Patterns in Java</p> <p>List of Exercises</p> <ol style="list-style-type: none"> 1. Write a Spring MVC program to create a simple registration form with fields like name, email, and password, and validate the form inputs. 2. Implement a Spring MVC program that retrieves data from a database and displays it on a web page using the Model-View-Controller pattern. 3. Build a Spring MVC application that implements user authentication and authorization using Spring Security. 		
TOTAL: 75 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Apply collections and IO Streams to efficiently manage and process data structures and perform input/output operations in Java.		
CO2: Apply Java Stream API and Junits to streamline data manipulation and perform unit testing for robust code development.		
CO3: Develop a Seamlessly integrate object-oriented programming with database operations for web applications using hibernate.		
CO4: Construct the power of the Spring Framework to provide a solid foundation for building scalable and maintainable applications.		
CO5: Organize application logic, user interface, and data flow using the Spring MVC framework for efficient and modular development.		
TEXTBOOKS:		
1. Craig Walls, "Spring in Action",5 th Edition, Manning Publications, 2018		
2. Paul deck, "Spring MVC: A Tutorial" , Brainy Software, 2016		
REFERENCES:		
3. Maurice Naftalin and Philip Wadler, "Java Generics and Collections" , O'Reilly Media inc., 2023		
4. Joshua Bloch , "Effective Java" , Addison - Wesley Professional, 2017		

5. Raoul-Gabriel Urma, Mario Fusco, and Alan Mycroft , "Java 8 in Action: Lambdas, Streams, and functional-style programming" , Manning Publications, 2014

6. Christian Bauer and Gavin King , "Java Persistence with Hibernate", Manning Publications, 2015

7. AmuthanG. "Spring MVC: Beginner's Guide" ,Packt Publishing, 2014

8. PetarTahchiev, Felipe Leme, Vincent Massol, and Gary Gregory , "JUnit in Action" , Manning Publications, 2010

WEB REFERENCES:

9. Java Developer Certification,
https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013193384540020736264_shared/overview

ONLINE RESOURCES:

1. <https://infyspringboard.onwingspan.com/web/en/page/home>

LIST OF EQUIPMENTS:

Java Development Kit (JDK), IO classes, JUnit library, Spring Framework libraries and dependencies (such as spring-core, spring-context, spring-beans, Spring MVC framework.



22GE301	UNIVERSAL HUMAN VALUES II: UNDERSTANDING HARMONY	L	T	P	C
		2	1	0	3
OBJECTIVES:					
<p>The Course will enable learners to:</p> <ul style="list-style-type: none"> • Development of a holistic perspective based on self-exploration about themselves (human being), family, society and nature/existence. • Understanding (or developing clarity) of the harmony in the human being, family, society and nature/existence • Strengthening of self-reflection. • Development of commitment and courage to act. 					
UNIT I	NEED, BASIC GUIDELINES, CONTENT AND PROCESS FOR VALUE EDUCATION				12
<ul style="list-style-type: none"> • Purpose and motivation for the course, recapitulation from Universal Human Values-I • Self-Exploration-what is it? - Its content and process; 'Natural Acceptance' and Experiential Validation- as the process for self-exploration • Continuous Happiness and Prosperity- A look at basic Human Aspirations • Right understanding, Relationship and Physical Facility- The basic requirements for fulfilment of aspirations of every human being with their correct priority • Understanding Happiness and Prosperity correctly- A critical appraisal of the current scenario • Method to fulfil the above human aspirations: Understanding and living in harmony at various levels. <p>Include practice sessions to discuss natural acceptance in human being as the innate acceptance for living with responsibility (living in relationship, harmony and co-existence) rather than as arbitrariness in choice based on liking-disliking</p>					
UNIT II	UNDERSTANDING HARMONY IN THE HUMAN BEING – HARMONY IN MYSELF!				12
<ul style="list-style-type: none"> • Understanding human being as a co-existence of the sentient 'I' and the material 'Body' • Understanding the needs of Self ('I') and 'Body' - happiness and physical facility • Understanding the body as an instrument of 'I' (I being the doer, seer and enjoyer) • Understanding the characteristics and activities of 'I' and harmony in 'I' • 'Understanding the harmony of I with the Body: Sanyam and Health; correct appraisal of Physical needs, meaning of Prosperity in detail • Programs to ensure Sanyam and Health. <p>Include practice sessions to discuss the role others have played in making material goods available to me. Identifying from one's own life. Differentiate between prosperity and accumulation. Discuss programs for ensuring health vs dealing with disease</p>					
UNIT III	UNDERSTANDING HARMONY IN THE FAMILY AND SOCIETY- HARMONY IN HUMAN-HUMAN RELATIONSHIP				12

	<ul style="list-style-type: none"> • Understanding values in human-human relationship; meaning of Justice (nine universal values in relationships) and program for its fulfilment to ensure mutual happiness; Trust and Respect as the foundational values of relationship • Understanding the meaning of Trust; Difference between intention and competence • Understanding the meaning of Respect; Difference between respect and differentiation; the other salient values in relationship • Understanding the harmony in the society (society being an extension of family): Resolution, Prosperity, Fearlessness (trust) and co-existence as comprehensive Human Goals • Visualizing a universal harmonious order in society- Undivided society, Universal order-from family to world family. <p>Include practice sessions to reflect on relationships in family, hostel and institutes</p>	
extended family, real life examples, teacher-student relationship, goal of education etc. Gratitude as a universal value in relationships. Discuss with scenarios. Elicit examples from students' lives.		
UNIT IV	UNDERSTANDING HARMONY IN THE NATURE AND EXISTENCE - WHOLE EXISTENCE AS COEXISTENCE	12
<ul style="list-style-type: none"> • Understanding the harmony in nature • Interconnectedness and mutual fulfilment among the four orders of nature-recyclability and self-regulation in nature • Understanding Existence as Co-existence of mutually interacting units in all-pervasive space • Holistic perception of harmony at all levels of existence. • Include practice sessions to discuss human being as cause of imbalance in nature (film "Home" can be used), pollution, depletion of resources and role of technology etc. 		
UNIT V	IMPLICATIONS OF THE ABOVE HOLISTIC UNDERSTANDING OF HARMONY ON PROFESSIONAL ETHICS	12
<ul style="list-style-type: none"> • Natural acceptance of human values • Definitiveness of Ethical Human Conduct • Basis for Humanistic Education, Humanistic Constitution and Humanistic Universal Order • Competence in professional ethics: a. Ability to utilize the professional competence for augmenting universal human order b. Ability to identify the scope and characteristics of people friendly and eco-friendly production systems, c. Ability to identify and develop appropriate technologies and management patterns for above production systems. • Case studies of typical holistic technologies, management models and production systems. • Strategy for transition from the present state to Universal Human Order: a. At the level of individual: as socially and ecologically responsible engineers, technologists and managers b. At the level of society: as mutually enriching institutions and organizations • Sum up. <p>Include practice exercises and case studies will be taken up in practice (tutorial) sessions eg. To discuss the conduct as an engineer or scientist etc.</p>		

OUTCOMES:

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

CO1: Would become more aware of themselves, and their surroundings (family, society, nature).

CO2: Would become more responsible in life, and in handling problems with sustainable solutions, while keeping human relationships and human nature in mind.

CO3: Would have better critical ability.

CO4: Would become sensitive to their commitment towards what they have understood (human values, human relationship, and human society).

CO5: Would be able to apply what they have learnt to their own self in different day-to-day settings in real life, at least a beginning would be made in this direction.

TEXT BOOK:

1. R R Gaur, R Sangal, G P Bagaria, "Human Values and Professional Ethics", Excel Books, New Delhi, Second Edition 2019.

REFERENCES:

1. A Nagaraj, "Jeevan Vidya: Ek Parichaya", Jeevan Vidya Prakashan, Amarkantak, 1999.

2. E. F Schumacher, "Small is Beautiful", Vintage classics, London, 1993.

3. A.N. Tripathi, "Human Values", New Age Intl. Publishers, New Delhi, Third Edition 2020.

4. Maulana Abdul Kalam Azad, "India Wins Freedom", Oriental blackswan private limited, Hyderabad, 2020.

5. Mahatma Gandhi, "Hind Swaraj or Indian Home Rule", Maheswari Publications, Delhi 2020.

6. Romain Rolland, "The life of Vivekananda and the universal gospel", Publication house of Ramakrishna Math, Kolkata, Thirty second edition 2018.

7. Romain Rolland, "Mahatma Gandhi: The man who become one with the universal being", Srishti Publishers & Distributors, New Delhi, Sixth Edition 2013.

8. Heaton, Dennis P. "The story of stuff." (2010): 553-556.

9. Gandhi, Mohandas Karamchand, "The story of my experiments with truth: An autobiography", Om Books International, 2018.

10. Andrews, Cecile, "Slow is beautiful: new visions of community, leisure, and joie de vivre", New society publishers, 2006.

11. Kumarappa, Joseph Cornelius, "The economy of permanence. CP", All India Village Industries Assn., 1946.

12. Vivekananda-Romain Rolland (English)

13. Gandhi-Romain Rolland (English)

22CS302	COMPUTER ORGANIZATION AND ARCHITECTURE (Common to CSE, ADS and CSD)	L	T	P	C
		3	0	0	3
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> • Describe the basic principles and operations of digital computers. • Design arithmetic and logic unit for various fixed and floating point operations • Construct pipeline architectures for RISC processors. • Explain various memory systems & I/O interfacing • Discuss parallel processor and multi-processor architectures 					
UNIT I	COMPUTER FUNDAMENTALS				9
Computer Types - Functional Units – Basic Operational Concepts – Number Representation and Arithmetic Operations - Performance Measurement – Instruction Set Architecture - Memory Locations and Addresses - Instructions and Instruction Sequencing - Addressing Modes.					
UNIT II	COMPUTER ARITHMETIC				9
Addition and Subtraction of Signed Numbers - Design of Fast Adders - Multiplication of Unsigned Numbers - Multiplication of Signed Numbers - Fast Multiplication - Integer Division - Floating-Point Numbers and Operations.					
UNIT III	BASIC PROCESSING UNIT AND PIPELINING				9
Basic Processing Unit: Concepts - Instruction Execution - Hardware Components - Instruction Fetch and Execution Steps -Control Signals - Hardwired Control. Pipelining: Basic Concept - Pipeline Organization- Pipelining Issues - Data Dependencies - Memory Delays - Branch Delays - Resource Limitations - Performance Evaluation -Superscalar Operation.					
UNIT IV	I/O AND MEMORY				9
Input/Output Organization: Bus Structure - Bus Operation - Arbitration - The Memory System: Basic Concepts - Semiconductor RAM Memories - Read-only Memories - Direct Memory Access - Memory Hierarchy - Cache Memories - Performance Considerations - Virtual Memory - Memory Management Requirements - Secondary Storage.					
UNIT V	PARALLEL PROCESSING AND MULTICORE COMPUTERS				9
Parallel Processing: Use of Multiple Processors - Symmetric Multiprocessors - Multithreading and Chip Multiprocessors - Clusters - Non uniform Memory Access Computers Vector Computation - Multicore Organization.					
TOTAL:45PERIODS					
OUTCOMES: Upon completion of the course, the students will be able to:					
CO1: Explain the basic principles and operations of digital computers.					
CO2: Design Arithmetic and Logic Unit to perform fixed and floating-point operations					
CO3: Develop pipeline architectures for RISC Processors.					
CO4: Summarize Various Memory systems & I/O interfacing.					
CO5: Recognize Parallel Processor and Multi Processor Architectures					
TEXTBOOKS:					

1. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Computer organization, Tata McGraw Hill, Sixth edition, 2012.
2. David A. Patterson and John L. Hennessy Computer Organization and Design-The Hardware/Software Interface 5th edition, Morgan Kaufmann, 2013.
REFERENCES:
1. John P. Hayes, Computer Architecture and Organization, Third Edition, Tata McGraw Hill, 2012.
2. David A. Patterson and John L. Hennessy Computer Organization and Design-The Hardware/Software Interface, 6th edition, Morgan Kaufmann, 2021.
3. John L. Hennessy and David A. Patterson, Computer Architecture - A Quantitative Approach, Morgan Kaufmann / Elsevier Publishers, Fifth Edition, 2012.
LIST OF EQUIPMENTS:
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22CS303	DESIGN AND ANALYSIS OF ALGORITHMS (Common to CSE, IT, ADS and CSD)	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> Critically analyse the efficiency of alternative algorithmic solutions for the same problem Illustrate brute force and divide and conquer design techniques. Explain dynamic programming for solving various problems. Apply greedy technique and iterative improvement technique to solve optimization problems Examine the limitations of algorithmic power and handling it in different problems. 					
UNIT I	INTRODUCTION				6+6
Notion of an Algorithm - Fundamentals of Algorithmic Problem Solving - Fundamentals of the Analysis of Algorithmic Efficiency - Asymptotic Notations and their properties. Analysis Framework - Mathematical analysis for Recursive and Non-recursive algorithms List of Exercise/Experiments: <ol style="list-style-type: none"> Perform the recursive algorithm analysis. Perform the non-recursive algorithm analysis. 					
UNIT II	BRUTE FORCE AND DIVIDE AND CONQUER				6+6
Brute Force - String Matching - Exhaustive Search - Knapsack Problem - Divide and Conquer Methodology - Binary Search - Merge sort - Quick sort - Multiplication of Large Integers - Closest-Pair and Convex Hull Problems - Transform and Conquer Method: Heap Sort List of Exercise/Experiments: <ol style="list-style-type: none"> Write a program to search an element using binary search Write a program to sort the elements using merge sort and find time complexity. Write a program to sort the elements using quick sort and find time complexity. Write a program to sort the elements using heap sort 					
UNIT III	DYNAMIC PROGRAMMING				6+6

Dynamic programming - Principle of optimality - Floyd's algorithm - Multi stage graph - Optimal Binary Search Trees - Longest common subsequence - Matrix-chain multiplication - Travelling Salesperson Problem - Knapsack Problem and Memory functions.

List of Exercise/Experiments:

1. Solve Floyd's algorithm
2. Write a program to find optimal binary search tree for a given list of keys.
3. Solve the multi-stage graph to find shortest path using backward and forward approach
4. Write a program to find the longest common subsequence

UNIT IV	GREEDY TECHNIQUE AND ITERATIVE IMPROVEMENT	6+6
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Greedy Technique – Prim's algorithm and Kruskal's Algorithm -Huffman Trees. The Maximum-Flow Problem - Maximum Matching in Bipartite Graphs- The Stable marriage Problem

List of Exercise/Experiments:

1. Write a program to find minimum spanning tree using Prim's algorithm
2. Implement Kruskal's algorithm to find minimum spanning tree
3. Write a program to solve maximum flow problem

UNIT V	BACKTRACKING AND BRANCH AND BOUND	6+6
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P, NP NP- Complete and NP Hard Problems. Backtracking - N-Queen problem - Subset Sum Problem. Branch and Bound- LIFO Search and FIFO search - Assignment problem - Knapsack Problem - Approximation Algorithms for NP-Hard Problems - Travelling Salesman problem

List of Exercise/Experiments:

1. Write a program to implement sum of subset problem.
2. Write a program to solve N-Queen problem
3. Solve the assignment problem using branch and bound technique
4. Solve knapsack problem using branch and bound technique

TOTAL:60PERIODS

OUTCOMES:

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

CO1:Solve mathematically the efficiency of recursive and non-recursive algorithms

CO2: Design and Analyse the efficiency of divide and conquer and transform and conquer algorithmic techniques

CO3:Implement and analyse the problems using dynamic programming

CO4:Solve the problems using and greedy technique and iterative improvement technique for optimization

CO5:Compute the limitations of algorithmic power and solve the problems using backtracking and branch and bound technique.

TEXTBOOKS:

1. Anany Levitin, Introduction to the Design and Analysis of Algorithms, Third Edition, Pearson Education, 2012.

2. Ellis Horowitz, Sartaj Sahni and Sanguthevar Rajasekaran, Computer Algorithms/ C++, Second Edition, Universities Press, 2019.

REFERENCES:

1. Thomas H.Cormen, Charles E.Leiserson, Ronald L. Rivest and Clifford Stein, Introduction to Algorithms, Third Edition, PHI Learning Private Limited, 2012.
2. S. Sridhar, Design and Analysis of Algorithms, Oxford university press, 2014.
3. http://nptel.ac.in/
LIST OF EQUIPMENTS:
Standalone PC with C/C++/Java

22CS304	OPERATING SYSTEM (Common to CSE, IT, ADS and CSD)	L	T	P	C
		2	0	2	3
OBJECTIVES:					
<p>The Course will enable learners to:</p> <ul style="list-style-type: none"> • Explain the basic concepts of operating systems and process. • Discuss threads and analyse various CPU scheduling algorithms. • Describe the concept of process synchronization and deadlocks. • Analyse various memory management schemes. • Describe I/O management and file systems. 					
UNIT I	INTRODUCTION TO OPERATING SYSTEMS AND PROCESSES				6+6
<p>Introduction: Computer system organization - architecture - Resource management - Protection and Security - Virtualization - Operating System Structures: Services - User and Operating-System Interface - System Calls - System Services - Design and Implementation - Building and Booting an Operating System - Processes: Process Concept - Process Scheduling - Operations on Processes - Inter process Communication - IPC in Shared-Memory Systems - IPC in Message-Passing Systems</p>					
List of Exercise/Experiments:					
<ol style="list-style-type: none"> 1. Basic Unix file system commands such as ls, cd, mkdir, rmdir, cp, rm, mv, more, lpr, man, grep, sed, etc.. 2. Programs using Shell Programming. 3. Implementation of Unix System Calls. 4. Implementation of IPC using message queue <ol style="list-style-type: none"> a. Get the input data (integer value) from a process called sender b. Use Message Queue to transfer this data from sender to receiver process c. The receiver does the prime number checking on the received data d. Communicate the verified/status result from receiver to sender process, this status should be displayed in the Sender process. <p>Note: Simultaneously execute two or more processes. Don't do it as a single process</p>					
UNIT II	THREADS AND CPU SCHEDULING				6+6

Threads & Concurrency: Overview - Multicore Programming - Multithreading Models - Thread Libraries - Implicit Threading - Threading Issues - CPU Scheduling: Basic Concepts - Scheduling Criteria - Scheduling Algorithms - Thread Scheduling - Multi-Processor Scheduling - Real-Time CPU Scheduling

List of Exercise/Experiments:

1. Write a program to implement the following actions using pthreads
 - a. Create a thread in a program and called Parent thread, this parent thread creates another thread (Child thread) to print out the numbers from 1 to 20. The Parent thread waits till the child thread finishes
 - b. Create a thread in the main program, this program passes the 'count' as arguments to that thread function and this created thread function has to print your name 'count' times.
2. Write C programs to implement the various CPU Scheduling Algorithms.

UNIT III	PROCESS SYNCHRONISATION AND DEADLOCKS	6+6
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Process Synchronization: The critical-section problem - Peterson's Solution, Synchronization hardware, Mutex locks, Semaphores, monitors - Classic problems of synchronization: Bounded Buffer Problem - Reader's & Writer Problem, Dining Philosopher Problem. Deadlock: System model - Deadlock characterization, Methods for handling deadlocks - Deadlock prevention - Deadlock avoidance - Deadlock detection - Recovery from deadlock.

List of Exercise/Experiments:

1. Process Synchronization using Semaphores. A shared data has to be accessed by two categories of processes namely A and B. Satisfy the following constraints to access the data without any data loss.
 - a. When a process A1 is accessing the database another process of the same category is permitted.
 - b. When a process B1 is accessing the database neither process A1 nor another process B2 is permitted.
 - c. When a process A1 is accessing the database process B1 should not be allowed to access the database. Write appropriate code for both A and B satisfying all the above constraints using semaphores.

Note: The time-stamp for accessing is approximately 10 sec.
2. Bankers Algorithm for Deadlock Avoidance

UNIT IV	MEMORY MANAGEMENT	6+6
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Memory Management: Contiguous Memory Allocation - Paging - Structure of the Page Table - Swapping - Virtual Memory: Demand Paging - Copy-on write - Page Replacement - Allocation of frames - Thrashing - Memory Compression

List of Exercise/Experiments:

1. Analysis and Simulation of Memory Allocation and Management Techniques
 - i. First Fit ii. Best Fit iii. Worst Fit
2. Implementation of Page Replacement Techniques
 - i. FIFO ii. LRU iii. Optimal page replacement

UNIT V	STORAGE MANAGEMENT	6+6
Mass Storage Structure: Overview of Mass Storage Structure- HDD scheduling - Swap Space Management, I/O systems: I/O Hardware, Application I/O interface, Kernel I/O Subsystem, File System Interface: File Concept - Access Methods - Directory Structure - Protection, File-System Implementation: File-System Structure- File-System Operations - Directory Implementation - Allocation Methods - Free-Space Management, - Case Study-Linux List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Simulation of File Allocation Techniques <ol style="list-style-type: none"> i. Sequential ii. Linked list iii. indexed 2. Implementation of File Organization Strategies <ol style="list-style-type: none"> Single level directory ii. Two level directory iii. Hierarchical level directory 		
TOTAL: 60 PERIODS		
OUTCOMES: Upon completion of the course, the students will be able to: CO1: Implement the basic concepts of operating systems and process. CO2: Analyse various CPU scheduling algorithms and thread mechanism. CO3: Implement the concepts of process synchronization and deadlocks. CO4: Design various memory management schemes to given situation. CO5: Implement various I/O and file management techniques.		
TEXTBOOKS:		
1. Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, "Operating System Concepts II, 10th Edition, John Wiley and Sons Inc., 2018.		
2. Andrew S Tanenbaum, "Modern Operating Systems", Pearson, 5th Edition, 2022 New Delhi.		
REFERENCES:		
1. William Stallings, "Operating Systems: Internals and Design Principles", 7th Edition, Prentice Hall, 2018.		
2. Achyut S.Godbole, Atul Kahate, "Operating Systems , McGraw Hill Education, 2016.		
LIST OF EQUIPMENTS:		
Standalone desktops with C/C++/Java/Equivalent compiler.		

22CS311	APTITUDE AND CODING SKILLS – I (Common to All Branches)	L	T	P	C
		0	0	2	1
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Develop vocabulary for effective communication and reading skills. 					

- Build the logical reasoning and quantitative skills.
- Develop error correction and debugging skills in programming.

List of Exercises:

1. English – Phase I

Vocabulary: Synonyms, Antonyms, Grammar: Subject-Verb Agreement, Tenses and Articles, Prepositions and Conjunctions, Speech and Voices, Comprehension: Inferential and Literal Comprehension, Contextual Vocabulary, Comprehension ordering

2. Logical Reasoning – Phase I

Deductive Reasoning: Coding deductive logic, Directional sense, Blood relations, Objective Reasoning, Selection decision tables, Puzzles, Inductive reasoning: Coding pattern and Number series pattern recognition, Analogy and Classification pattern recognition, Abductive Reasoning: Logical word sequence, Data sufficiency

3. Quantitative Ability - Phase I

Basic Mathematics: Divisibility, HCF and LCM, Numbers, decimal fractions and power, Applied Mathematics: Profit and Loss, Simple and Compound Interest, Time, Speed and Distance, Engineering Mathematics: Logarithms, Permutation and Combinations, Probability

4. Automata Fix – Phase I

Logical, Compilation and Code reuse

TOTAL: 30 PERIODS

OUTCOMES:

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

CO1: Develop vocabulary for effective communication and reading skills.

CO2: Build the logical reasoning and quantitative skills.

CO3: Develop error correction and debugging skills in programming.

22GE311	PRODUCT DEVELOPMENT LAB – 3 (Design and Analysis Phase) (Common to All Branches)	L	T	P	C
		0	0	2	1

OBJECTIVES:

The Course will enable learners to:

- To provide an adequate understanding of project/product concepts and creative design process.
- Create a methodology to develop solutions to complex systems.

The students can form a team of 3 or 4 to work on the approved topic by the faculty in-charge. All approved product/process topics should have the following stages as listed under activities. The faculty in-charge conducts a periodic review to endorse the work process and during the review, the faculty shall provide suggestions/ideas to improvise the project towards completion. An interim report (consisting of literature, photographs, proof of the work done, etc..) for all listed activities should be submitted by the team during periodic review for evaluation. A final project report is required at the end of the semester for evaluation.

LIST OF ACTIVITIES:

1. Develop the design stage for a product from the concept.
 - Researching it in-depth.
 - Ideating possible solutions.
 - Selecting a promising solution.
 - Make a mock-up model
 - Comprehend the design features of the mock-up model.
2. Evaluate the pros-cons of the mock-up (& with the existing product).
3. Generate the Design for Manufacturing and Assembly (DFMA) process route for the product with necessary interdisciplinary collaborations.

TOTAL: 30 PERIODS**OUTCOMES:****Upon completion of the course, the students will be able to:**

CO1 Enhance their skills in design concepts, rules and procedures.

CO2 Develop their cognitive strategy to think, organize, learn and behave.

CO3 Demonstrate the ability to provide conceptual design strategies for a product.

CO4 Describe the procedure for designing a Mock-up model.

CO5 Recognize and apply appropriate interdisciplinary and integrative strategies for solving complex problems

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

S.No	Equipment Name	Quantity
1	CNC Router	1 No
2	3D Printer	1 No
3	3D Scanner	1 No
4	Laser cutting Machine	1 No
5	Centre lathe	2 Nos
6	Arc welding transformer with cables and holders	2 Nos
7	Plumbing tools	2 Sets
8	Carpentry tools	2 Sets
9	Multimeter	10 Nos
10	Drilling Machine	1 No
11	Solder Stations	5 Sets
12	Desoldering Machine	1 No
13	PCB Milling Machine	1 No
14	Variable Power Supply	1 No
15	Electronic Components like Resistors, Transistors, Diode, Inductor, Capacitor, etc.	10 Sets
16	Personal Desktop Computers	30 Nos
17	3D Modelling software – Creo/ AutoCAD/ etc.,	30 Licence

SEMESTER IV

22EC441	MICROCONTROLLERS AND EMBEDDED SYSTEMS	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Explain the Architecture of 8051 microcontroller • Explain the assembly language programming of 8051. • Demonstrate a microcontroller based system • Understand about PIC microcontroller • Be familiar with the basic components of embedded System. • Learn the architecture and programming of ARM processor. 					
UNIT I	MICROCONTROLLER				9
Architecture of 8051 - Special Function Registers(SFRs) - I/O Pins, Ports and Circuits -Instruction set - Addressing modes					
UNIT II	PROGRAMMING MICROCONTROLLER				9
Introduction to 8051 assembly language programming Data types & directives- Programs: addition, subtraction, multiplication, and division- Sum and Average of natural numbers - Programs: Logical AND, OR, EX-OR and NOT - Programs for					
Switching register banks -Programs for 1's Complement and 2's Complement - Programs for Nested loop.					
UNIT III	INTERFACING MICROCONTROLLER				9
Programming 8051 Timers - Serial Port Programming - Interrupts Programming - LCD & Keyboard Interfacing - ADC, DAC & Sensor Interfacing - Stepper Motor and Waveform generation - Introduction to PIC16X Microcontroller - Comparison of Microprocessor, Microcontroller, PIC microcontroller.					
UNIT IV	INTRODUCTION TO EMBEDDED SYSTEM				9
Embedded Systems Basics: Introduction to Embedded systems, Examples of embedded systems, Embedded system design process, Embedded System Hardware and Embedded System Software. ARM Processor Fundamentals: Registers, Current Program Status Register, Pipeline, Exceptions and Interrupts, Major applications of embedded systems					
UNIT V	ARM PROCESSOR AND EMBEDDED PROGRAMMING				9
ARM 7 Architecture, ARM Instruction Set: Data Processing Instructions, Programme Instructions, Software Interrupt Instructions, Program Status Register Instructions, Coprocessor Instructions. Components for embedded programs- Models of programs- Assembly, linking and loading.					
TOTAL:45 PERIODS					
OUTCOMES:					
Upon completion of the course, the students will be able to:					
CO1: Acquire knowledge on the architecture of 8051 Microcontroller					
CO2: Apply programming techniques in developing the assembly language program for microcontroller applications.					
CO3: Analyze various types of interfacing devices with other peripheral devices					
CO4: Design and construct Microcontroller based systems					
CO5: Acquire knowledge on basic components of embedded system					
CO6: Describe the architecture and programming of ARM processor					
TEXTBOOKS:					

<ol style="list-style-type: none"> 1. Mohamed Ali Mazidi, Janice Gillispie Mazidi, Rolin McKinlay, The 8051 Microcontroller and Embedded Systems: Using Assembly and C, 2nd Edition, Pearson Education, 2011. 2. Marilyn Wolf, Computers as Components, Principles of Embedded Computing System Design, Fourth Edition, Morgan Kaufmann Publisher (An imprint from Elsevier), 2016.
REFERENCES:
<ol style="list-style-type: none"> 1. Scott MacKenzie, Raphael Chung-Wei Phan, The 8051 Microcontroller, 4th Edition, Pearson Education, 2008. 2. Martin P Bates, Programming 8 - bit PIC Microcontroller in C with Interactive Hardware Simulation, Newnes, 2008 3. LylaB. Das, Embedded Systems: An Integrated Approach Pearson Education, 2013

22MA401	PROBABILITY AND STATISTICS (Common to CSE, IT, CSD, AD)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Provide the necessary basic concepts of random variables and to introduce some standard distributions. • Test the hypothesis for small and large samples. • Introduce the concepts of Analysis of Variances. • Understand the concept of statistical quality control. 					
UNIT I	LOGIC AND PROOFS	15			
Basic probability definitions- Independent events- Conditional probability (revisit) - Random variable - Discrete and continuous random variables - Moments - Moment generating functions - Binomial, Poisson, Geometric, Uniform, Exponential and Normal distributions. List of Exercise/Experiments using R Programming: <ol style="list-style-type: none"> 1. Finding conditional probability. Finding mean, variance and standard deviation. 					
UNIT II	TWO-DIMENSIONAL RANDOM VARIABLES	15			
Joint distributions - Marginal and conditional distributions - Covariance - Correlation and linear regression - Transformation of random variables. List of Exercise/Experiments using R Programming: <ol style="list-style-type: none"> 1. Finding marginal density functions for discrete random variables. 2. Calculating correlation and regression. 					
UNIT III	TESTING OF HYPOTHESIS	15			
Sampling distributions - Estimation of parameters - Statistical hypothesis - Large sample tests based on Normal distribution for single mean and difference of means - Tests based on t and F distributions for mean and variance - Chi-square test- Contingency table (test for independent) - Goodness of fit. List of Exercise/Experiments using R Programming: <ol style="list-style-type: none"> 1. Testing of hypothesis for given data using Z - test. 2. Testing of hypothesis for given data using t - test. 					

UNIT IV	DESIGN OF EXPERIMENTS	15
<p>One way and Two-way classifications - Completely randomized design - Randomized blockdesign - Latin square design.</p> <p>List of Exercise/Experiments R Programming:</p> <ol style="list-style-type: none"> 1. Perform one-way ANOVA test for the given data. 2. Perform two-way ANOVA test for the given data. 		
UNIT V	STATISTICAL QUALITY CONTROL	15
<p>Control charts for measurements (\bar{X} and R charts) - Control charts for attributes (p, c and npcharts) - Tolerance limits.</p> <p>List of Exercise/Experiments using R Programming:</p> <ol style="list-style-type: none"> 1. Interpret the results for \bar{X}-Chart for variable data. 2. Interpret the results for R-Chart for variable data. 		
TOTAL: 75 PERIODS		
OUTCOMES:		
<p>Upon completion of the course, the students will be able to:</p> <p>CO1: Calculate the statistical measures of standard distributions.</p>		
<p>CO2: Compute the correlation & regression for two dimensional random variables.</p>		
<p>CO3: Apply the concept of testing the hypothesis.</p>		
<p>CO4: Implement the concept of analysis of variance for various experimental designs.</p>		
<p>CO5: Demonstrate the control charts for variables and attributes.</p>		
TEXTBOOKS:		
<ol style="list-style-type: none"> 1. R.A. Johnson, I. Miller and J. Freund, "Miller and Freund's Probability and Statistics for Engineers", Pearson Education, Asia, 8th Edition, 2015. 		
<ol style="list-style-type: none"> 2. J.S. Milton and J.C. Arnold, "Introduction to Probability and Statistics", Tata McGrawHill, 4th Edition, 2017. 		
REFERENCES:		
<ol style="list-style-type: none"> 1. J.L. Devore, "Probability and Statistics for Engineering and the Sciences", Cengage Learning, New Delhi, 9th Edition, 2016. 2. S.M. Ross, "Introduction to Probability and Statistics for Engineers and Scientists", 6th Edition, Elsevier, 2020. 3. M.R. Spiegel, J. Schiller and R.A. Srinivasan, "Schaum's Outline of Theory and Problems of Probability and Statistics", Tata McGraw Hill Edition, 2004. 4. R.E.Walpole, R.H.Myers, S.L. Myers and K.Ye, "Probability and Statistics for Engineers and Scientists". Pearson Education, Asia, 9th Edition, 2012 		

22CS401	DISTRIBUTED AND CLOUD COMPUTING	L	T	P	C
		2	0	2	3
OBJECTIVES:					
<ul style="list-style-type: none"> ✓ To articulate the concepts and models underlying distributed computing ✓ To maintain consistency and perform efficient coordination in distributed systems through the use of logical clocks, global states, and snapshot recording algorithms. ✓ To learn different distributed mutual exclusion algorithms. ✓ To develop the ability to understand the cloud infrastructure and virtualization that help in the development of cloud. ✓ To explain the high-level automation and orchestration systems that manage the virtualized infrastructure. 					
UNIT I	INTRODUCTION	6 + 6			
<p>Definition - Relation to computer system components - Message-passing systems versus shared memory systems - Primitives for distributed communication - Synchronous versus asynchronous executions. A model of distributed computations: A distributed program - A model of distributed executions - Models of communication networks - Global state of a distributed system.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Implement a simple distributed program that communicates between two nodes using Java's RMI (Remote Method Invocation) API. 2. Develop a distributed program that uses Java's messaging API (JMS) to communicate between nodes. Explore the different messaging paradigms (pub/sub, point-to-point) and evaluate their performance and scalability. 3. Develop a model of a distributed program using Java's concurrency and synchronization primitives. 					
UNIT II	LOGICAL TIME, GLOBAL STATE, AND SNAPSHOT ALGORITHMS	6 + 6			
<p>Logical time - Scalar Time - Vector Time - Efficient implementations of vector clocks - Virtual Time. Global state and snapshot recording algorithms: System model - Snapshot algorithms for FIFO channels and non-FIFO channels.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Develop a program in Java that implements vector clocks to synchronize the order of events between nodes in a distributed system. 2. Implement a snapshot algorithm for recording the global state of the distributed system using vector clocks, for both FIFO and non-FIFO channels. Test the algorithm by recording snapshots at various points in the system's execution and analyzing the resulting global state. 					
UNIT III	DISTRIBUTED MUTUAL EXCLUSION ALGORITHMS	6 + 6			

Introduction - Lamport's algorithm - Ricart-Agrawala algorithm - Quorum-based mutual exclusion algorithms - Maekawa's algorithm - Suzuki-Kasami's broadcast algorithm.

List of Exercise/Experiments:

1. Implement Lamport's algorithm for mutual exclusion in a distributed system using Java's RMI API.
2. Develop a program in Java that implements Maekawa's algorithm for mutual exclusion in a distributed system.
3. Implement Suzuki-Kasami's broadcast algorithm in Java to achieve reliable message delivery in a distributed system.

UNIT IV	CLOUD INFRASTRUCTURE AND VIRTUALIZATION	6 + 6
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Data Center Infrastructure and Equipment - Virtual Machines - Containers - Virtual Networks - Virtual Storage.

List of Exercise/Experiments:

1. Set up a virtualized data center using a hypervisor like VMware or VirtualBox and create multiple virtual machines (VMs) on it. Configure the VMs with different operating systems, resources, and network configurations, and test their connectivity and performance.
2. Deploy a containerized application on a virtual machine using Docker or Kubernetes.

UNIT V	AUTOMATION AND ORCHESTRATION	6 + 6
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Automation - Orchestration: Automated Replication and Parallelism - The MapReduce Paradigm: The MapReduce Programming Paradigm - Splitting Input - Parallelism and Data size - Data access and Data Transmission - Apache Hadoop - Parts of Hadoop - HDFS Components - Block Replication and Fault Tolerance - HDFS and MapReduce - Microservices.

List of Exercise/Experiments:

1. Set up and configure a single-node Hadoop cluster.
2. Run the word count program in Hadoop.
3. Deploy a microservices architecture using a container orchestration tool like Kubernetes or Docker Swarm.

TOTAL: 60 PERIODS

OUTCOMES:

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

CO1: Articulate the main concepts and models underlying distributed computing.

CO2: Learn how to maintain consistency and perform efficient coordination in distributed systems through the use of logical clocks, global states, and snapshot recording algorithms.

CO3: Learn different distributed mutual exclusion algorithms

CO4: Develop the ability to understand the cloud infrastructure and virtualization that help in the development of cloud.

CO5: Explain the high-level automation and orchestration systems that manage the virtualized infrastructure.

TEXT BOOKS:

1. Ajay D. Kshemkalyani, Mukesh Singhal, "Distributed Computing: Principles, Algorithms, and Systems", Cambridge University Press, 2011. (Unit 1, 2, 3)
2. Douglass E. Comer, "The Cloud Computing Book: The future of computing explained", CRC Press, 2021. (Unit 4, 5)

REFERENCES:

1. Arshdeep Bahga, Vijay Madisetti, "Cloud Computing: A Hands-on Approach", Universities Press Private Limited, 2014.
2. Rajkumar Buyya, Christian Vecchiola, S. ThamaraiSelvi, "Mastering Cloud Computing", Tata Mcgraw Hill, 2017.
3. Kai Hwang, Geoffrey C. Fox, Jack G. Dongarra, "Distributed and Cloud Computing, From Parallel Processing to the Internet of Things", Morgan Kaufmann Publishers, 2012.
4. Hagit Attiya, Jennifer Welch, "Distributed Computing: Fundamentals, Simulations and Advanced Topics", John Wiley & Sons, Inc., 2004.

LIST OF EQUIPMENTS:

Java, VMWare/VirtualBox, Hadoop, AWS/GCP/Azure/Any cloud platform, Eclipse/Equivalent IDE.

22CS402	WEB DEVELOPMENT FRAMEWORKS	L	T	P	C
		3	0	2	4

OBJECTIVES:

The Course will enable learners to:

- Simplify website development using Spring boot as server-side technologies.
- Build single page applications using REACT as a reusable UI component technology as client-side technology.
- Assemble REACT as a front end technology and Node js as a server side technology to develop enterprise applications
- Develop a scalable and responsive web application
- Develop an industry ready application web enterprise feature

UNIT I	SPRING BOOT AND STRUTS	9+6
<p>Spring Boot: Introducing Spring Boot, getting started with springboot, Common springboot task-Managing configuration, creating custom properties,executing code on Springboot application startup,Database access with Spring data, Securing spring boot application.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Use Spring Boot to build a Web Application 2. Create REST Service for an Education Site 		
UNIT II	JAVA REACT	9+6
<p>React: Introduction to React, Pure React- The Virtual DOM, React Elements, React with JSX, Props, State, and the Component Tree, Enhancing Components- Flux.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Build Search filter in React 2. Display a list in React 3. Create Simple Login form in React 		
UNIT III	Node JS	9+6
<p>Node JS: Introduction to Node JS, Setting up Node.js, Node.js Modules- Finding and loading CommonJS and JSON modules using require, Hybrid CommonJS/Node.js/ES6 module scenarios, npm - the Node.js package management system.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Write a node.js program for making external http calls 2. Write a program in node.js to parse the given url. 		
UNIT IV	WEB FRAMEWORK (ANGULAR) – I	9+6
<p>Introduction- Angular First App, Angular UI with Bootstrap CSS Authentication, Authentication Service, Unsubscribe, Logout and Route Guard Cleanup, Customer Service ,Http Service, Token Interceptor, Multi Provider, Compile-time Configuration, Runtime Configuration, Error Handling.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Create a Dropdown using Angular UI bootstrap 2. Modify existing components and generating new components using Angular 		
UNIT V	WEB FRAMEWORK (ANGULAR) – II	9+6
<p>Dependency injection in Angular,Reactive programming in Angular, Laying out pages with Flex Layout, Implementing component communications, Change detection and component lifecycle.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1.Launching your app with Angular root module 		
TOTAL:75 PERIODS		
OUTCOMES:		
<p>Upon completion of the course, the students will be able to:</p> <p>CO1:Write Web API/RESTful API application programming interface to communicate with Spring boot as a serverside technology.</p> <p>CO2: Build single page applications using REACT as a reusable UI component technology as client side technology</p> <p>CO3: Build applications using Node Js as server side technologies</p> <p>CO4: Able to develop a web application using latest Angular Framework</p> <p>CO5: Apply various Angular features including directives, components, and services.</p>		
TEXTBOOKS:		

1. Somnath Musib, Spring Boot in Practice, Manning publication, June 2022 (<https://www.manning.com/books/spring-boot-in-practice>)
2. Alex Banks, Eve Porcello , Learning React, May 2017, O'Reilly Media, Inc. ISBN: 9781491954621 (<https://www.oreilly.com/library/view/learning-react/9781491954614/>)
3. David Herron , Node.js Web Development - Fourth Edition, 2018, Packt Publishing, ISBN: 9781788626859
4. Sukesh Marla, A Journey to Angular Development Paperback , BPB Publications. (https://in.bpbonline.com/products/a-journey-to-angular-development?_pos=1&_sid=0a0a0e9fb&_ss=r)
5. Yakov Fain Anton Moiseev, Angular Development with TypeScript, 2nd Edition. (<https://www.manning.com/books/angular-development-with-typescript-second-edition>)

REFERENCES:

1. Sue Spielman, The Struts Framework 1: A Practical guide for Java Programmers, 1st Edition. Elsevier 2002

LIST OF EQUIPMENTS:
VSCode, Angular JS, React JS, Node JS, Ruby, Django

22AM301	ARTIFICIAL INTELLIGENCE (Lab Integrated)	L	T	P	C
		3	0	2	4
OBJECTIVES:					
<ul style="list-style-type: none"> • To understand the various Intelligent agents and search strategies in AI. • To learn about different problem-solving strategies using heuristic function. • To learn about knowledge-based agents and first order logics. • To understand knowledge representation and planning. • To know about the expert system. 					
UNIT I	ARTIFICIAL INTELLIGENCE AND INTELLIGENT AGENTS	9+6			
Introduction to AI - Foundations of Artificial Intelligence - Intelligent Agents - Agents and Environments - Concept of rationality - Nature of environments - Structure of agents - Problem solving agents - Example Problems - Search Algorithms - Uninformed Search Strategies.					
Lab Programs:					
<ol style="list-style-type: none"> 1. Implement basic search strategies - 8-Puzzle, 8 - Queens problem. 2. Implement Breadth First Search & Depth first Search Algorithm 3. Implement Water Jug problem. 4. Solve Tic-Tac-Toe problem. 					
UNIT II	PROBLEM SOLVING	9+6			
Heuristic search strategies - heuristic functions- Game Playing - Mini-max Algorithm - Optimal decisions in games - Alpha-beta search -Monte-Carlo search for Games - Constraint satisfaction problems - Constraint propagation - Backtracking search for CSP - Local search for CSP - Structure of CSP					
Lab Programs:					
<ol style="list-style-type: none"> 1. Implement A* and memory bounded A* algorithms. 2. Implement Minimax algorithm & Alpha-Beta pruning for game playing. 3. Constraint Satisfaction Problem 4. Mini Project - Chess. Sudoku. 					

UNIT III	LOGICAL AGENTS	9+ 6
<p>Knowledge-based agents - Logic - Propositional logic - Propositional theorem proving – Propositional model checking - Agents based on propositional logic First-Order Logic - Syntax and semantics - Using First-Order Logic - Knowledge representation and engineering - Inferences in first-order logic - Propositional Vs First-Order Inference - Unification and First-Order Inference - Forward chaining - Backward chaining - Resolution.</p> <p>Lab Programs:</p> <ol style="list-style-type: none"> 1. Implement Unification algorithm for the given logic. 2. Implement forward chaining and backward chaining using Python. 		
UNIT IV	KNOWLEDGE REPRESENTATION AND PLANNING	9+ 6
<p>Ontological engineering - Categories and objects - Events - Mental objects and modal logic - Reasoning systems for categories - Reasoning with default information Classical planning - Algorithms for classical planning - Heuristics for planning - Hierarchical planning - non-deterministic domains - Time, schedule, and resources - Analysis</p> <p>Lab Programs:</p> <ol style="list-style-type: none"> 1. Implementation of object detection. 2. Implement classical planning algorithms. 		
UNIT V	LEARNING AND EXPERT SYSTEMS	9+ 6
<p>Forms of Learning - Developing Machine Learning systems - Statistical Learning - Deep Learning: Simple feed-forward network - Neural Networks - Reinforcement Learning: Learning from rewards - Passive and active Reinforcement learning. Expert Systems: Functions - Main structure - if-then rules for representing knowledge – developing the shell - Dealing with uncertainty</p> <p>Lab Programs:</p> <ol style="list-style-type: none"> 1. Develop an Expert system. 2. Mini-Project - Develop Machine Learning based classification Models. 		
TOTAL: 45+30 = 75 PERIODS		
<p>OUTCOMES: At the end of this course, the students will be able to: CO1: Illustrate the structure of agents and to implement various Intelligent agents. CO2: Apply search strategies in problem solving and game playing using heuristic function. CO3: Implement logical agents and first-order logic problems. CO4: Apply problem-solving strategies with knowledge representation mechanism for solving hard problems. CO5: Demonstrate the basics of expert systems and to develop models using machine learning techniques.</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Peter Norvig and Stuart Russel, Artificial Intelligence: A Modern Approach, Pearson, 4th Edition, 2020. 4. Bratko, Prolog: Programming for Artificial Intelligence, Fourth edition, Addison-Wesley Educational Publishers Inc., 2011. 		

REFERENCES:

1. Elaine Rich, Kevin Knight and B.Nair, Artificial Intelligence 3rd Edition, McGraw Hill, 2017.
2. Melanie Mitchell, Artificial Intelligence: A Guide for Thinking Humans. Series: Pelican Books, 2020
3. Ernest Friedman-Hill, Jess in Action, Rule-Based Systems in Java, Manning Publications, 2003
4. Nils J. Nilsson, The Quest for Artificial Intelligence, Cambridge University Press, 2009.
5. Dan W. Patterson, Introduction to Artificial Intelligence and Expert Systems, 1st Edition by Patterson, Pearson, India, 2015.
6. NPTEL Courses:
 - a. An Introduction to Artificial Intelligence - https://onlinecourses.nptel.ac.in/noc23_cs05/preview
 - b. Artificial Intelligence: Knowledge Representation And Reasoning - https://onlinecourses.nptel.ac.in/noc23_cs09/preview



22GE411	PRODUCT DEVELOPMENT LAB - 4 (Prototype Phase) (Common to All Branches)	L	T	P	C
		0	0	2	1

OBJECTIVES:

The Course will enable learners to:

- Analyze the real-time problems in product development from an engineering perspective.
- Implement the DFMA process route to make and assemble the product.
- Test and qualify the product or a system with acquired knowledge.
- Identify the business opportunities for the developed product or process.

The student batch of PDD Lab 3 shall continue their product/ process design work under the guidance of the faculty incharge. All batches should cover the following stages of prototyping work as listed under activities. The faculty incharge shall conduct periodic reviews to endorse the work progress and during the review, the faculty shall provide suggestions/ideas to improvise the project towards completion. An interim report (consisting of BoM, Stages of Prototyping, photographs, proof of work done, etc..) for all listed activities should be submitted by the team during periodic review for evaluation. A final project report is required at the end of the semester and the evaluation is based on an oral presentation in front of the examiner panel constituted by the Head of the Department.

LIST OF ACTIVITIES:

1. Develop Engineering BoM for the approved industrial Mock-up from Phase III. Transform the Engineering BoM to develop a Prototype.
2. Devise / Plan an economically efficient manufacturing process to make the Prototype and testing.
3. Deliberation of the Product / Process outcome – Phase IV. Preparation and submission of a project report.

TOTAL: 30 PERIODS

OUTCOMES:

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

- CO1 Identify the real-time problems through literature.
 CO 2 Develop feasible solutions for the problems.
 CO 3 Evaluate the methods to develop solutions to the problem.
 CO 4 Analyze the business opportunities for a new product.
 CO 5 Prepare a detailed report for the experimental dissemination.

LIST OF EQUIPMENT FOR A BATCH OF 30 STUDENTS:

S.No	Equipment Name	Quantity
1	CNC Router	1 No
2	3D Printer	1 No

3	3D Scanner	1 No
4	Laser cutting Machine	1 No
5	Centre lathe	2 Nos
6	Arc welding transformer with cables and holders	2 Nos
7	Plumbing tools	2 Sets
8	Carpentry tools	2 Sets
9	Multimeter	10 Nos
10	Drilling Machine	1 No
11	Solder Stations	5 Sets
12	Desoldering Machine	1 No
13	PCB Milling Machine	1 No
14	Variable Power Supply	1 No
15	Electronic Components like Resistors, Transistors, Diode, Inductor, Capacitor, etc.	10 Sets
16	Personal Desktop Computers	30 Nos
17	Numerical Simulation Tools	30 Licence
18	Test bench: Mech: Digital Micrometre/ Vernier/ Bore gauge/ etc EEE : (Based on the electrical components) ECE : (Based on the electronic components)	5 Nos

22CS411	APTITUDE AND CODING SKILLS – II (Common to All Branches)	L	T	P	C
		0	0	2	1
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Develop advanced vocabulary for effective communication and reading skills. • Build an enhanced level of logical reasoning and quantitative skills. • To develop error correction and debugging skills in programming. • To apply data structures and algorithms in problem solving. 					
List of Exercises:					
1. English – Phase II					
Vocabulary: Synonyms, Antonyms, Grammar: Subject-Verb Agreement, Tenses and Articles, Prepositions and Conjunctions, Speech and Voices, Comprehension: Inferential and Literal Comprehension, Contextual Vocabulary, Comprehension ordering					

<p>2. Logical Reasoning – Phase II Deductive Reasoning: Coding deductive logic, Directional sense, Blood relations, Objective Reasoning, Selection decision tables, Puzzles, Inductive reasoning: Coding pattern and Number series pattern recognition, Analogy and Classification pattern recognition, Abductive Reasoning: Logical word sequence, Data sufficiency</p> <p>3. Quantitative Ability - Phase II Basic Mathematics: Divisibility, HCF and LCM, Numbers, decimal fractions and power, Applied Mathematics: Profit and Loss, Simple and Compound Interest, Time, Speed and Distance, Engineering Mathematics: Logarithms, Permutation and Combinations, Probability</p> <p>4. Automata Fix – Phase II Logical, Compilation and Code reuse</p> <p>5. Automata -Phase II Data Structure Concepts: Array and Matrices, Linked list, String processing and manipulation, Stack/Queue, Sorting and Searching Advanced Design and Analysis Techniques: Greedy Algorithms, Minimum Spanning Trees, String Matching, Divide and Conquer, Computational Geometry</p>
TOTAL: 30 PERIODS

OUTCOMES:
Upon completion of the course, the students will be able to:
CO1: Develop advanced vocabulary for effective communication and reading skills.
CO2: Build an enhanced level of logical reasoning and quantitative skills.
CO3: Develop error correction and debugging skills in programming.
CO4: Apply data structures and algorithms in problem solving.

22CS412	MINI PROJECT AND DESIGN THINKING LAB	L	T	P	C
		0	0	2	1
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> Introducing students to design thinking that enhances innovation activities in terms of value creation and sustainability in problem solving. Strengthen students' individual and collaborative capabilities to identify problems/ needs, develop sound hypotheses, collect, and analyze appropriate data, develop prototypes to collect meaningful feedback in a real-world environment. 					
LIST OF EXERCISES:					
<p>UNIT 1</p> <p>Introduction: Design thinking overview- Design Process - Principles of Design Thinking -Problems Best suited for Design Thinking - Visualization tool - Case Study: Problem Identification (6)</p>					
<p>UNIT 2</p> <p>Empathize - Information Gathering - Analysis - Story Telling tool- Innovation- Ideation</p>					

Finding and Evaluating Ideas Mind Mapping Tool

Case Study: Analysing the Identified Problem. (6)

UNIT 3

Designing Prototypes - Tasks in Prototyping -Understanding Different Prototypes-
Developing different prototypes -Demonstration -Prototyping Tools

Case Study: Prototyping the solution. (6)

UNIT 4

Testing and Evaluation - Testing Prototypes - Evaluation - Improving solution -
Strategic Opportunities -**Case Study:** Evaluating the solution. (6)

UNIT 5

Applications: HealthCare and Science - Education- Transportation - Finance -
Technology. (6)

TOTAL: 30 PERIODS

OUTCOMES:

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

CO1: Understand the design thinking process and able to visualize the problem.

CO2: Analyse the problem using innovation tools

CO3: Design a prototype for an identified problem solution

CO4: Testing and evaluate strategies in improving the solution

CO5: Apply the innovation ideas to real-world applications.

**ELECTIVE VERTICALS
CYBER SECURITY**

22CS901	ETHICAL HACKING	L	T	P	C
		2	0	2	3
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> • Understand Information Security, Cyber threats, attacks, web security. • Know about different modes of hacking tools and phases of penetration tests and Methodologies. • Gain the knowledge of the use and availability of tools to support an ethical hack. • Gain the knowledge of interpreting the results of a controlled attack. 					
UNIT I	FUNDAMENTALS OF ETHICAL HACKING	6+6			
<p>Overview of Cyber threats - Data and Network Security Attacks - Threats: MAC spoofing - Access control Network protocol and services-Hacking terms - Ethical Hacking overview -Modes of Ethical Hacking - Ethics and Legality.</p> <p>Indicative List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Setup a honey pot and monitor the honey pot on network 2. Write a script or code to demonstrate SQL injection attacks 3. Write a code to demonstrate DoS attacks 					
UNIT II	HACKING METHODOLOGY RECONNAISSANCE	6+6			
<p>Foot printing: Reconnaissance - Footprinting theory - Penetration test - Phases of Penetration test - Methods of Footprinting - Network Information gathering process - Terminologies of Foot printing -Footprinting through search engine directives - Whois tool -NetCraft - Extract Information from DNS - Foot printing from Email servers - Shodan - Dig - MetaGooFil - Social Engineering.</p> <p>Indicative List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Performing footprinting using Google Hacking, website information, information about an archived website, to extract contents of a website, to trace any received email, to fetch DNS information. 2. Create a social networking website login page using phishing techniques 					
UNIT III	SCANNING AND ENUMERATION	6+6			
<p>Scanning: Concept of Nmap ---Port scanning with Nmap - Subnet - Scanning IPs with Nmap Pings and Ping sweeps - Port - Three way handshake - NmapSyn scanning - Nmap TCP Scan - Nmap UDP Scan Bypass of IPS and IDS - Nmap Script Engine Enumeration: Service Fingerprinting - Vulnerability Scanners - Basic Banner Grabbing - Common Network services - SMTP - DNS - RPCBIND Enumeration - SMB - NetBIOS</p> <p>Indicative List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Implement Passive scanning, active scanning, session hijacking, cookies extraction using Burp suit tool 2. Use port scanning. network scanning tools,IDS tool, sniffing tool and generate reports. 					
UNIT IV	SYSTEM AND NETWORK VULNERABILITY	6+6			

Metasploit - Penetration testing with framework Metasploit - Scan services to identify vulnerabilities - Scan FTP services - Scan HTTP services - Exploitation - Post exploitation techniques - Meterpreter - Rootkit - Backdoor - Password hashes - Privilege Escalation - Scanning vulnerable services with Nessus

Indicative List of Exercise/Experiments:

1. Penetration Testing using Metasploit and metasploitable
2. Creating a simple keylogger in python
3. Creating a virus
4. Creating a trojan.
5. Install rootkits and study variety of options

UNIT V	SOFTWARE VULNERABILITY (OWASP 10)
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	6+6
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Fundamentals of OWASP Zed Attack Proxy (ZAP) - Web app vulnerability scan - Code Injection Attacks - Broken Authentication - Sensitive Data Exposure - XML External Entities - Broken Access Control - Security misconfiguration - Website per testing - Cross Site Scripting (XSS) - Insecure Deserialization - Using Components with known vulnerabilities - Insufficient logging and monitoring.

Indicative List of Exercise/Experiments:

1. Install jcrypt tool (or any other equivalent) and demonstrate Asymmetric, Symmetric Crypto algorithm, Hash and Digital/PKI signatures studied in theory Network Security And Management
2. Hacking a website by Remote File Inclusion
3. Disguise as Google Bot to view hidden content of a website
4. To use Kaspersky for Lifetime without Patch

TOTAL: 60PERIODS

OUTCOMES:

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

CO1: Understand the basics of information security, threats and its attacks

CO2: Understand the fundamentals of ethical hacking with the hacking methodologies

CO3: Analyze the phases of the penetration test with the methods

CO4: Understand the vulnerabilities and use the frameworks to identify vulnerabilities by service scan

CO5: Understand the web security issues with the fundamentals of OWASP

TEXTBOOKS:

1. McClure, S., Scambray, J. and Kurtz, G., 2012. Hacking Exposed Network Security Secrets and Solutions. New York: McGraw-Hill.

2. Engebretson, P., 2013. The Basics Of Hacking And Penetration Testing. Amsterdam: Syngress, an imprint of Elsevier.

REFERENCES:

1. Zaid Sabih, Learn Ethical Hacking from Scratch, 2018, PACKT publishing, ISBN: 978-1-78862-205-9

2. Harsh Bothra, Hacking be a hacker with ethics, Khanna Publishing, 2016, ISBN: 978-03-86173-05-8

LIST OF SOFTWARE:

1. Metasploit Framework (MSF)
2. WireShar
3. Nmap
4. John the Ripper
5. Burp suite or OWASP ZAP
6. Kali Linux

22CS902	SOCIAL NETWORK SECURITY	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Learn the Concepts of Social Network Security • Understand the methods of Social Network Anonymization • Learn the techniques for security and privacy in social networks • Learn the security challenges in social networks • Explore the Tools to learn about the social network security implementation 					
UNIT I	INTRODUCTION TO SOCIAL NETWORK SECURITY	6+6			
Introduction - Social Networking Applications - Social media Websites - Social Network Representation -Building Social Authority -Privacy and Information sharing - Controlling Application privacy - Cybercrime - Information Leakage - False information - Content Management in Social Networks List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Explore a Social network analysis tools to learn about the users and networks 2. Learn a program / tool to illustrate information leakage 					
UNIT II	SOCIAL NETWORK ANONYMIZATION	6+6			
Social Networks - Privacy in Social Networks - Social Network Representation - Social Network Analysis - Data Anonymization - Challenges in Anonymization - Privacy preservation - Social Network Anonymization Factors - Anonymization Algorithms - Link Anonymization techniques -Background Knowledge Attacks - Anonymity in Modern Social Networks List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Experiment a link anonymization technique 2. Explore ARX anonymization tool 					
UNIT III	ANALYZING AND SECURING SOCIAL NETWORKS	6+6			

Supporting Technologies - Aspects of Analyzing and Securing Social Networks - Techniques and Tools for Social Network Analytics - Social Network Analytics and Privacy Considerations - Access Control and Inference for Social Networks - Social Media Integration and Analytics Systems - Social Media Application Systems - Secure Social Media Systems - Secure Social Media Directions.

List of Exercise/Experiments:

1. Implement a program for network access control to illustrate malware attacks
2. Create a simple social network application to show authentication mechanisms
3. Create an application for the following scenario: Social networking users are presented with two apparently similar emails or websites. They must first identify the differences between them and then decide which one is a scam attempting to steal their information or money.

UNIT IV	SECURITY CHALLENGES IN SOCIAL NETWORKS	6+6
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Identity manipulation - Threats from third party applications - Trust in Social Networking Sites - Viruses, Phishing Attacks and Malwares-Tracking users - Privacy of Data - Identity Federation Challenges -Social media threats - Location disclosure – Spoofing - Profile cloning - Fake product sale - Cyber bullying - Prevention Strategies

List of Exercise/Experiments:

1. Implement a program in python to estimate trust of social network users group
2. Write a SQL injection program in python/JAVA to handle session hijacking
3. Create an application using any social network platform to demonstrate profile cloning concept.

UNIT V	SOCIAL NETWORK SECURITY TOOLS	6+6
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Analysis Tools for Social Media - AutoMap - Gephi - ORA Lite - ORA Pro - Wolfram Alpha - Social Media Data Collection -Blog Trackers -Crowd Tangle - MalTego - Pulse - SCRAAWL - Fact and Image Trackers - Google Fact Check Tools - Bot Mitigation - BotSlayer - Social Cyber Security

List of Exercise/Experiments:

1. Perform fact checking of social networking content using google fact checking tools
2. Explore a tool that helps protect websites from bot traffic and bot attacks.
3. Create a fake news tracker program to collect, detect and help visualize fake news data from any social network

TOTAL:60PERIODS

OUTCOMES:

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

- CO1:**Develop security applications of social networks.
- CO2:** Implement data anonymization techniques
- CO3:** Analyze and secure social networks
- CO4:** Handle security challenges in social networks
- CO5:** Develop security tools for social networks
- CO6:** Create newer social networking applications

TEXTBOOKS:

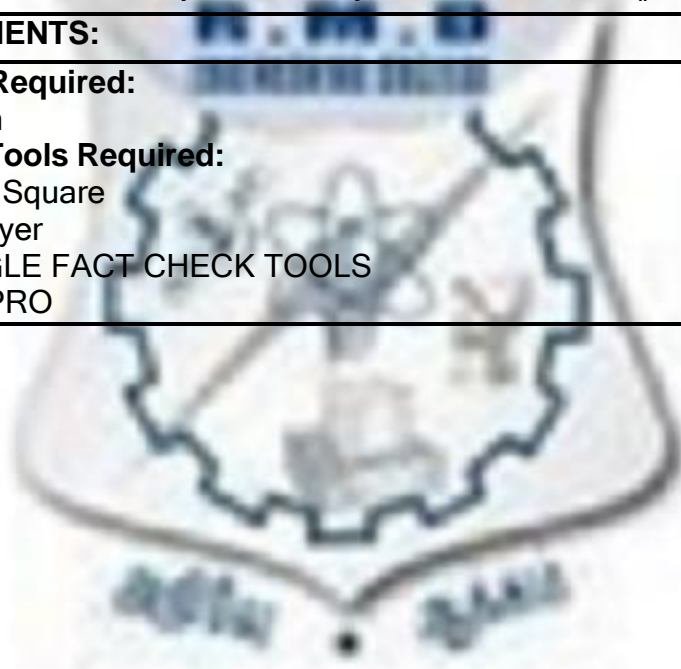
1. Brij B. Gupta, Somya Ranjan Sahoo, "Online Social Networks Security- Principles, Algorithm, Applications, and Perspectives", First Edition, 2021.
2. Bhavani Thuraisingham, SatyenAbrol, Raymond Heatherly, Murat Kantarcioglu, Vaibhav Khadilkar, Latifur Khan, "Analyzing and Securing Social Networks", First Edition, 2020.
3. B. K. Tripathy, Kiran Baktha, "Security, Privacy, and Anonymization in Social Networks: Emerging Research and Opportunities", IGI Global Publication, 2019.
4. Michael Cross, "Social Media Security, Leveraging Social Networking While Mitigating Risk", Elsevier Publication, First Edition, 2013.

REFERENCES:

1. El-Sayed M. El-Alfy ; Mohamed Eltoweissy ;Errin W. Fulp ; Wojciech Mazurczyk, "Nature-Inspired Cyber Security and Resiliency: Fundamentals, Techniques and Applications", IET Publication, 2019.
2. <https://sites.google.com/view/social-cybersec/tools?pli=1>
3. Yaniv Altshuler, "Security and Privacy in Social Networks", Springer , 2013.

LIST OF EQUIPMENTS:

1. **Software Required:**
Python
2. **Software Tools Required:**
Shield Square
BotSlayer
GOOGLE FACT CHECK TOOLS
ORA-PRO



CLOUD COMPUTING

22CS907	CLOUD FOUNDATIONS	L	T	P	C
		2	0	2	3
OBJECTIVES: <ul style="list-style-type: none"> ✓ To describe the different ways a user can interact with Cloud. ✓ To discover the different compute options in Cloud and implement a variety of structured and unstructured storage models. ✓ To confer the different application managed service options in the cloud and outline how security in the cloud is administered in Cloud. ✓ To demonstrate how to build secure networks in the cloud and identify cloud automation and management tools. ✓ To determine a variety of managed big data services in the cloud. 					
UNIT I	INTRODUCTION TO CLOUD				6+6
Cloud Computing - Cloud Versus Traditional Architecture - IaaS, PaaS, and SaaS - Cloud Architecture - The GCP Console - Understanding projects - Billing in GCP - Install and configure Cloud SDK - Use Cloud Shell - APIs - Cloud Console Mobile App.					
List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Install and configure cloud SDK. 2. Connect to computing resources hosted on Cloud via Cloud Shell. 					
UNIT II	COMPUTE AND STORAGE				6+6
Compute options in the cloud - Exploring IaaS with Compute Engine - Configuring elastic apps with autoscaling - Exploring PaaS - Event driven programs - Containerizing and orchestrating apps - Storage options in the cloud - Structured and unstructured storage in the cloud - Unstructured storage using Cloud Storage - SQL managed services - NoSQL managed services.					
List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Create virtual machine instances of various machine types using the Cloud Console and the command line. Connect an NGINX web server to your virtual machine. 2. Create a small App Engine application that displays a short message. 3. Create, deploy, and test a cloud function using the Cloud Shell command line. 4. Deploy a containerized application. 5. Create a storage bucket, upload objects to it, create folders and subfolders in it, and make objects publicly accessible using the Cloud command line. 					
UNIT III	APIs AND SECURITY IN THE CLOUD				6+6
The purpose of APIs - API Services - Managed message services - Introduction to security in the cloud - The shared security model - Encryption options - Authentication					

and authorization with Cloud IAM - Identify Best Practices for Authorization using Cloud IAM.

List of Exercise/Experiments:

1. Deploy a sample API with any of the API service.
2. Publish messages with managed message service using the Python client library.
3. Create two users. Assign a role to a second user and remove assigned roles associated with Cloud IAM. Explore how granting and revoking permissions works from Cloud Project Owner and Viewer roles.

UNIT IV	NETWORKING, AUTOMATION AND MANGAEMENT TOOLS	6+6
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Introduction to networking in the cloud - Defining a Virtual Private Cloud - Public and private IP address basics - Cloud network architecture - Routes and firewall rules in the cloud - Multiple VPC networks - Building hybrid clouds using VPNs - Different options for load balancing - Introduction to Infrastructure as Code - Terraform - Monitoring and management tools.

List of Exercise/Experiments:

1. Create several VPC networks and VM instances and test connectivity across networks.
2. Create two nginx web servers and control external HTTP access to the web servers using tagged firewall rules.
3. Configure a HTTP Load Balancer with global backends. Stress test the Load Balancer and denylist the stress test IP.
4. Create two managed instance groups in the same region. Then, configure and test an Internal Load Balancer with the instances groups as the backends.
5. Monitor a Compute Engine virtual machine (VM) instance with Cloud Monitoring by creating uptime check, alerting policy, dashboard and chart.

UNIT V	BIG DATA AND MACHINE LEARNING SERVICES	6+6
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Introduction to big data managed services in the cloud - Leverage big data operations - Build Extract, Transform, and Load pipelines - Enterprise Data Warehouse Services - Introduction to machine learning in the cloud - Building bespoke machine learning models with AI Platform - Pre-trained machine learning APIs.

List of Exercise/Experiments:

1. Create a cluster, run a simple Apache Spark job in the cluster, then modify the number of workers in the cluster.
2. Create a streaming pipeline using one of the cloud service.
3. Set up your Python development environment, get the relevant SDK for Python, and run an example pipeline using the Cloud Console.
4. Use cloud-based data preparation tool to manipulate a dataset. Import datasets, correct mismatched data, transform data, and join data.

5. Utilize a cloud-based data processing and analysis tool for data exploration and use a machine learning platform to train and deploy a custom TensorFlow Regressor model for predicting customer lifetime value.
TOTAL: 60 PERIODS
<p>OUTCOMES:</p> <p>At the end of this course, the students will be able to:</p> <p>CO1: Describe the different ways a user can interact with Cloud.</p> <p>CO2: Discover the different compute options in Cloud and implement a variety of structured and unstructured storage models.</p> <p>CO3: Discuss the different application managed service options in the cloud and outline how security in the cloud is administered in Cloud.</p> <p>CO4: Demonstrate how to build secure networks in the cloud and identify cloud automation and management tools.</p> <p>CO5: Discover a variety of managed big data services in the cloud.</p>
<p>REFERENCES:</p> <p>5. https://cloud.google.com/docs</p> <p>6. https://www.cloudskillsboost.google/paths/36</p> <p>7. https://nptel.ac.in/courses/106105223</p> <p>8. Anthony J. Sequeira, AWS Certified Cloud Practitioner (CLF-C01) Cert Guide, First Edition, Pearson Education, 2020.</p> <p>9. AWS Documentation (amazon.com)</p> <p>10. AWS Skill Builder</p> <p>11. AWS Academy Cloud Foundations Course - https://www.awsacademy.com/vforcesite/LMS_Login</p>
<p>LIST OF EQUIPMENTS:</p> <p>GCP / CloudSkillBoost Platform/AWS Console /AWS Academy Learner Lab.</p>

22CS908	CLOUD ARCHITECTING	L	T	P	C
		2	0	2	3
<p>OBJECTIVES:</p> <p>The Course will enable learners:</p> <ul style="list-style-type: none"> To make architectural decisions based on AWS architectural principles and best practices. To describe the features and benefits of Amazon EC2 instances, and compare and contrast managed and unmanaged database services. To create a secure and scalable AWS network environment with VPC, and configure IAM for improved security and efficiency. To use AWS services to make infrastructure scalable, reliable, and highly 					

available.

- To use AWS managed services to enable greater flexibility and resiliency in an infrastructure.

UNIT I	INTRODUCING CLOUD ARCHITECTING AND STORAGE LAYER	6+6
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Cloud architecting - The AWS Well-Architected Framework - AWS global infrastructure - Amazon S3 - Amazon S3 Versioning - Storing data in Amazon S3 - Moving data to and from Amazon S3 - Amazon S3 Transfer Acceleration - Choosing Regions for your architecture.

List of Exercise/Experiments:

1. Creating a Static Website for the Café.
2. Configure an S3 bucket to automatically encrypt all uploaded objects.
3. Set up a cross-region replication configuration for an S3 bucket.

UNIT II	COMPUTE LAYER AND DATABASE LAYER	6+6
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Adding compute with Amazon EC2 - Choosing an Amazon Machine Image (AMI) to launch an Amazon EC2 instance - Selecting an Amazon EC2 instance type - Using user data to configure an EC2 instance - Adding storage to an Amazon EC2 instance - Amazon EC2 pricing options - Amazon EC2 considerations - Database layer considerations - Amazon Relational Database Service (Amazon RDS) - Amazon DynamoDB - Database security controls - Migrating data into AWS databases.

List of Exercise/Experiments:

1. Creating a Dynamic Website for the Café.
2. Creating an Amazon RDS database.
3. Migrating a Database to Amazon RDS.
4. Create a web application that stores data in a managed database using EC2 instances and Amazon RDS.

UNIT III	CREATING AND CONNECTING NETWORKS	6+6
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Creating an AWS networking environment - Connecting your AWS networking environment to the internet - Securing your AWS networking environment - Connecting your remote network with AWS Site-to-Site VPN - Connecting your remote network with AWS Direct Connect - Connecting virtual private clouds (VPCs) in AWS with VPC peering - Scaling your VPC network with AWS Transit Gateway - AWS Transit Gateway - Connecting your VPC to supported AWS services. Securing User and Application Access: Account users and AWS Identity and Access Management (IAM) - Organizing users - Federating users - Multiple accounts.

List of Exercise/Experiments:

1. Creating a Virtual Private Cloud.
2. Creating a VPC Networking Environment for the Café.
3. Creating a VPC Peering Connection.

4. Configure a VPC with subnets, an internet gateway, route tables, and a security group, and connect an on-premises network to the VPC.

UNIT IV	RESILIENT CLOUD ARCHITECTURE	6+6
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Scaling your compute resources - Scaling your databases - Designing an environment that's highly available - Monitoring - Reasons to automate - Automating your infrastructure - Automating deployments - AWS Elastic Beanstalk - Overview of caching - Edge caching - Caching web sessions - Caching databases.

List of Exercise/Experiments:

1. Controlling Account Access by Using IAM.
2. Creating Scaling Policies for Amazon EC2 Auto Scaling.
3. Creating a Highly Available Web Application.
4. Creating a Scalable and Highly Available Environment for the Café.
5. Streaming Dynamic Content Using Amazon CloudFront.

UNIT V	BUILDING DECOUPLED ARCHITECTURES, MICROSERVICES AND SERVERLESS ARCHITECTURE	6+6
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Decoupling your architecture - Decoupling with Amazon Simple Queue Service (Amazon SQS) - Decoupling with Amazon Simple Notification Service (Amazon SNS) - Sending messages between cloud applications and on-premises with Amazon MQ. Introducing microservices - Building microservice applications with AWS container services - Introducing serverless architectures - Building serverless architectures with AWS Lambda - Extending serverless architectures with Amazon API Gateway - Orchestrating microservices with AWS Step Functions - Disaster planning strategies - Disaster recover patterns.

List of Exercise/Experiments:

1. Breaking a Monolithic Node.js Application into Microservices.
2. Implementing a Serverless Architecture on AWS.
3. Implementing a Serverless Architecture for the Café.
4. Creating an AWS Lambda Function and explore using AWS Lambda with Amazon S3.

TOTAL: 60 PERIODS

OUTCOMES:

Upon Completion of this course, the students will be able to:

- CO1:** Make architectural decisions based on AWS architectural principles and best practices
- CO2:** Describe the features and benefits of Amazon EC2 instances, and compare and contrast managed and unmanaged database services.
- CO3:** Create a secure and scalable AWS network environment with VPC, and configure IAM for improved security and efficiency.
- CO4:** Use AWS services to make infrastructure scalable, reliable, and highly available
- CO5:** Use AWS managed services to enable greater flexibility and resiliency in an infrastructure

REFERENCES:

<ol style="list-style-type: none"> 1. AWS Certified Solutions Architect Official Study Guide by Joe Baron, Hisham Baz, Tim Bixler 2. Architecting the Cloud by Michael Kavis. 3. AWS Documentation (amazon.com) 4. AWS Skill Builder 5. AWS Academy Cloud Architecting Course - https://www.awsacademy.com/vforcesite/LMS_Login
LIST OF EQUIPMENTS: AWS Console Account/AWS Academy Learner Lab.

FULL STACK DEVELOPMENT

22CS913	UI/UX DESIGN	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners: <ul style="list-style-type: none"> • Explain the principles of User Interface (UI) in order to do design with intention. • Define the User eXperience (UX) and the psychology behind user decision making. • Discuss about UX process and user Psychology. • Apply technology for designing web applications with multimedia effects. • Create a wireframe and prototype. 					
UNIT I	INTRODUCTION TO UI				6+6
Introduction to UI - Designing Behaviour: Designing with Intention - Conditioning and Addiction - Timing Matters - Gamification - Social/Viral Structure-Trust - Hidden versus Visible. Basic Visual Design Principles: Visual Weight - Contrast - Depth and Size - Color-Layout: Page Framework - Footers - Navigation -Images, and Headlines - Forms - Input Types - Labels and Instructions - Primary and Secondary Buttons - Adaptive and Responsive Design - Touch versus Mouse. List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Design UI for a Game website. 2. Design one-page UI for a website. 					
UNIT II	USER OBSERVATION AND EXPERIENCE				6+6
User Research - Subjective Research - Objective Research - Sample size - Three Basic Types of Questions. Observe a user: Watch How They Choose - Interviews - Surveys - Card Sorting - Creating User Profiles - Bad profile - Useful profile. List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Design UI for a mobile. 2. Explore the Look and Feel of the new Project developed in Ex1. 					
UNIT III	INTRODUCTION TO UX				6+6
Introduction about UX - Five Main Ingredients of UX - Three 'Whats' of user Perspective - Pyramid of UX Impact - UX Is a Process - UX - Not an Event or Task. Behaviour Basics: Psychology versus Culture - User Psychology - Experience - Conscious vs Subconscious Experience - Emotions - Gain and Loss - Motivations. List of Exercise/Experiments:					

<ol style="list-style-type: none"> 1. Design a mascot for an imaginary brand. 2. Create a Sample Pattern Library for a product (Mood board, Fonts, Colors based on UI principles). 		
UNIT IV	WEB INTERFACE DESIGN	6+6
<p>Designing Web Interfaces - Drag and Drop, Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow - Using Motion for UX - Design Pattern: Z-Pattern - F-Pattern - Visual Hierarchy - Lookup patterns - Feedback patterns.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Design a mock-up website for a service sector company. 2. Create a brainstorming feature for proposed product. 		
UNIT V	WIREFRAMING, PROTOTYPING AND TESTING	6+6
<p>Sketching Principles - Sketching Red Routes - Responsive Design - Wireframing - Creating Wire flows - Building a Prototype - Building High-Fidelity Mock-ups - Designing Efficiently with Tools - Interaction Patterns - Conducting Usability Tests - Other Evaluative User Research Methods - Synthesizing Test Findings - Prototype Iteration</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Sketch, design with popular tool and build a prototype and perform usability testing and identify improvements. 2. Design a mobile mock-up website for an online store. 		
TOTAL: 60 PERIODS		
<p>OUTCOMES:</p> <p>At the end of this course, the students will be able to:</p> <p>CO1: Understand the principles of User Interface (UI) Design in order to design with intention</p> <p>CO2: Learn the effective User eXperience (UX) and the psychology behind user decision making.</p> <p>CO3: Understand the importance of UX process and user Psychology.</p> <p>CO4: Elucidate the implications for designing web application with multimedia effects.</p> <p>CO5: Create Wireframe and Prototype.</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Joel Marsh, "UX for Beginners", O'Reilly Media, Inc., 1st Edition 2015. 2. Xia Jiajia, "UI UX Design", O'Reilly, Artpower International, 2016. 3. Jenifer Tidwell, Charles Brewer, Aynne Valencia, "Designing Interface" 3rd Edition, O'Reilly 2020 		
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Jenifer Tidwell, Charles Brewer, Aynne Valencia, "Designing Interface" 3rd Edition, O'Reilly 2020. 2. Steve Schoger, Adam Wathan "Refactoring UI", 2018. 3. https://www.uxai.design/#:~:text=for%20designers.for%20AI%20products%20and%20services. 		
<p>SOFTWARE REQUIREMENTS:</p> <p>Javascript, Applets, Equivalent Frontend tools, MySQL, Figma or equivalent.</p>		

22CS914	MERN FULL STACK DEVELOPMENT	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Design applications using Node .JS • Create architecture involving Express and GraphQL • Develop applications using mongoDB • Apply the concepts of React Components and State • Build web applications using React Router, Forms and Bootstrap 					
UNIT I	INTRODUCTION TO MERN and NODE JS				12
Introduction - MERN Components - Node JS: Introduction to Node JS, Setting up Node.js, Node.js Modules - HTTP Servers and Clients - Request Handling - Database connectivity - Data Storage and Retrieval - Dynamic Client/Server Interaction with Socket.IO List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Create your own modules and return Current date and time. 2. Create the HTTP server using createServer() method that listens to server ports and gives a response back to the client. 					
UNIT II	EXPRESS				12
Express - Routing - Request Matching - Route parameters - Route Lookup - Handler Function - Request Object - Response Object - Middleware - REST API - GraphQL - About API - List API - List API Integration - Custom Scalar Types - Create API Integration - Query Variables - Input Validations - Displaying Errors List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Create an application using Express.js to print Hello world on the Homepage. 2. Build a Simple Node.js/Express server that handles GET and POST request and returns data in JSON format. 					
UNIT III	MongoDB				12
MongoDB Basics - CRUD Operations - NODE.js driver - Schema Initialization - Reading from MongoDB - Writing to MongoDB - UI Server - Multiple Environments - Proxy-based Architecture - ESLint - ESLint for Front End - React PropTypes - Back End Modules - Front End Modules and Webpack - Transform and bundle - Libraries Bundle - Module Replacement - Debugging - Define plugin - Product Optimization. List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Build an application to perform Basic CRUD operation in MongoDB using Node/Express. 2. Building the MongoDB database for the My To-do List app. 					
UNIT IV	REACT COMPONENTS AND STATE				12
React Components- Issue Tracker - React Classes - Composing Components - Passing Data - Dynamic Composition - React State - Hooks - Event handling - Stateless Components - Designing Components. List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Write a program to create a simple calculator Application using React JS 					

2. Build a simple React application that displays the list of items and allows the user to add new items to the list.		
UNIT V	REACT ROUTER, FORMS AND BOOTSTRAP	12
React Router - Simple Routing - Route Parameters - Query Parameters - Links - Programmatic Navigation - Nested Routes - React Forms - Controlled Components - Specialized Input Components - Update API - Delete API - React Bootstrap - Buttons - Navigation - Panels - Tables - Forms - Grid - Inline Forms - Horizontal Forms - Validation Alerts - Toasts - Modals.		
List of Exercise/Experiments:		
<ol style="list-style-type: none"> 1. Create a Simple Login form using React JS. 2. Build an application for E-Commerce platform. 3. Build a full-stack MERN app that allows the user to register, login, and create a list of items that are stored in a MongoDB database. The app should also display the list of items using React components. 		
TOTAL: 60 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
<ul style="list-style-type: none"> • Develop applications using Node .js • Handle queries using GraphQL with Express server • Create applications based on mongoDB CRUD operations • Learn about dynamic composition and event handling • Implement React Forms and Bootstrap 		
TEXT BOOKS:		
<ol style="list-style-type: none"> 1. Vasan Subramanian, Pro MERN Stack - Full stack web app development, 2nd Edition, Apress, 2019 (Unit 2 to 5) 2. David Herron , Node.js Web Development - Fourth Edition, Packt Publishing, 2018. (Unit 1) 		
REFERENCES:		
<ol style="list-style-type: none"> 1. Adam Freeman, Essential TypeScript, Apress, 2019. 2. Shama Hoque, Full-Stack React Projects, 2nd edition, Apress, 2022 3. Karl Seguin, The Little MongoDB Book, https://github.com/karlseguin/the-little-mongodb-book. 4. https://aws.amazon.com/education/awsseduate/ 5. http://packaging.ubuntu.com/html/packaging-new-software.html 6. https://www.tutorialspoint.com/nodejs/nodejs_express_framework.htm 		
LIST OF EQUIPMENTS:		
Node, Express, MongoDB, React		

DATA SCIENCE

22CS936	DATA SCIENCE USING PYTHON	L	T	P	C	
		2	0	2	3	
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • To learn the fundamentals of Data Science. • To experiment and implement python libraries for data science Learn the tools and packages in Python for Data Science. • To apply and implement basic classification algorithms • To apply clustering and outlier detection approaches. • To present and interpret data using visualization libraries in Python 						
UNIT I	INTRODUCTION					6+ 6
Data Science: Benefits and uses - facets of data - Data Science Process: Overview - Defining research goals - Retrieving data - data preparation - Exploratory Data analysis - build the model - presenting findings and building applications - Data Mining - Data Warehousing - Basic statistical descriptions of Data.						
List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Download, install and explore the features of R/Python for data analytics <ul style="list-style-type: none"> • Installing Anaconda • Basic Operations in Jupiter Notebook • Basic Data Handling 						
UNIT II	PYTHON LIBRARIES FOR DATA SCIENCE					6+ 6
Introduction to Numpy - Multidimensional Ndarrays - Indexing - Properties - Constants - Data Visualization: Narray Creation - Matplotlib - Introduction to Pandas - Series - Dataframes - Visualizing the Data in Dataframes - Pandas Objects - Data Indexing and Selection - Handling missing data - Hierarchical indexing - Combining datasets - Aggregation and Grouping - Joins- Pivot Tables - String operations - Working with time series - High performance Pandas.						
List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Working with Numpy arrays - Creation of numpy array using the tuple, Determine the size, shape and dimension of the array, Manipulation with array Attributes, Creation of Sub array, Perform the reshaping of the array along the row vector and column vector, Create Two arrays and perform the concatenation among the arrays. 2. Working with Pandas data frames - Series, DataFrame , and Index, Implement the Data Selection Operations, Data indexing operations like: loc, iloc, and ix, operations of handling the missing data like None, Nan, Manipulate on the operation of Null Vaues (is null(), not null(), dropna(), fillna()). 3. Perform the Statistics operation for the data (the sum, product, median, minimum and maximum, quantiles, arg min, arg max etc.). 4. Use any data set compute the mean ,standard deviation, Percentile. 						

UNIT III	CLASSIFICATION	6+ 6
<p>Basic Concepts - Decision Tree Induction - Bayes Classification Methods - Rule-Based Classification - Model Evaluation and Selection. Bayesian Belief Networks - Classification by Backpropagation - Support Vector</p>		
<p>Machines - Associative Classification - K-Nearest-Neighbor Classifiers - Fuzzy Set Approaches - Multiclass Classification - Semi-Supervised Classification.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Apply Decision Tree algorithms on any data set. 2. Apply SVM on any data set 3. Implement K-Nearest-Neighbor Classifiers 		
UNIT IV	CLUSTERING AND OUTLIER DETECTION	6+ 6
<p>Cluster Analysis - Partitioning Methods - Evaluation of Clusters - Probabilistic Model-Based Clustering - Outliers and Outlier Analysis - Outlier Detection Methods - Statistical Approaches - Clustering and Classification-Based Approaches.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Apply K-means algorithms for any data set. 2. Perform Outlier Analysis on any data set. 		
UNIT V	DATA VISUALIZATION	6+ 6
<p>Importing Matplotlib - Simple line plots - Simple scatter plots - visualizing errors - density and contour plots - Histograms - legends - colors - subplots - text and annotation - customization - three dimensional plotting - Geographic Data with Basemap - Visualization with Seaborn.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Basic plots using Matplotlib. 2. Implementation of Scatter Plot. 3. Construction of Histogram, bar plot, Subplots, Line Plots. 4. Implement the three dimensional potting. 5. Visualize a dataset with Seaborn. 		
TOTAL:30+30 = 60 PERIODS		
OUTCOMES:		
<p>At the end of this course, the students will be able to:</p> <p>CO1: Explain the fundamentals of data science CO2: Experiment python libraries for data science CO3: Apply and implement basic classification algorithms CO4: Implement clustering and outlier detection approaches CO5: Present and interpret data using visualization tools in Python</p>		
TEXT BOOKS:		
<ol style="list-style-type: none"> 1. David Cielen, Arno D. B. Meysman, and Mohamed Ali, "Introducing Data Science", Manning Publications, 2016. (Unit 1) 		
<ol style="list-style-type: none"> 2. Ashwin Pajankar, Aditya Joshi, Hands-on Machine Learning with Python: Implement Neural Network Solutions with Scikit-learn and PyTorch, Apress, 2022. 		
<ol style="list-style-type: none"> 3. Jake VanderPlas, "Python Data Science Handbook - Essential tools for working with data", O'Reilly, 2017. 		
REFERENCES:		
<ol style="list-style-type: none"> 1. Roger D. Peng, R Programming for Data Science, Lulu.com, 2016 		

2. Jiawei Han, Micheline Kamber, Jian Pei, "Data Mining: Concepts and Techniques", 3rd Edition, Morgan Kaufmann, 2012.
3. Samir Madhavan, Mastering Python for Data Science, Packt Publishing, 2015
4. Laura Igual, Santi Seguí, "Introduction to Data Science: A Python Approach to Concepts,
5. Techniques and Applications", 1st Edition, Springer, 2017
6. Peter Bruce, Andrew Bruce, "Practical Statistics for Data Scientists: 50 Essential
7. Concepts", 3rd Edition, O'Reilly, 2017
8. Hector Guerrero, "Excel Data Analysis: Modelling and Simulation", Springer International Publishing, 2nd Edition, 2019
9. NPTEL Courses:
a. Data Science for Engineers - https://onlinecourses.nptel.ac.in/noc23_cs17/preview
b. Python for Data Science - https://onlinecourses.nptel.ac.in/noc23_cs21/preview

22AM902	DATA EXPLORATION, FEATURE ENGINEERING AND VISUALIZATION	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> To outline an overview of exploratory data analysis and phases involved in data analytics To understand the basics of feature engineering on different types of data. To experiment the data visualization To describe the methods of time series analysis To explain the basics of tree and hierarchical representation of big data 					
UNIT I	EXPLORATORY DATA ANALYSIS	6+6			
EDA fundamentals - Understanding data science - Significance of EDA - Making sense of data - Comparing EDA with classical and Bayesian analysis - Software tools for EDA. Visual Aids For EDA- Data transformation techniques-merging database, reshaping and pivoting, Transformation techniques -Descriptive Statistics-types of kurtosis, quartiles, Grouping Datasets-data aggregation, group wise transformation.					
List of Exercise/Experiments <ol style="list-style-type: none"> Install the following Data Mining and data Analysis tool: Weka, KNIME, Tableau Public. Perform exploratory data analysis (EDA) on with datasets like email data set. Export all your emails as a dataset, import them inside a pandas data frame, visualize them and get different insights from the data. 					
UNIT II	FEATURE ENGINEERING	6+6			
Text Data - Visual Data - Feature-based Time-Series Analysis - Data Streams - Feature Selection and Evaluation.					
List of Exercise/Experiments <ol style="list-style-type: none"> Implement document embeddings for fake news identification. Implement feature based representations of time series Implement feature selection algorithm for data streams 					
UNIT III	VISUALIZING DATA	6+6			

The Seven Stages of Visualizing Data, Processing-load and displaying data – functions, sketching and scripting, Mapping-Location, Data, two sided data ranges, smooth interpolation of values over time - Visualization of numeric data and non numeric data.

List of Exercise/Experiments

1. Perform text mining on a set of documents and visualize the most important words in a visualization such as word cloud.
2. Perform Data Analysis and representation on a Map using various Map data sets with Mouse Rollover effect, user interaction, etc..
3. Build cartographic visualization for multiple datasets involving various countries of the world; states and districts in India etc.

UNIT IV	TIME SERIES ANALYSIS
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	6+6
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Overview of time series analysis-showing data as an area, drawing tabs, handling mouse input, Connections and Correlations – Preprocessing-introducing regular expression, sophisticated sorting, Scatterplot Maps-deployment issues.

List of Exercise/Experiments

1. Perform Time Series Analysis with datasets like Open Power System Data.
2. Build a time-series model on a given dataset and evaluate its accuracy.

UNIT V	TREES, HIERARCHIES, AND RECURSION
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	6+6
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Treemaps - treemap library, directory structure, maintaining context, file item, folder item, Networks and Graphs-approaching network problems-advanced graph example, Acquiring data, Parsing data.

List of Exercise/Experiments

1. Use a case study on a data set and apply the various visualization techniques and present an analysis report.
2. Mini-Project:- Create a Dashboard for a dataset with a visualization tool.

TOTAL: 30+30 = 60 PERIODS

OUTCOMES:

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

- CO1: Explain the overview of exploratory data analysis and phases involved in data analytics.
- CO2: Understand the basics of feature engineering on different types of data.
- CO3: Apply the visualization techniques in data.
- CO4: Describe the methods of time series analysis.
- CO5: Represent the data in tree and hierarchical formats.

TEXTBOOKS:

1. Suresh Kumar Mukhiya and Usman Ahmed, "Hands-on Exploratory Data Analysis with Python", Packt Publishing, First Edition, March 2020.
2. Guozhu Dong, Huan Liu, "Feature Engineering for Machine Learning and Data Analytics", First Publication, CRC Press, First edition, 2018.
3. Ben Fry, "Visualizing Data", O'reilly Publications, First Edition, 2007.

REFERENCES:

1. Danyel Fisher & Miriah Meyer, "Making Data Visual: A Practical Guide To Using Visualization For Insight", O'reilly publications, 2018.
2. Claus O. Wilke, "Fundamentals of Data Visualization", O'reilly publications, 2019.
3. EMC Education Services, "Data Science and Big data analytics: Discovering, Analyzing, Visualizing and Presenting Data", Wiley Publishers, 2015.
4. Tamara Munzner, "Visualization Analysis and Design", A K Peters/CRC Press; 1st edition, 2014.
5. Matthew O. Ward, Georges Grinstein, Daniel Keim, "Interactive Data Visualization: Foundations, Techniques, and Applications", 2nd Edition, CRC press, 2015.
LIST OF EQUIPMENTS:
1. Systems with Python/R, Tableau Public / PowerBI

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

22CS942	SOFT COMPUTING	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Learn the basic concepts of Soft Computing. • Understand artificial neural networks. • Explain fuzzy systems. • Explain Genetic Algorithms. • Discuss the various Hybrid algorithms and various Swarm Intelligence algorithms. 					
UNIT I	INTRODUCTION	6+6			
Neural Networks - Application Scope of Neural Networks - Fuzzy Logic - Genetic Algorithm - Hybrid Systems - Soft Computing - Artificial Neural Network - Evolution of Neural Networks - Basic Models of ANN - Weights - Bias - Threshold - Learning Rate - Momentum Factor - Vigilance Parameter- McCulloch-Pitts Neuron - Linear Separability - Hebb Network.					
List of Exercise/Experiments <ol style="list-style-type: none"> 1. Write a program to implement Hebb's rule. 2. Implement McCulloch-Pitts model using Simple Neural Network. 					
UNIT II	ARTIFICIAL NEURAL NETWORKS	6+6			
Perceptron Networks - Adaptive Linear Neuron - Multiple Adaptive Linear Neurons - Back-Propagation Network - Radial Basis Function Network - Pattern Association - Auto associative and Hetero associative Memory Networks - Bidirectional Associative Memory (BAM) - Hopfield Networks - Fixed Weight Competitive Nets - Kohonen Self-Organizing Feature Maps.					
List of Exercise/Experiments <ol style="list-style-type: none"> 1. Implement Kohonen self-Organizing feature maps 2. Write a program for solving linearly separable problem using Perceptron Model 					
UNIT III	FUZZY SYSTEMS	6+6			

Fuzzy Logic - Classical Sets (Crisp Sets) - Fuzzy Sets - Fuzzy Relation - Features of the Membership Functions - Fuzzification - Methods of Membership Value Assignments - Defuzzification - Lambda-Cuts for Fuzzy Sets (Alpha-Cuts) - Lambda-Cuts for Fuzzy Relations - Defuzzification Methods - Fuzzy Reasoning - Fuzzy Inference Systems.

List of Exercise/Experiments

1. Implement Union, Intersection, Complement and Difference operations on fuzzy sets. Also create fuzzy relation by Cartesian product of any two fuzzy sets and perform max-min composition on any two fuzzy relations.
2. Implementation of fuzzy relations (Max-Min Composition)

UNIT IV	GENETIC ALGORITHMS	6+6
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Biological Background - Traditional Optimization and Search Techniques- Genetic Algorithm and Search Space- - Simple GA - General Genetic Algorithm - Operators - Stopping Condition - Constraints - Problem Solving - The Schema Theorem- Classification - Holland Classifier Systems- Genetic Programming - Advantages and Limitations- Applications.

List of Exercise/Experiments

1. Implement travelling salesperson problem (tsp) using genetic algorithms.
2. Implement two classes city and fitness using genetic algorithm.

UNIT V	HYBRID SOFT COMPUTING AND SWARM INTELLIGENCE ALGORITHMS	6+6
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Neuro-Fuzzy Hybrid Systems - Genetic Neuro-Hybrid Systems - Genetic Fuzzy Hybrid and Fuzzy Genetic Hybrid Systems - Simplified Fuzzy ARTMAP - Swarm Intelligence Algorithms - Ant Colony Optimization - Artificial Bee Colony - Particle Swarm Optimization - Firefly Algorithm.

List of Exercise/Experiments

1. To design and implement fuzzy logic for a washing machine system.
2. Case study on hybrid system. To study the designing of Neuro-Fuzzy Systems

Mini Project:

1. Apply Swarm Intelligence Algorithms for any one of the following applications:
 - a. Disease diagnosis
 - b. Image Processing
 - c. Business Intelligence
 - d. Cyber Security etc.
2. Case study on Hybrid Systems.
3. To study the designing of Neuro Fuzzy systems.
4. To design and implement fuzzy logic for a washing machine system.

TOTAL: 30+30 = 60 PERIODS

OUTCOMES:

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

- CO1:** Understand the basic concepts of Soft Computing
- CO2:** Artificial neural networks and its applications.
- CO3:** Fuzzy logic and its applications.
- CO4:** Solving problems using Genetic algorithms.
- CO5:** Applications of Soft computing to solve problems in varieties of application domains.

TEXTBOOKS:

1. S. N. Sivanandam , S. N. Deepa, "Principles of Soft Computing", Wiley India Pvt. Ltd.,

2nd Edition, 2019.
2. Adam Slovik, "Swarm Intelligence Algorithms: Modification and Applications", Taylor & Francis, First Edition, 2020.
REFERENCES:
1. Jyh-Shing Roger Jang, Chuen-Tsai Sun, Eiji Mizutani, Neuro-Fuzzy and Soft Computing, Prentice-Hall of India, 2002.
2. Kwang H. Lee, First course on Fuzzy Theory and Applications, Springer, 2005.
3. N.P. Padhy, S. P. Simon, "Soft Computing with MATLAB Programming", Oxford University Press, 2015.
4. S. Rajasekaran, G. A. Vijayalakshmi Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithm, Synthesis and Applications ", PHI Learning Pvt. Ltd., 2017.
5. NPTEL Courses: a. Introduction To Soft Computing - https://onlinecourses.nptel.ac.in/noc23_cs40/preview

22CS943	OPTIMIZATION METHODS IN MACHINE LEARNING	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> Understand the basics of different Sub modular functions and Associated Polyhedra. Discuss Sub modularity and its Applications. Analyze the various methods of Non-Smooth Convex Optimizations. Analyze the various Separable Optimization Problems. Discuss the various Sub modular minimization methods and optimizations. 					
UNIT I	INTRODUCTION				6+6
Introduction - Definition - Submodularity - Associated Polyhedra - Polymatroids - Lovasz Extension - Definition - Greedy Algorithm - Links between submodularity and convexity. Properties of Associated Polyhedra: Support functions - Facial Structure - Positive and Symmetric submodular Polyhedra List of Lab Experiments: <ol style="list-style-type: none"> Implement various Matrix Operations. Solve polyhedral optimization problems using simplex method. Implement Minimum Cost Path Greedy algorithm. 					
UNIT II	SUBMODULARITY				6+6
Convex and Concave closures of set functions - Structured Sparsity - Convex Relaxation of Combinatorial Penalty - l_q relaxations of submodular penalties - Shaping level sets - Examples and Applications of Submodularity - Cardinality based functions - Cut functions - Set Covers - Flows - Entropies - Spectral functions of submatrices - Best Subset Selection - Matroids. List of Lab Experiments: <ol style="list-style-type: none"> Implement Applications of Submodularity in Machine Learning. <ul style="list-style-type: none"> Algorithmic game theory. P-time solvable problems 					
UNIT III	NON-SMOOTH CONVEX OPTIMIZATION				6+6

Projected Subgradient descent - Ellipsoid Method - Kelly's Method - Analytic Centre Cutting planes - Mirror descent/conditional gradient - Bundle and Simplicial Methods - Proximal Methods - Simplex algorithm for Linear Programming - Active Set Method for Quadratic Programming - Active Set Algorithms for Least-squares Problems.

List of Lab Experiments:

1. Implementation ellipsoid method for minimizing convex functions.
2. Implementation of set algorithms for least-squares problems.

UNIT IV	SEPARABLE OPTIMIZATION PROBLEMS	6+6
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Analysis: Optimality conditions for base polyhedral - Equivalence with submodular function Minimization - Quadratic Optimization Problems - Separable problems on other polyhedra. Algorithms: Divide-and Conquer algorithm for proximal problems - Iterative algorithms - Exact minimization-Approximate minimization.

List of Lab Experiments:

1. Solve Quadratic Optimization Problems.
2. Implementation Divide-and Conquer algorithm for proximal problems.

UNIT V	SUBMODULAR MINIMIZATION AND OPTIMIZATION	6+6
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Minimizers of Submodular Functions - Combinatorial Algorithms - Minimizing Symmetric posimodular functions - Ellipsoid method - Simplex method for Submodular function minimization - Analytic centre cutting planes -Minimum norm point algorithm - Approximate minimization through convex optimization - Special Structure. Maximization with cardinality constraints - Submodular function minimization.

List of Lab Experiments:

1. Implementation Simplex method for solving Submodular functions.
2. Implementation of Minimum norm point algorithm for solving Submodular functions.

TOTAL: 30+30 = 60 PERIODS

OUTCOMES:

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

CO1: Understand the basics of different Submodular functions and Associated Polyhedra.

CO2: Discuss Submodularity and its Applications.

CO3: Analyze the various methods of Non-Smooth Convex Optimizations.

CO4: Analyze the various Separable Optimization Problems.

CO5: Discuss the various Submodular minimization methods and optimizations.

TEXT BOOKS:

1. Francis Bach, "Learning with Submodular Functions: A Convex Optimization Perspective", Foundations and Trends in Machine Learning, Now Publishers Inc., 2013.

REFERENCES:

1. A. Beck, "First-Order Methods in Optimization", MOS-SIAM Series on Optimization, 2017.
2. S. Bubeck, "Convex Optimization: Algorithms and Complexity, Foundations and Trends in Optimization", 2015.
3. Stephen Boyd, Lieven Vandenberghe, Convex Optimization, Cambridge University Press, Seventh Edition, 2009.
4. Suvrit Sra, Sebastian Nowozin, and Stephen J. Wright, Optimization for Machine Learning, The MIT Press, 2012.

EMERGING TECHNOLOGIES

22CS921	INDUSTRIAL IoT	L	T	P	C	
		2	0	2	3	
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> • Introduce how IoT has become a game changer in the new economy where the customers are looking for integrated value. • Get insights over architecture and protocols of IIoT • Know the various sensors and interfacing used in IIoT. • Bring the IoT perspective in thinking and building solutions. 						
UNIT I	INTRODUCTION					6+6
<p>Introduction to IOT, What is IIOT? IOT Vs. IIOT, History of IIOT, Components of IIOT - Sensors, Interface, Networks, People Process, Hype cycle, IOT Market, Trends, future Real life examples, Key terms - IOT Platform, Interfaces, API, clouds, Data Management Analytics, Mining Manipulation, Thinking about Prototyping - Costs versus ease of prototyping, prototyping and Production, open source versus Closed Source, Role of IIOT in Manufacturing Processes, Use of IIOT in plant maintenance practices, Sustainability through Business excellence tools Challenges, Benefits in implementing IIOT</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Familiarization with Arduino/Raspberry Pi and perform necessary software installation. 2. To interface LED/Buzzer with Arduino/Raspberry Pi and write a program to turn ON LED for 1sec after every 2seconds. 						
UNIT II	ARCHITECTURE AND PROTOCOLS					6+6
<p>Overview of IOT components; Various Architectures of IOT and IIOT, Advantages &disadvantages, Industrial Internet - Reference Architecture; IIOT System components: Sensors, Gateways, Routers, Modem, Cloud brokers, servers and its integration, WSN, WSN network design for IOT; Need for protocols, Wi-Fi, Zigbee, Bacnet, IIOT protocols -COAP, MQTT, 6LoWPAN, LWM2M, AMPQ</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. To interface Push button/Digital sensor (IR/LDR) with Arduino/Raspberry Pi and write a program to turn ON LED when push button is pressed or at sensor detection. 2. To interface DHT11 sensor with Arduino/Raspberry Pi and write a program to print temperature and humidity readings. 3. To interface Bluetooth with Arduino/Raspberry Pi and write a program to send sensor data to smart phone using Bluetooth. 4. Write a program on Arduino/Raspberry Pi to upload and retrieve temperature and humidity data to ThingSpeak cloud. 						
UNIT III	SENSORS AND INTERFACING					6+6

Introduction to sensors, Transducers, Classification, Roles of sensors in IIOT , Various types of sensors , Design of sensors, sensor architecture, special requirements for IIOT sensors, Role of actuators, types of actuators. Hardwire the sensors with different protocols such as HART, MODBUS-Serial,Parallel, Ethernet, BACNet , Current, M2M, Prototyping online Components – Getting Started with an API, Writing a New API, Real Time Reactions.

List of Exercise/Experiments:

1. Write a program to create TCP server on Arduino/Raspberry Pi and respond with humidity data to TCP client when requested.
2. Write a program to create UDP server on Arduino/Raspberry Pi and respond with humidity data to UDP client when requested.

UNIT IV | CLOUD, SECURITY AND GOVERNANCE

6+6

IIOT cloud platforms: Overview of cots cloud platforms, predix, thingworks, azure,. Data analytics, cloud services, Business models: Saas, Paas, Iaas; Introduction to web security, Conventional web technology and relationship with IIOT, Vulnerabilities of IoT, IoT security tomography and layered attacker model, Identity establishment, Access control, Message integrity; Management aspects of cyber security.

List of Exercise/Experiments:

1. To install MySQL database on Raspberry Pi and perform basic SQL queries.
2. Write a program on Arduino/Raspberry Pi to publish and subscribe temperature data to MQTT broker.

UNIT V | IOT ANALYTICS AND APPLICATIONS

6+6

IOT Analytics : Role of Analytics in IOT, Data visualization Techniques, Statistical Methods; IOT Applications : Smart Metering, e-Health Body Area Networks, City Automation, Automotive Applications, Plant Automation, Real life examples of IIOT in Manufacturing Sector.

List of Exercise/Experiments:

1. Mini Project – Home Automation, Vehicle Tracking, Agriculture Applications, Healthcare applications

TOTAL: 60 PERIODS

OUTCOMES:

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

CO1:Describe IOT, IIOT

CO2:Understand various IoT Layers and their relative importance

CO3:Interpret the requirements of IIOT sensors and understand the role of actuators.

CO4:Study various IoT platforms and Security

CO5:Design various applications using IIOT in manufacturing sector and realize the importance of Data Analytics in IoT

TEXTBOOKS:

1. Daniel Minoli, Building the Internet of Things with IPv6 and MIPv6: The Evolving World of M2M Communications, 1st Edition, Wiley Publications, 2013
2. Dieter Uckelmann , Mark Harrison, Florian Michahelles, Architecting the Internet of Things, Springer-Verlag Berlin Heidelberg 2011 Industry 4.0: The Industrial Internet of Things

REFERENCES:

1. Arshdeep Bahga, Vijay Madiseti, "Internet of Things - A hands-on approach", Universities Press, 2015.
2. David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Rob Barton, Jerome Henry, "IoT Fundamentals: Networking Technologies, Protocols and Use Cases for Internet of Things", CISCO Press, 2017.
3. Sudip Misra, Anandarup Mukherjee, Arjit Roy, "Introduction to IoT", Cambridge University Press, 2021.
4. HakimaChaouchi, The Internet of Things Connecting Objects to the Web Willy Publications.
5. Olivier Hersent, David Boswarthick, Omar Elloumi, The Internet of Things: Key Applications and Protocols, 2nd Edition, Wiley Publications
6. https://onlinecourses.nptel.ac.in/noc20_cs69/preview

LIST OF EQUIPMENTS:

1. Arduino Uno With USB Cable
2. Bread Board (GL-840)
3. LED (3 Color Each-5)
4. Resistor (10Ω,10KΩ)
5. Hookup Wire
6. RGB LED
7. Push Button
8. IR-Sensor
9. Buzzer
10. Piezo Sensor
11. Potentiometer (10KΩ)
12. Temperature Sensor
13. Bluetooth Module
14. 7 Segment Display
15. DC Toy Motor
16. Ultrasonic Sensor
17. WiFi Module
18. System With Internet Connection

22AM921	GPU COMPUTING (Lab Integrated)	L	T	P	C
		2	0	2	3

OBJECTIVES:

The Course will enable learners to:

- Understand the basics of GPU Architectures and CUDA Programming.
- Learn synchronization using CUDA.
- Discuss memories and its impact on performance.
- Understand the various parallel algorithms on GPU.
- Learn the basics of OPENCL.

UNIT I	GPU ARCHITECTURES AND CUDA PROGRAMMING	6+6
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Heterogeneous Parallel Computing - Architecture of a modern GPU - Parallel Programming languages and models - GPU Computing - Introduction to Data Parallelism and CUDA C: Data Parallelism - CUDA Program Structure - A vector additional Kernel - Device Global Memory and Data Transfer - Kernel functions and Threading.

List of Exercise/Experiments

1. Write and execute simple CUDA C programs.
2. Write and execute CUDA C program to add two arrays.

UNIT II	MULTI-DIMENSIONAL DATA & SYNCHRONIZATION	6+6
<p>CUDA Thread Organization - Mapping Threads to Multi-Dimensional Data - Synchronization and Transparent Scalability - Assigning resources to Blocks - Querying Device Properties - Thread Scheduling and Latency Tolerance.</p> <p>List of Exercise/Experiments</p> <ol style="list-style-type: none"> 1. Implement Matrix-Matrix Multiplication using threads. 2. Optimize Matrix transpose using CUDA. 		
UNIT III	CUDA MEMORIES & PERFORMANCE	6+6
<p>CUDA Memories - Memory Access Efficiency - CUDA Device Memory Types - Reducing global Memory Traffic - Performance Considerations - Warps and Thread Execution - Global Memory Bandwidth - Dynamic Partitioning of Execution Resources - Instruction Mix and Thread Granularity.</p> <p>List of Exercise/Experiments</p> <ol style="list-style-type: none"> 1. Implement Tiled Matrix-Matrix Multiplication. 2. Write a matrix multiplication kernel function that increases thread granularity. 		
UNIT IV	ALGORITHMS ON GPU	6+6
<p>Parallel Patterns: Convolution - Prefix Sum - Sparse Matrix - Vector Multiplication.</p> <p>List of Exercise/Experiments</p> <ol style="list-style-type: none"> 1. Implement 1D Parallel Convolution Algorithm 2. Implement Parallel scan algorithm to generate the sum of N values. 		
UNIT V	OPENCL BASICS	6+6
<p>Introduction - OpenCL Platform Model - Execution Model - Programming model - Memory Model - OpenCL Runtime.</p> <p>List of Exercise/Experiments</p> <ol style="list-style-type: none"> 1. Vector Addition Using an OpenCL C++ Wrapper. 2. Implement Image rotation using OpenCL. <p>Mini Project:</p> <ul style="list-style-type: none"> • Apply CUDA and OpenGL to accelerate the performance of various image processing operations. 		
TOTAL: 30+30 = 60 PERIODS		
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Understand the basics of GPU Architectures and implement simple CUDA Programs.</p> <p>CO2: Learn synchronization using CUDA.</p> <p>CO3: Explain CUDA memories and its impact on performance.</p> <p>CO4: Apply various parallel algorithms on GPU.</p> <p>CO5: Apply OpenCL to solve programs and improve performance.</p>		
TEXTBOOKS:		
<ol style="list-style-type: none"> 1. David Kirk and Wen-mei Hwu, Programming Massively Parallel Processors - A hands-on Approach, Morgan Kaufmann, Second Edition, 2013. 2. Benedict Gaster, Lee Howes, David R. Kaeli, Heterogeneous Computing with OpenCL, Third Edition, Morgan Kaufman, 2012. 		
REFERENCES:		
<ol style="list-style-type: none"> 1. David Kaeli, Perhaad Mistry, Dana Schaa, Dong Ping Zhang, Heterogeneous Computing with OpenCL 2.0, Third Edition, Morgan Kaufman, 2015. 2. John L. Hennessy and David A. Patterson, Computer Architecture - A Quantitative Approach, Sixth Edition, Morgan Kaufman, 2017. 		

3. NPTEL Courses:

a. GPU Architectures And Programming -

https://onlinecourses.nptel.ac.in/noc23_cs61/preview

LIST OF EQUIPMENTS:

1. Systems with CUDA Toolkit, OpenCL

