School of Engineering

Syllabi and Course Structure

B. Tech. (Computer Science & Engineering) (AI & ML IBM) (2024-2028) Academic Programmes

June 2024

The curriculum and syllabus for B.Tech. Program conforms to outcome based teaching learning process. In general, several outcomes have been identified and the curriculum and syllabus have been planned in such a way that each of the courses meets one or more of these outcomes. Student outcomes illustrate the students are expected to know and be able to do by the time of graduation. These relate to the skills, understanding, and behavioursthatstudents acquire as they progress through the program. Further each course in the program brings out clear instructional objectives which are mapped to the student outcomes.

B.Tech. (CSE) Program Educational Objective (PEO's):
A graduate of the Computer Science and Engineering Program should:

PEO- I

Students will develop themselves as effective professionals by solving real problems through the use of computer science knowledge and with attention to team work, effective communication, critical thinking and problem solving skills.

PEO- II

Students will develop professional skills that prepare them for immediate employment and for life-long learning in advanced areas of computer science and related fields.

PEO- III

Students will demonstrate their ability to adapt to a rapidly changing environment by having learned and applied new skills and new technologies.

PEO- IV

Students will be provided with an educational foundation that prepares them for excellence, leadership roles along diverse career paths with encouragement to professional ethics and active participation needed for a successful career.

Program Outcome(PO's)

A graduate of the Computer Science and Engineering Program will demonstrate:

PO1. Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

PO2. Problem analysis: Identify, formulate, research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

PO3. 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.

PO4. 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.

PO5. Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

PO6. The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal andcultural issues and the consequent responsibilities relevant to the professional engineering practice.

PO7. 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.

PO8: Culture, Values and Ethics: Understand the importance of culture and Values along with the implications it has on learning, teaching, engineering practice, identity, and enculturation as an engineer. Apply ethical principles being committed to professional ethics, responsibilities and norms of the engineering practice.

PO9. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10. 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.

PO11. 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.

PO12. 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.

Program Specific Outcome:

PSO1: The ability to understand, analyze and develop computer programs in the areas related to algorithms, system software, multimedia, web design, big data analytics, cyber security, machine learning and networking for efficient design and automation of computer-based systems of varying complexity. (Professional Skills)

PSO2: The ability to apply standard and modern practices like Python, R language, automation and strategies in software project development using open-ended programming environments to deliver a quality product for business success. (Problem-Solving Skills)

PSO3: The ability to employ modern computer languages, environments, and platforms in creating innovative career paths in the field of AI and Machine learning, Cloud Computing, Robotic automation, cyber security to be an entrepreneur, and a zest for higher studies.(Successful Career and Entrepreneurship)

Course Structure for 2022-2026 Batch

<u>Semester I</u>

Subject Code	Subject	Contact Hours L-T-P	Credits	
DEN001A	Communication Skills	2-0-0	2	F
DEN001B	Communication Skills Lab	0-0-2	1	F
DMA001A	*Engineering Mathematics-I* *	3-1-0	4	F
DPH001A	*Applied Physics*	3-0-0	3	F
DCO013A	Computer Programming and Logical Thinking	3-0-0	3	F
DPH002A	*Applied Physics Lab*	0-0-2	1	F
BCO 118A	*Data Science Methodology, Data Science 101*	1-0-0	1	F
BCO 117A	*Data Visualisation*	2-0-0	2	F
JIC001A	Entrepreneurship Development-I	0-0-2	1	ID
DCO014A	Computer Programming and Logical Thinking Lab	0-0-2	1	F
DIN001A	*Culture Education – 1*	2-0-0	2	F
DCH001A/DLW001A	*Environmental Sciences/Indian Constitution*	2-0-0	NC	F
	TOTAL	**18-1-06**	**20**	

* In semester I common to all sections

NC- Non Credit Course, It is mandatory to clear for completion of degree.

<u>Semester II</u>

Subject Code	Subject	Contact Hours L-T-P	Credits	
DEN002A	Professional Skills	2-0-0	2	F
DEN002B	Professional Skills Lab	0-0-2	1	F
DMA002A	*Engineering Mathematics-II* **	3-1-0	4	F
DCO001A	*Computer Programming in C++* *	3-0-0	3	F
BCO 119A	*Introduction to Python*	3-0-0	3	F
BCO 120A	*Introduction to Machine Learning with Sound Lab*	0-0-2	1	F
JIC002A	Entrepreneurship Development- II	0-0-2	1	ID
DCO006A	Engineering Workshop CSE	0-0-2	1	F
DIN 002A	*Culture Education – 2*	2-0-0	2	F
DCO002A	*Computer Programming in C++ Lab*	0-0-2	1	F
DCH001A/DLW001A	*Environmental Sciences/Indian Constitution/*	2-0-0	NC	F
	TOTAL	**15-1-10**	**19**	

** In semester II common to all sections

B.Tech   CSE   III Semester

Sr. No.	Course Code	Course Title	L	T	P	Contact Hrs.	Credits	Type
1	BCO 011A	Computer Networks	3	1	0	4	4	C
2	BCO 002B	Data Structures and Algorithms	3	1	0	4	4	C
3	BAS 007B	Discrete Mathematics	3	0	0	3	3	F
4	BCO 008B	Operating Systems	3	0	0	3	3	C
5	BCO 232A	Software Engineering and Project Management	3	0	0	3	3	F
6	BCO 121A	Rapid Development for AI (AI Services)	2	0	0	2	2	
7	BCO 122A	Text Analytics 101	1	0	0	1	1	
8	BCO 123A	IBM Watson Studio	2	0	0	2	2	
9	BCO 014B	Operating Systems Lab	0	0	2	2	1	C
10	BCO 005B	Data Structure and Algorithms Lab	0	0	2	2	1	C
11	DEN 003A	Life Skills - 1 (Personality Development)	1	0	2	3	2	F
12	DIN 003A	Value Education and Ethics -1	1	0	0	1	1	F
		Total	**22**	**2**	**6**	**30**	**27**	

B.Tech CSE Semester IV

Sr. No.	Course Code	Course Title	L	T	P	Contact Hrs.	Credits	TYPE
1		Open Elective-I	3	0	0	3	3	ID
2	BCO 124A	Cognitive Decision System for Managers	2	0	0	2	2	S
3	BCO 125A	Deep Learning with TensorFlow	1	0	0	1	1	S
4	BCO 126A	Statistics 101, Spark Mllib, Machine Learning- Dimensionality Reduction	2	0	0	2	2	S
5	BCO 009B	Computer Organization and Design	3	0	0	3	3	C
6	BCO 010C	Database Management Systems	3	1	0	4	4	C
7	*DCO 003A*	*Programming in Java*	3	0	0	3	3	C
8	BCO094B/ BCO101A	Google Cloud Computing Fundamental/Salseforce	3	0	0	3	3	S
9	BCO 013B	Database Management Systems Lab	0	0	2	2	1	C
10	DMA 003A	Soft Skills - 2 (Aptitude)	1	0	2	3	2	F
11	*DCO04A*	*Programming in Java Lab*	0	0	2	2	1	C
12	DIN 004A	Value Education and Ethics – 2	1	0	0	1	1	F
		Total	**22**	**1**	**6**	**29**	**26**	

B.Tech. CSE Semester V

Sr. No.	Course Code	Course Title	L	T	P	Contact Hrs.	Credits	Type
1	BCO 017A	Formal Languages & Automation Theory	3	1	0	4	4	C
2	BCO 023A	Design & Analysis of Algorithms	3	1	0	4	4	S
3	BCO 007A	Computer Graphics	3	0	0	3	3	S
4	BCO 127A	R for Data Science	1	0	0	1	1	S
5	BCO 128A	Digital Analytics and regression	1	0	0	1	1	S
6	BCO 129A	Data Science Tools, Data Science for Scala, Machine learning with Apache SystemML	3	0	0	2	2	S
7	BCO 130A	Data Visualization with R ,Data Analysis with Python	2	0	0	2	2	S
8		Open Elective II	3	0	0	3	3	ID
9	BCO 025B	Design & Analysis of Algorithms Lab	0	0	2	2	1	S
10	BCO 015B	Computer Graphics Lab	0	0	2	2	1	S
		Total	**18**	**2**	**6**	**26**	**22**	

B.Tech CSE Semester VI

Sr. No.	Course Code	Course Title	L	T	P	Contact Hrs.	Credits	TYPE
1	BCO 028A	Compiler Construction	3	1	0	4	4	C
2	BCO131A	Machine Learning with R	2	0	0	2	2	S
3	BCO 132A	Data Visualization with Python	2	0	0	2	2	S
4	BCO 133A	Machine Learning with Python	2	0	0	2	2	S
5	BCO 031B	Compiler Design Lab	0	0	2	2	1	C
6		**Open Elective III**	3	0	0	3	3	ID
7	BCO 074B	Minor Project	0	0	8	8	4	C
		Total	**12**	**1**	**12**	**25**	**19**	

B.Tech. CSE Semester VII

Sr. No.	Course Code	Course Title	L	T	P	Contact Hrs.	Credits	Type
1	BCO ****	Department Elective 6	3	0	0	3	3	S
2	BCO ****	Department Elective 7	3	0	0	3	3	S
3	BCO ****	Department Elective 8	3	0	0	3	3	S
4	BCO519A	Project	0	0	6	6	3	C
5	BCO ****	Department Elective 6 lab	0	0	2	2	1	S
6	BCO ****	Department Elective 8 Lab	0	0	2	2	1	S
7	BCO 207A	Technical Writing	0	0	2	2	1	S
		Total	**9**	**0**	**12**	**21**	**15**	

B.Tech. CSE Semester VIII

S. No.	Code	Subject	L	T	P	Contact Hrs.	Credits	Type
1	BCO 034B	Industrial Project/Dissertation	0	0	20	20	20	C
		TOTAL	**0**	**0**	**20**	**20**	**20**	

B. Tech. (common to all disciplines)-I/II Semester

Contact Hours (L-T-P): 2-0-2

L-T-P	Communication Skills	Credits 2-0-1 3

Course Objectives
1. To enhance English language competence in reading, writing, listening and speaking.
2. Switch the approach from teacher-centred to student-centred one.
3. Minimize the Grammar Translation Method of ELT while trying to replace it with Direct Method.
4. Introduce Communicative Method of ELT and focusing the teaching pedagogy on the student-centred learning rather than on the teacher-centred learning.
5. To link communication skills with the organizational behaviour.
6. To inculcate skills that are very much required for employability and adjust in the professional Environment.

Course Outcomes (CO):

At the end of this course students will have:

CO1: Ability to design a language component or process to meet desired need within realistic, Constraints such as economic, environmental, social, political, ethical, scenario
CO2: Ability to analyze the usage of English words in different contexts.
CO3: An understanding of technical and academic articles' comprehension.
CO4: The ability to present oneself at multinational levels knowing the type of different standards of English

Syllabus: Theory

UNIT 1	**Basics of Organizational Communication:** Communication:Meaning, Elements, Process, Types, Flows of Communication and Barriers to communication, basics of professional communication and professional ethics including Time-management, Respect for deadlines and corporate culture
UNIT 2	**Basic Writing Skills:** Parts of Speech, Elements of Sentences, Sentence types based on meaning and structure, Tenses, Voice, Narration
UNIT 3	**Composition:**,Basics of Letter Writing, Email Writing, Précis Writing, Essay Writing,
UNIT 4	**Vocabulary Building:** Word Formation from one word form to another, Origin of Words, Affixes, Synonyms, Antonyms
UNIT 5	**Professional and Technical Communication :** Basics of Drafting a CV/Resume, Basics of Telephonic Interview and Online Interview, Basics of PPT presentation

Syllabus: Lab

UNIT 1	**Basics of Organizational Communication:** Role Plays and presentations related to different corporate related matters- How to greet, how to deny politely, how to handle different types of problems related to the types of communication, how to avoid grapevine and use it in a positive manner, how to keep positive mindset during work pressure, Activities to teach Time-management, Following Deadlines etc
UNIT 2	**Write Dialogue from the different contexts of corporate culture:** Employee and Employer, Customer and Service Provider, Customer and Product Review, How to react on Day to day corporate interactions- Memo, Notice, Email, Circular etc
UNIT 3	**Composition:**, Letter Writing, Email Writing, Précis Writing, Essay Writing, Practice sessions by using Ms Word- Following the process of Drafting-Redrafting, Proof Reading, Editing etc
UNIT 4	**Vocabulary Building:** Word Formation from one word form to another, Origin of Words, Affixes, Synonyms, Antonyms- Using video clips and comprehension passages to find out the difference between words, similarity between words, origin of words, neologism concepts etc
UNIT 5	**Professional and Technical Communication :** Drafting a CV/Resume, Practice Sessions on Telephonic Interview and Online Interview, Presenting projects, proposals etc through PPT Making,

Methodology for Evaluation

1. Internal Assessment (Theory)
   a) Home Assignments: One from each Unit : 15 Marks
   b) In Semester Tests (Minimum two) : 30 Marks
   c) Attendance : 05 Marks
2. Term End (Theory) : 50 Marks
3. Internal Assessment (Lab)
   (a) Daily Performance in the Lab : 50 Marks
4. Term End (Lab) : 50 Marks

Suggested Reading:
A. Practical English Usage. Michael Swan. OUP. 1995
B. Remedial English Grammar. F.T. Wood. Macmillan. 2007

C. Raymond V. Lesikar and Marie E. Flatley. Basic Business Communication, Tata McGraw Hill Pub. Co. New Delhi. 2005. Tenth Edition.
D. On Writing Well. William Zinsser. Harper Resource Book. 2001
E. Study Writing. Liz Hamp-Lyons and Ben Heasly. Cambridge University Press. 2006.
F. Communication Skills. Sanjay Kumar and PushpLata. Oxford University Press. 2011.

G. Exercises in Spoken English. Parts. I-III, Hyderabad. Oxford University Press.

H. Syamala, V. Speak English in Four Easy Steps, Improve English Foundation Trivandrum: 2006

I. More Games Teams Play, by Leslie Bendaly, McGraw-Hill Ryerson.

J. The BBC and British Council online resources

B. Tech. (common to all disciplines)-I Semester
Contact Hours (L-T-P): 3-1-0

BAS001C	**Engineering Mathematics-I**	3: 1:0	4

OBJECTIVE:
The objectives of this course are to make the students:
- To increase the student's appreciation of the basic role played by mathematics in modern technology.
- Incorporate the knowledge of advanced mathematics to support their concurrent and subsequent engineering studies.
- To develop the conceptsandtoolsthatwillserve asbuildingblockstowards tacklingmoreadvancedlevelofmathematicsthatthey arelikely tofindusefulintheirprofession whenemployedinthefirm/industry/corporationinpublic or privatesector

UNIT 1	Point of inflexion and curve tracing (Cartesian coordinates only), curvature, convexity, concavity, point of inflexion and curve tracing.
UNIT 2	Limit, continuity and partial derivatives, Euler's theorem on homogenous functions, total derivative, approximate calculations; Maxima and minima of two and more independent variables; Method of Lagrange multipliers.
UNIT 3	Beta and Gamma functions and their properties. Surface and volumes of solids of revolutions. Double integrals, change of order of integration in double integrals, Change of variables (Cartesian to polar), Applications: areas and volumes.
UNIT 4	Vectorscovering,lawsof vectoralgebra,operations- dot,cross,triple products;Vector function- limits,continuityandderivatives,geometricinterpretation; Gradient,divergenceand cur-formulae.
UNIT 5	Lineintegrals,simpleconnectedregions,Lineintegrals, surface integrals, volume integral, Green's theorem, Stokestheorem and Gauss theorem.

Text Books:
1. B.V.Ramana, Higher Engineering Mathematics, Tata McGraw Hill, 2011.

Reference Books:

1. Erwin Kreyszig , Advanced Engineering Mathematics, Wiley 9th Edition, 2008
2. Maurice D. Weir and Joel Hass, Thomas Calculus, Pearson, 11th Edition, 2005.
3. Higher Engineering Mathematics- B. S. Grewal, Khanna Publications.

<u>**Course Outcomes**</u>
Upon successful completion of this course, the student will be able to:

CO1 Understand the concepts of Asymptotes, curvature and curve tracing.
CO2 Understand the functions of more than one independent variable and calculate partial derivatives along with their applications .Also obtain an idea for finding the extreme values of functions of more the one variable.
CO3 Will able to integrate a continuous function of two or three variables over a bounded region and able to trace the curves.
CO4 Understand the representation of vector and its properties.
CO5 Understand line integral, surface integrals, volume integral, Green's theorem, Stokestheorem and Gauss theorem

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3
CO1	H	H			M		M					M	H	L	
CO2		M		L	M		H				L	M	M		
CO3	H	H		M	M		H			L		M	M	M	
CO4	H	M		M	L		M					M		M	
CO5	H	H			M		H					M	H	M	

H = Highly Related; M = Medium L = Low

B. Tech. (common to all disciplines)-I/II Semester
Contact Hours (L-T-P): 3-0-2

BAS 010E	APPLIED PHYSICS	Total Credits: 3

Course Objectives:

1. Students will be able to demonstrate competency and profound understanding of the concepts in Quantum Mechanics and its applications, and band formation.
2. Students will be able better to understand and learn to design the laser system and its component, or process to meet desired needs within realistic constraints such as health and safety, manufacturability.
3. The graduates will able to understand the applications of quantum optics through Holography and communication through optical fibers.
4. Students will be able to know the application of optical technologies and the development of new technologies like photonics, spintronics, quantum computing and Nano-technology.

UNIT 1	**Quantum Mechanics:** Overview- Development of Quantum Mechanics, Compton Scattering, Wave Particle Duality, Uncertainty's Principle, Phase and Group velocities, Wave Packet, - Physical significance and its properties, Operators, Expectation values. Schrödinger's Time dependent and time independent Equations. **Applications:** Schrödinger's Equation and its Solution for particle in one-dimensional box and three-dimensional box. Degeneracy. Quantum statistics. *Overview of **AlphaDecay, Scanning and Tunnelling Microscopes**.
UNIT 2	**Free Electron Gas Model and its Applications:** Overview – Classical theory of Free electron, Quantum theory of free electrons, Density of energy states, Fermi energy levels. Band Theory of solids: formations of band, Band Gap in solids, Semiconductors: Intrinsic and Extrinsic, Carrier Concentrations, Position of Fermi levels in semiconductors, Conductivity and Mobility due to electrons and holes. **Solar cells** and **Photo cells**.
UNIT 3	**Quantum Optics: Coherence**: Spatial and Temporal coherence, Coherence length, Coherence time. Visibility as a Measure of Coherence. Spatial Coherence and Size of the Source. Temporal Coherence and Spectral Purity. **Laser:** Einstein's coefficients, Threshold conditions for laser action. Types of Lasers-Ruby laser, He-Ne laser. Semiconductor laser. Elementary ideas of Q-switching and Mode Locking. Idea of Homojunction and Hetrojunction lasers.
UNIT 4	**Holography**: Holography versus photography. Basic theory of Holography. Applications of Holography in Microscopy and Interferometry. **Optical Communication**: Optical fiber as optical wave-guide. Construction, Numerical Aperture and Angle of Acceptance. Applications and Types of optical fibres.
UNIT 5	**Applications of Optical Technologies:** Determination of thickness of thin films using interference technique. Elementary idea of anti-reflection coating. Optical filters. Applications of Diffraction: Bragg's law of X-Ray Diffraction. Polaroids and their industrial applications. **Overview of Upcoming Technologies**

	* Photonics * Spintronics * Quantum Computers * Nanotechnology and Nano-materials. Carbon Nano-tubes (CNTs).

Course Outcomes

Upon successful completion of this course, the student will be able to:

CO1: To learn the fundamental concepts on Quantum behaviour of matter in its micro state and its applications.

CO2: Analyze and apply band theory of Solids in Solid State Physics and Electronics.

CO3: Understand and apply techniques of LASER and coherent radiations in industry, medical, and day-to-day life activities.

CO4: Apply concepts learnt in Quantum optics in Industry and in real life.

CO5: Understand and importance of Spintronics to develop storage device with low threshold power, spin based transistor, Photonics for techno-farming, and Nano-technology for saving environment, advances in medical and energy efficiency in fuel cell.

Suggested Books

1.   Arthur Beiser, **Perspectives in Modern Physics**, McGraw Hill International.
2.   H. S. Mani and G. K. Mehta, **Modern Physics**, East-West Press.
3.   H Malik and AK Singh, **Engineering Physics**, McGraw Hill Education.
4.   A. K. Ghatak, **Optics**, Tata McGraw Hill.
5   D. K. Bhattacharya and A. Bhaskaran: **Engineering Physics**, Oxford University Press.
6.   S. Mani Naidu, **Engineering Physics**, Pearson.
7.   A. K. Ghatak and Thyagrajan, Fiber Optics, Oxford University Press.
8.   S. O. Pillai, **Solid State Physics**,Wiley Eastern.

 MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1			H		L		H		L					L	
CO2			L		M		L		M	H		L		H	

CO3		M								L		M			M
CO4					H								H		
CO5			H				M						H		

H = Highly Related; M = Medium L = Low

B. Tech. (common to all disciplines)-I/II Semester
Contact Hours (L-T-P): 3-0-0

BES023A	Computer Programming in C++	**3: 0:0**	**3**

OBJECTIVE:
- To perform object oriented programming solution and develop solutions to problems demonstrating usage of control structure, modularity, classes, I/O and the scope of the class members
- To demonstrate adeptness of object oriented programming in developing solution to problems demonstrating usage of data abstraction, encapsulation and inheritance
- To demonstrate ability to implement one or more patterns involving dynamic binding and utilization of polymorphism in the solution of problems
- To learn syntax and features of exception handling
- To demonstrate the ability to implement solution to various I/O manipulation operations and the ability to create two-dimensional graphic components using applets

UNIT 1	C++ Overview, C++ Characteristics, Object-Oriented Terminology, Polymorphism, encapsulation ,inheritance, Object-Oriented Paradigm, Abstract Data Types, I/O Services, Standard Template Library, Standards Compliance, Functions and Variables. Declaration and Definition
UNIT 2	Variables: Dynamic Creation and Derived Data, Arrays and Strings in C++,Classes in C++, Defining Classes in C++, Classes and Encapsulation, Member Functions, Friend function ,Inline function
UNIT 3	Using Constructors, Multiple Constructors and Initialization Lists, Using Destructors to Destroy Instances, Using Destructors to Destroy Instances,Operator Overloading: operator overloading of unary and binary operator, Function

	Overloading, Working with Overloaded Operator Methods
UNIT 4	Constant and Static Class Members, Inheritance, Overview of Inheritance, Defining Base and Derived Classes, Single, Multiple, multilevel, hybrid hierarchical inheritance. Constructor and Destructor Calls in inheritance, virtual function, virtual base class,
UNIT 5	Input and Output in C++ Programs, Standard Streams, Manipulators, Unformatted Input and Output. Working with files.

Course Outcome (CO):

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

CO1: Understand object-oriented programming features in C++,

CO2: Apply these features to program design and implementation,

CO3: Develop applications using Object Oriented Programming Concepts.

CO4: Implement features of object oriented programming to solve real world problems.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Spec Outcome	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	M												M	
CO2			H		H									H
CO3			H		M				M		M		H	
CO4				L								M		L

Text Books

1. Let Us C: BalaGuruswamy, TATA McGraw Hill.
2. **Programming with C, C++: Yashwant Kanetkar**

Reference Books

1. C++:The Complete Reference.
2. The C++ Programming Language:BjarneStroustrup

B. Tech. (common to all disciplines)-I/II Semester
Contact Hours (L-T-P): 3-0-2

BAS012E	APPLIED PHYSICS LAB	Total Credits: 1

List of Experiments

Students are required to perform any ten experiments out of the following list of experiments.

1	To convert a Galvanometer into an Ammeter of given range and calibrate it.
2	To convert a Galvanometer into a Voltmeter of given range and calibrate it.
3	To study the variation in resistance of a Semiconductor with temperature and to determine its energy bandgap.
4	To determine specific Resistance of a wire by Carrey-Foster's Bridge.
5	To determine the height of an unknown object using Sextant.
6	To determine Resolving power of Telescope.
7	To determine Dispersive Power of a Prism using Mercury light source and Spectrometer.
8	To determine the wavelength of prominent lines of Mercury by using plane Diffraction Grating and Spectrometer.
9	To measure Numerical Aperture of an Optical Fiber.
10	To determine the profile of He-Ne LASER beam.
11	To determine wavelength of Sodium light source using Newton's Rings experiment.
12	To study shift in fringes in interference experiment using Michelson's interferometer
13	To study the characteristics of Solar Cell
14	To study the photelectric effect and determine the Planck's constant "h".
15	To verify the Brewster's law and to find the Brewster's angle
16	To study the polarization of Laser light using polarimeter.

Course Outcomes-

While graduating, students of the Applied Physics Lab program would be able to:

CO1: Demonstrate the working knowledge of fundamental Physics, that of Electricity, Electronics and Mechanics and their applications in engineering disciplines.
CO2: The ability to formulate, conduct, analyze and interpret experiments in engineering physics.
CO3: Use modern engineering physics techniques and tools, including laboratory instrumentation.
CO4 Communicate their ideas effectively, both orally and in writing; and function effectively in multidisciplinary teams.

. MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1			H		L		H		L					L	
CO2			L		M		L		M	H		L		H	
CO3		M								L		M			M
CO4					H								H		

H = Highly Related; M = Medium L = Low

B. Tech. (common to all disciplines)-I/II Semester
Contact Hours (L-T-P): 0-0-2

BES002A	Engineering Graphics	0: 0:2 2

Course Objective:
- Increase ability to communicate with people
- Learn to sketch and take field dimensions.

Exercise 1: Draw sheet of Lettering, Scale: Plain Scale, Diagonal Scale,

Exercise 2: Draw sheet of Conic Curves: parabola, hyperbola & ellipse.

Exercise 3: Draw sheet of Engineering Curves: Cycloid, Epicycloid, Hypocycloid and Involute.

Exercise 4: Draw sheet of Projection of points & projection of lines.

Exercise 5: Draw sheet of Projection of planes

Exercise 6: Draw sheet of projection of solid-I

Exercise 7: Draw sheet of projection of solid-II

Exercise 8: Draw sheet of sections and section views.

Exercise 9: Draw sheet of Orthographic projections: first angle of projection.

Exercise 10: Draw sheet of Orthographic projections: Third angle of projection.

Exercise 11: Draw sheet of Isometric projections and view.

Exercise 12: Draw sheet of development of surfaces.

Course Outcomes: After learning the course the students should be able to:-
CO1. Students will be able to draw orthographic projections and sections.
CO2. Student's ability to use architectural and engineering scales will increase.
CO3. Student will be able to read drawing of given object
CO4. Student will differentiate first angle and third angle projection
MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1				H	L									L
CO2			L		M									H

CO3		M												
CO4					H								H	

H = Highly Related; M = Medium L = Low

Text Books:

1. Bhat, N.D.& M. Panchal (2008), Engineering Drawing, Charotar Publishing House

2. Shah, M.B. & B.C. Rana (2008), Engineering Drawing and Computer Graphics, Pearson Education

Reference Books:

1 Dhawan, R.K. (2007), A Text Book of Engineering Drawing, S. Chand Publications

2 Narayana, K.L. & P Kannaiah (2008), Text book on Engineering Drawing, Scitech Publishers

BES 025A	Computer Programming in C++Lab	0:0:2

1. Write a program for understanding of C++ program structure without any CLASS declaration. Program may be based on simple input output, understanding of keyword using.

2. Write a Program to Understand Structure & Unions.

3. Write a C++ program to demonstrate concept of declaration of class with public & private member, constructors, object creation using constructors, access restrictions, defining member functions within and outside a class. Scope resolution operators, accessing an object's data members and functions through different type of object handle name of object, reference to object, pointer to object, assigning class objects to each other.

4. Write a Program, involving multiple classes (without inheritance) to accomplish a task &demonstrate composition of class.

5. Write a Program to Demonstrate Friend function, classes and this pointer.

6. Write a Program to Demonstrate Inline functions.

7. Write a Program to Demonstrate pointers to derived classes.

8. Write a Program to demonstrate dynamic memory management using new & delete & static class members.

9. Write a Program to demonstrate an operator overloading, operator functions as member function and/ or friend function, overloading stream insertion and stream extraction, operators, overloading operators etc.

10. Write a Program to demonstrate use of protected members, public & private protected classes, multilevel inheritance etc.

11. Write a Program for multiple inheritance, virtual functions, virtual base classes, abstract classes

12. Write a Program to Demonstrate use of Constructors and Destructors.

13. Write a Program to Develop with suitable hierarchy, classes for Point, Shape, Rectangle, Square, Circle, Ellipse, Triangle, Polygon, etc. Design a simple test application to demonstrate dynamic polymorphism.

Contact Hours (L-T-P): 2-0-0

L-T-P	Cultural Education I	Credits	2-0-0	2

Course Objectives
1. To make the students feel gratitude towards the rich religious and cultural heritage of India.
2. To understand the role of great personalities and movements in the progress of India.

Course Outcomes (CO):

At the end of this course students will have:

CO1: Ability to acknowledge and appreciate the richness of Indian Culture
CO2: Ability to represent the culture ethics in real life

UNIT-I Holy Scriptures-A

1. Introduction to Vedanta and Bhagavad Gita, Goals of Life – Purusharthas, Introduction to different DhramGranthas (Various religious scriptures from Hindu, Muslim, Christian, Bodh, Jain religions)
2. Introduction to Yoga, Overview of Patanjali's Yoga Sutras

UNIT-II Society and Culture-I

3. Introduction to Indian Culture and Major Symbols of Indian Culture
4. Major Indian Cultural and Ethical Values- Respect, Compassion, Kindness, Forgiveness, Introspection, Honesty, Justice, Loyalty, Devotion, Self Sacrifice, Hospitality, VasudhevKutumbkum

UNIT-III India in Progress-I

5. Education , Science and Technology in Ancient India
6. Values from Indian History- War of Mahabharta, War of Kalinga, Freedom Struggle of India, Major Farmer Movements, Major Religious and Social Upliftment Movements

UNIT-IV Great Indian Personalities-I

7. Life and works of the Great People of India- Sushruta, Dadhichi, Ashtvakra, Anusuya, Panini, Charaka, Kalidas, Aryabhatta, Samudragupta, Ashoka, ChandraguptMourya, Porus, Satyabhama, Dhruv, Prahlad,Chankya,Varahmihira, Bhism, Karan, Dronacharya, MeeraBai, Surdas, Dadudayal, Kabir, Mahatma Budhha,Mahavir,Guru Nanak Dev,Guru Gobind Singh, Mohammad Saheb, Jesus Christ, Veer Shivaji, MaharanaPratap, Maharani LaxmiBai, MaharaniPadmini, Hadi Rani ShalKanwar, PannaDhai

*Each student shall write a detailed Report/ Critique on one topic from section -A to C and one Great Personality from Section- D leading to publication of Newspaper/ Magazine article or a review paper in a Research Journal. In addition to s/he will be required to make a Power Point Presentation on the learning and face Viva-voce by committee of teachers.

Suggested Reading:

1. Glory of Indian Culture (English) Paperback byGirirajShah

2. Historicity of Vedic and Ramayan Eras: Scientific Evidences from the Depths of Oceans to the Heights of Skies by SarojBala , Kulbhushan Mishra

References

https://knowindia.gov.in/culture-and-heritage/lifestyle-values-and-beliefs.php

B. Tech. (common to all disciplines) II Semester

Contact Hours (L-T-P): 2-0-2

L-T-P	Professional Skills	Credits 2-0-1 3

Course Objectives
1. To enhance Professional competence in reading, writing, listening and speaking.
2. Switch the approach from providing information about the language to use the language.
3. Minimize the Grammar Translation Method of ELT while trying to replace it with Direct Method.
4. Introduce Communicative Method of ELT and focusing the teaching pedagogy on the student-centred learning rather than on the teacher-centred learning.
5. Ability to master three major forms of communications which are vital in academic and professional settings namely professional presentations, interviews and group communications respectively.
6. Providing a deep insight into the techniques for delivering effective presentations, winning job interviews, and actively participating in various forms of group communication.

Course Outcomes (CO):

At the end of this course students will have:

CO1: Ability to design a language component or process to meet desired need within realistic, Constraints such as economic, environmental, social, political, ethical, scenario
CO2: Ability to analyze the usage of English words in professional scenario.
CO3: An understanding of technical and academic articles' comprehension.
CO4: The ability to present oneself at multinational levels as per the demand of the corporate culture

Syllabus: Theory

UNIT 1	**Professional Grooming and Professional Culture:** Basics of corporate culture, Dressing sense-personal hygiene, Cultural adaptability, Body language components: undesirable and desirable body language, Team-ship, Leadership, Stress and Conflict management
UNIT 2	**Advanced Grammar:** Common errors related to prepositions, articles, models , Conditionals, Determiners etc, Punctuation, Proof-reading and Editing of Documents
UNIT 3	**Composition:**,Memo, Notice, Circular, Book Review, Research Article, Reports
UNIT 4	**Vocabulary Building:** Words often misspelt, One Word Substitution, Phrasal Verbs, Idioms

UNIT 5	**Reading Comprehension:** Reading different types of documents including Passages, Reports, Technical Essays, Speeches, Research Articles, Newspaper articles, Interviews etc-Skimming and Scanning-Inference and Deduction,

Syllabus: Lab

L-T-P		Professional Skills Lab	Credits	2-0-1 3
	UNIT 1	**Professional Grooming and Professional Culture:** Role plays and Activities on Dressing sense-personal hygiene, Cultural adaptability, Body language components: undesirable and desirable body language, Team-ship, Leadership, Stress and Conflict management		
	UNIT 2	**Advanced Grammar:** Exercise Sessions forCommon errors related to prepositions, articles, models , Conditionals, Determiners etc, Punctuation, Proof-reading and Editing of Documents		
	UNIT 3	**Composition:**,Memo, Notice, Circular, Book Review, Research Article, Reports – Giving Assignments based on practical applications, Practice sessions on different topics		
	UNIT 4	**Vocabulary Building:** Words often misspelt, One Word Substitution, Phrasal Verbs, Idioms- Activities related to the appropriate use of words		
	UNIT 5	**Reading Comprehension:** Practice Reading Unseen Paragraphs- Finding Suitable title, Summarizing, Analyzing, Finding new words etc		

Methodology for Evaluation

1. Internal Assessment (Theory)
   a) Home Assignments: One from each Unit : 15 Marks
   b) In Semester Tests (Minimum two) : 30 Marks
   c) Attendance : 05 Marks
2. Term End (Theory) : 50 Marks
3. Internal Assessment (Lab)
   (a) Daily Performance in the Lab : 50 Marks
4. Term End (Lab) : 50 Marks

Suggested Readings:

1. FelixaEskey. Tech Talk, University of Michigan. 2005
2. Michael Swan. Practical English Usage, Oxford University Press. 2005
3. Anderson, Paul. Technical Communication: A Reader Centered Approach, V Edition, Hercourt, 2003.
4. Thampi, G. Balamohan. Meeting the World: Writings on Contemporary Issues. Pearson, 2013.

5. Lynch, Tony. *Study Listening*. New Delhi: CUP, 2008.
6. Kenneth, Anderson, Tony Lynch, Joan Mac Lean. *Study Speaking*. New Delhi: CUP, 2008.
7. Marks, Jonathan. *English Pronunciation in Use*. New Delhi: CUP, 2007.
8. Syamala, V. *Effective English Communication For You (Functional Grammar, Oral and Written Communication)*: Emerald, 2002.

Contact Hours (L-T-P): 0-0-2

BAS002C	Engineering Mathematics-II	3:1:0 [4]

Objective: At the end of the course, the student should be able to:

- To provide a brief, hands-on overview of ordinary differential equations and Higher order linear differential equation with constant coefficients.
- To understand the second order linear differential equations with variable coefficients.
- To make utilization of Linear Partialdifferentialequations–someimportantequations Heat, wave and Laplace equation.
- To understand the Laplace transform, Inverse Laplace transform and their applications
- To familiarize and Analyzenumerical solution of a differential equation by Euler's, Modified Euler's, Predictor Corrector and Runge Kutta fourth order Methods.

UNIT1	Introduction, Elementary row and column transformations ,Linear dependence, Consistency of linear system of equations, Inverse of a matrix, Rank of a Matrix, System of linear equations (Homogenous and Non-homogeneous);Eigenvaluesandeigenvectors, Cayley's Hamilton theorem.
UNIT2	Convergence of sequence and series, tests for convergence, power series, Taylor's series. Series for exponential, trigonometric and logarithmic functions.
UNIT3	Ordinarydifferential equation (first order first degree), Homogenous differential Equation, Linear differential equation, Exact differential equation, Higher order linear differential equation with constant coefficients.
UNIT4	Linearequations withvariablecoefficients: Homogenous form, Exact form, Change of dependent variable, Normal form, Change of independent variable and method of variation of parameters.
UNIT 5	Series solutions of second order linear differential equations with variable coefficients (Complementary functions only). First order partial differential equations, solutions of first order linear and non-linear PDEs.

Text Books: 1. B.V.Ramana, Higher Engineering Mathematics, Tata McGraw Hill, 2011.**Reference Books:**
Recommended Books:1. Erwin Kreyszig , Advanced Engineering Mathematics, Wiley
9th Edition, 2008
2. Thomas and Finney, Calculus and Analytical Geometry, Narosa Publishing House. New Delhi, 2002.
3. M.Ray and Chaturvedi, A Text Book of Differential Equations, Students Friends & Co. Publisher, Agra, 1998.
4. Maurice D. Weir and Joel Hass, Thomas Calculus, Pearson, 11th Edition, 2005.

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

CO1: Use matrices, determinants and techniques for solving systems of linear equations in the different areas of Linear Algebra. Understand the definitions of Vector Space and its linear Independence.Solve Eigen value problems and apply Cayley Hamilton Theorem.
CO2: Understanding convergence of sequence and series.
CO3: Identify, analyze and subsequently solve physical situations whose behavior can be described by First order and first degree ordinary differential equations and Higher order linear differential equation with constant coefficients.
CO4: Determine solutions to second order linear differential equations with variable coefficients.
CO5: Understanding the series solutions of second order linear differential equations with variable coefficients

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF
PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specifice Outcome		
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3
CO1	H	M	L	L	M				L			L	M		
CO2	H	M	M	M	M				L			L	H		
CO3	H	M	M	M	M		M		L			L		H	M
CO4	H	H	M	M	M			L	L			L			M
CO5	H	H	M	M	M	L			L			L	H		

H = Highly Related; M = Medium   L=Low

BCO 035B	**Programming in Java**	**3:0:0 [3]**

Objective

- Cover issues related to the definition, creation and usage of classes, objects and methods.
- Discuss the principles of inheritance and polymorphism and demonstrate though problem analysis assignments how they relate to the design of methods, abstract classes and interfaces.
- Provide the foundation of good programming skills by discussing keys issues to the design of object-oriented software, including programming design patterns, automatic documentation techniques and programming testing.
- Cover the basics of creating APIs as well as allow students to explore the Java Abstract Programming Interface (API) and Java Collection Framework through programming assignments.
- Discuss basic principles and tools of collaborating programming (versioning systems, code review) and study their usage through group programming projects.

UNIT 1	**Java Fundamentals:** Features of Java ,OOPs concepts , Java virtual machine , Reflection byte codes ,Byte code interpretation , Data types, variable, arrays, expressions, operators, and control structures , Objects and classes
UNIT 2	**Java Classes:** Abstract classes ,Static classes ,Inner classes ,Packages,Wrapper classes Interfaces ,This ,Super ,Access control
UNIT 3	**Exception handling:** Exception as objects ,Exception hierarchy ,Try catch finally ,Throw, throws
UNIT 4	**IO package:** Input streams ,Output streams ,Object serialization ,De serialization ,Sample programs on IO files ,Filter and pipe streams
UNIT 5	**Multi threading:** Thread Life cycle ,Multi threading advantages and issues ,Simple thread program ,Thread synchronization .GUI: Introduction to AWT programming, Layout and component managers ,Event handling ,Applet class ,Applet life-cycle ,Passing parameters embedding in HTML ,Swing components – JApplet, JButton, JFrame, etc. Sample swing programs

Course Outcome:

At the end of this course student will:

CO1:Understand how object-oriented concepts are incorporated into the Java programming language
CO2: Develop problem-solving and programming skills using OOP concept
CO3:Understand the benefits of a well structured program
CO4:Develop the ability to solve real-world problems through software development in high-level programming language like Java
 CO5:Develop efficient Java applets,threading and applications using OOP concept

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcomes	Program OutComes												Program Specific Outcomes		
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1		M		M	H				M		H		M	H	
CO2	L		M		H		L	L		M		M		H	M
CO3		M		H	M	L		L		M	H		M	H	
CO4			H	M			L		M		H		M	H	
CO5			H	M		L						M	H	H	

H = Highly Related; M = Medium L = Low

References:
1. Programming with Java A Primer, E.Balaguruswamy Tata McGraw Hill Companies
2. Java Programming John P. Flynt Thomson 2nd
3. Java Programming Language Ken Arnold Pearson
4. The complete reference JAVA2, Herbert schildt. TMH

BES003B	ENGINEERING WORKSHOP	0-0-4(2)

Mechanical Engineering Group

Module 1 :(Compulsory for Mechanical Engineering Students)	
	To Prepare a job on lathe machine by performing turning, facing and chamfering as per given drawing. To drill holes in metal sheet as per given drawing.
	TomakeaSquare fitfromthegivenmidsteelpieces. To Prepare cylinder as per given drawing by using sheet metal working
	To Prepare a T-lap/Cross lap joint using carpentry.
	To Prepare a /butt joint in arc welding shop. To join and cut thin metal sheet with the help gas welding.
Module 2 :(Optional for All)	
	To prepare NC Part Programming for Given Drawing . To prepare the Job on CNC Milling M/C
	Fault Analysis of House hold Refrigerator Analysis of Air Conditioner of Air Conditioner
	Maintenance Service of Petrol Engine with assembly procedures.Maintenance Services of Diesel Engine with assembly procedures

Electrical Engineering Group:

Experiment 1: Dismantling and assembly of ceiling fan.

Experiment 2: Dismantling and assembly of geyser.

Experiment 3: Dismantling and assembly of blower.

Experiment 4: Dismantling and assembly of AC/refrigerator.

Electronics Engineering Group:

Experiment 01	Electronics Work Bench Software-Designing of Electronic Circuits and PCB designing using software.
Experiment 02	Breadboard Circuit Designing -Circuit designing and to determine static resistance and dynamic resistance of p-n junction diode and plot the-I characteristics.

Experiment 03	Digital ICs- Verification of Truth table of basic & universal Logic Gates using Bread board and Integrated Circuits (ICs).
Experiment 04	C.R.O and Function Generator –To Generate a sine wave using a function generator and measure its amplitude and frequency using C.R.O.
Experiment 05	Digital Multimeter-Measurement of AC and DC voltage, current, capacitance and resistance using Digital Multimeter
Experiment 06	Observe output waveform of half wave rectifier with and without filter capacitor and measure DC voltage, DC current, ripple factor with and without filter capacitor.
Experiment 07	Observe output waveform of full wave rectifier with and without filter capacitor and measure DC voltage, DC current, ripple factor with and without filter capacitor.
Experiment 08	Designing of Bridge rectifier with and without filter capacitor and measure DC voltage, DC current, ripple factor with and without filter capacitor.
Experiment 09	Design a half wave rectifier using discrete components on a breadboard and measure DC voltage, DC current, ripple factor, with and without filter capacitor
Experiment 10	Design full wave rectifier using discrete components on a breadboard and measure DC voltage, DC current, ripple factor with and without filter capacitor.

Computer Science & Engineering Group:

1. Introduction to PC Hardware
   a. RAM, ROM, Motherboard, SMPS, Processor
2. Hardware installation and assembly of PC
   a. Desktop
   b. Laptop
3. PC debugging, troubleshooting and Maintenance
4. Software installation and Configuration
   a. Installation of operating System (Windows, Linux/UNIX, Server)
   b. Basic utility and maintenance software
5. Working and functioning of different Buses, I/O Ports, graphic cards.
6. Installation of printer / modem /scanner and other input and output devices.
7. Configuring BIOS set up, Recovery, Preventive maintenance & Anti-Virus
8. Study of different types of Network cables and Practically implement the cross-wired cable and straight through cable using clamping tool
9. Configuring and Practically implement Network Devices
   a. Repeater

b. Hub
    c. Switch
    d. Bridge
    e.   Router
    f. Gate Way
10. Install and Configure Wired and Wireless NIC and transfer files between systems in LAN and Wireless LAN.
11. Connect the computers in Local Area Network.
12. Transfer files between systems in LAN using FTP Configuration, install Print server in a LAN and share the printer in a network
13. Installation of Ms Office 200x.

Cultural Education II

Common to all disciplines
Contact Hours (L-T-P): 2-0-0

L-T-P	Cultural Education II	Credits 2-0-0 2

Objectives
1. To make the students feel gratitude towards the rich religious and cultural heritage of India.
2. To understand the role of great personalities and movements in the progress of India.

Course Outcomes (CO):

At the end of this course students will have:

CO1: Ability to acknowledge and appreciate the richness of Indian Culture
CO2: Ability to represent the culture ethics in real life

UNIT-I Holy Scriptures-II

1. Bhagavad Gita and Life Management
2. Highlights of Indian Scriptures - Major Incidents and terms from various religious scriptures including Ramayana, Mahabharta, Guru Granth Saheb, Bible, Quran, Jain Scriptures, Bodh Scriptures
3. Historicity of Ramayana and Mahabharata

UNIT-II Society and Culture-II

4. Indian Society: Its Strengths and Weaknesses
5. Health and Lifestyle related issues
6. Conservation of cultural heritage

UNIT-III India in Progress-II

7. Role & Position of Women in Indian Society- Rituals like Sati, Dakin, Kanyavadh, Pardah, Devdasi, Child Marriage, Measures of Women Empowerment including Education, Constitutional and other Rights
8. Indian Models of Economy, Business and Managemen0t

UNIT-IV Great Indian Personalities-II

9. Life and works of the Great People of India- Raja Ram Mohan Roy, Swami Vivekananad, Madan Mohan Malviya, IshwarchandVidyaSagar, JyotibaPhule, HomiBhabha, B.R. Ambedkar, Mahatma Gandhi, Chandra Shekhar Aazad, Abdul Hamid, Badshah Khan, Bhagat Singh, Ashfaqullah, VirSawarkar, Vir Banda Bahadur, VirHaqiqat Rai, Subhash Chandra Bose, Mother Teresa, Jagdish Chandra Basu, JRD Tata, Ratan Tata, Dada Saheb Phalke, Major DhayanChand,

A P J Abdul Kalaam, Kailash Satyarthi, Aruna Roy, Mahasweta Devi, Udaya Kumar, Narayan Murthy, Azim Premji

*Each student shall write a detailed Report/ Critique on one topic from section -A to C and one Great Personality from Section- D leading to publication of Newspaper/ Magazine article or a review paper in a Research Journal. In addition to s/he will be required to make a Power Point Presentation on the learning and face Viva-voce by a committee of teachers.

Suggested Reading:

1. Glory of Indian Culture (English) Paperback byGirirajShah

2. Historicity of Vedic and Ramayan Eras: Scientific Evidences from the Depths of Oceans to the Heights

of Skies by SarojBala , Kulbhushan Mishra

References

https://knowindia.gov.in/culture-and-heritage/lifestyle-values-and-beliefs.php

Non Credit Course

BCE051A	**Environmental Sciences**	**2-0-0**	**0**

The objectives of Environment science are to-

1.Creat an awareness about environmental problems among students
2. Impart basic knowledge about the environment and its allied problems.
3. Develop an attitude of concern for the environment.
4. Motivate public through students to participate in environment protection and environment improvement.
5. Acquiring skills to help the concerned individuals in identifying and solving environmental problems.

UNIT 1	**The Multidisciplinary Nature of Environmental Studies:** The Multidisciplinary Nature of Environmental Studies Definition, scope and importance need for public awareness.
UNIT 2	**Natural Resources Renewable and Non-renewable Resources**: •Natural resources and associated problems. (a) Forest resources: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people. (b) Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems. (c) Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies. (d) Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, Case studies. (e) Energy resources: Growing energy needs, renewable and non-renewable energy sources, use of alternate energy sources. Case studies. (f) Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification. • Role of an individual in conservation of natural resources. Equitable use of resources for sustainable lifestyles.
UNIT 3	**Ecosystems, Biodiversity and Its Conservation:** •Concept of an ecosystem. •Structure and function of an ecosystem. •Producers, consumers and decomposers. • Energy flow in the ecosystem. Ecological succession. •Food chains, food webs and ecological pyramids. •Introduction, types, characteristic features, structure and function of the following ecosystem: (a) Forest ecosystem (b) Grassland ecosystem (c)

	Desert ecosystem (d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) **Biodiversity and Its Conservation** •Introduction, definition: genetic, species and ecosystem diversity. •Biogeographical classification of India. • Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values. •Biodiversity at global, National and local levels. •India as a mega-diversity nation. Hot-spots of biodiversity. •Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts. •Endangered and endemic species of India. • Conservation of biodiversity: in-situ and ex-situ conservation of biodiversity.
UNIT 4	**Environmental Pollution:** •Definition ,Causes, effects and control measures of (a) Air pollution (b) Water pollution (c) Soil pollution (d) Marine pollution (e) Noise pollution (f) Thermal pollution (g) Nuclear hazards • Solid waste management: Causes, effects and control measures of urban and industrial wastes. • Role of an individual in prevention of pollution. •Pollution case studies. •Disaster management: Foods, earthquake, cyclone and landslides.
UNIT 5	**Social Issues and the Environment, Human Population and the Environment, Field Work:** • From unsustainable to sustainable development. • Urban problems related to energy. •Water conservation, rain water harvesting, watershed management. • Resettlement and rehabilitation of people; its problems and concerns. Case studies. •Environmental ethics: Issues and possible solutions. •Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies. •Wasteland reclamation. • Consumerism and waste products. • Environment Protection Act. • Air (Prevention and Control of Pollution) Act. • Water (Prevention and Control of Pollution) Act. • Wildlife Protection Act. •Forest Conservation Act. •Issues involved in enforcement of environmental legislation. •Public awareness. **Human Population and the Environment** •Population growth, variation among nations. •Population explosion—Family Welfare Programme. • Environment and human health.

	• Human rights.
	•Value education.
	HIV/AIDS.
	• Women and Child Welfare. •Role of Information Technology in environment and human health.
	Field Work
	• Visit to a local area to document environmental assets— river/forest/grassland/hill/ mountain.
	• Visit to a local polluted site—Urban/Rural/Industrial/Agricultural.
	• Study of common plants, insects, birds.
	•Study of simple ecosystems—pond, river, hill slopes, etc.
	(Field work equal to **5 lecture hours**) • Case Studies.

Course Outcome (CO)

After the completion of the course, student will be able to:

CO-1: Recognize the history, structure, function, interactions and trends of key socio-environmental systems on personal, organizational and intellectual level regarding our surroundings through different media.

CO-2: Examine the generation of scientific knowledge and how that knowledge is presented, evaluated, framed and applied for environmental protection by conservation of Natural resources.

CO-3: Articulate a coherent philosophy of the environment and consider ethical bases for responding to environmental questions.

CO-4: Understand the role of conservation of resources and public awareness in prevention of pollution and ultimately for the sustainable development of society.

CO-5: Understand the social responsibility towards protection of environment and society

CO/PO Mapping

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO-1	H	M	H	H	H	H	M
CO-2	M	H	H	M	M	H	M
CO-3	M	H	H	L	H	H	H
CO-4	M	M	H	M	H	H	H
CO-5	H	H	H	H	H	H	H

DEPARTMENT OF LAW ; JECRC UNIVERSITY

RECOMMENDED SYLLABUS FOR B TECH FIRST YEAR

CONSTITUIONAL LAW

Ser No	Recommended Subject	Number of Proposed Lecture
1.	Salient Features of the Indian Constitution	01
2.	Preamble of the Constitution	01
3.	Nature of the Constitution	01
4.	**Fundamental Rights**	
	(a) Articles 12 & 13	01
	(b) Articles 14 to 18	01
	(c) Articles 19	02
	(d) Articles 21	02
	(e) Articles 32 and Writs	01
5.	Directive Principles and Fundamental Duties	02

B.Tech CSE Semester III

BCO 011A	COMPUTER NETWORKS	3-1-0 [4]

OBJECTIVES:
- To build an understanding of the fundamental concepts of computer networking.
- To familiarize the student with the basic taxonomy and terminology of the computer networking area.
- To introduce the student to advanced networking concepts, preparing the student for entry Advanced courses in computer networking.
- To allow the student to gain expertise in some specific areas of networking such as the design and maintenance of individual networks.

UNIT 1	Introduction -Hardware and software, Data communication, Networking, Protocols and standards. Data transmission concepts. Analog and digital transmission. Transmission impairments. Layered Architecture of Computer Networks, OSI and TCP/IP architectures Physical Layer- Guided transmission media and wireless transmission, Data encoding - Digital and analog data. Data communication interface - asynchronous and synchronous transmission, Data link layer - Flow control. Error detection and error control. HDLC and other data link protocols. Multiplexing – Frequency-division, synchronous time-division, and statistical time-division multiplexing
UNIT 2	Link Layer:Medium Access Control: CDMA, ALOHA, and Ethernet; Link Layer Addressing and Forwarding; Spanning Trees; The Channel Allocation Problem, Multiple Access Protocols, Ethernet, Wireless LANs, Broadband Wireless, Bluetooth, Data Link Layer Switching, Switched networks. Circuit-switched networks, switching concepts, Routing incircuit-switched networks. Control signaling. Packet switching principles. Routing and congestion control
UNIT 3	Network Layer: Network layer design issues. Routing algorithms , Flooding, Shortest path routing, Link Sate routing, Hierarchical routing, Broadcast and multicast routings, Routing in the Internet, Path Vector routing, OSPF routing. The network layer in the Internet: IP protocol: ARP and RARP, BOOTP, ICMP, DHCP, Network Address Translation(NAT) Internetworking
UNIT 4	Transport Layer:TCP introduction, Reliable/Un- Reliable Transport, TCP, UDP, Congestion Control, Intra-Domain Routing: Distance-Vector, Intra-Domain Routing: Link- State, Wireless Networks: 802.11 MAC, Efficiency considerations
UNIT 5	Application Layer: DNS-The Domain Name System, Electronic Mail, HTTP, FTP, Simple network management protocol (SNMP), The World Wide Web

Course Outcome (CO) of **Computer Network**

At the end of this course studentswill have:

CO1: To provide an in-depth understanding of the terminology of network and concepts of OSI reference model and TCP/IP model.

CO2: To equip our students with technical concept of protocols, network interfaces, and design/performance issues in networks.

CO3: To be familiar with contemporary issues in networking technologies.

CO4: To be familiar with network tools and to enhance analytical skills to develop innovative solutions.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H			L									H		
CO2	M		H									L		L	
CO3		M							M				M		L
CO4					H										L

H = Highly Related; M = Medium L = Low

Text Books:
1. Computer Networks, by Andrew S Tanenbaum, PHI. (2010)
Reference Books:
- Data Communications, Computer networking on OSI , by Fred Halsall, Addison Wesley Publishing Co.1998
- Computer Networking -A Top-Down Approach Featuring the Internet ,James F. Kurose and Keith W. Ross ,Addison Wesley Publishing Co. 2004
- Computer Networks: Protocols standards and interfaces , by Uyless Black, Prentice Hall.2002
- Data communication &Networks , by Behrou A. Forouzan, Tata McGraw Hill. 2002
- Data and Computer Communications, by Walliam Stallings, PHI. (2002)

BCO 002B	**DATA STRUCTURES AND ALGORITHMS**	3-1-0 [4]

OBJECTIVE:
- To study various data structure concepts like Stacks, Queues, Linked List, Trees and Files
- To overview the applications of data structures.
- To be familiar with utilization of data structure techniques in problem solving.
- To have a comprehensive knowledge of data structures and algorithm.
- To carry out asymptotic analysis of algorithm.

UNIT 1	Introduction: Notions of data type, abstract data type and data structures. Importance of algorithms and data structures in programming. Notion of Complexity covering time complexity, space complexity, Worst case complexity & Average case complexity. BigOh Notation, Omega notation, Theta notation. Examples of simple algorithms and illustration of their complexity. Sorting- Bubble sort, selection sort, insertion sort, Quick sort; Heap sort; Merge sort; Analysis of the sorting methods. Selecting the top k elements. Lower bound on sorting.
UNIT 2	Stack ADT, Infix Notation, Prefix Notation and Postfix Notation. Evaluation of Postfix Expression, conversion of Infix to Prefix and Postfix Iteration and Recursion- Problem solving using iteration and recursion with examples such as binary search, Fibonacci numbers, and Hanoi towers. Tradeoffs between iteration and recursion.
UNIT 3	List ADT. Implementation of lists using arrays and pointers. Stack ADT. Queue ADT. Implementation of stacks and queues. Dictionaries, Hash tables: open tables and closed tables. Searching technique- Binary search and linear search, link list- single link list, double link list, Insertion and deletion in link list.
UNIT 4	Binary Trees- Definition and traversals: preorder, post order, in order. Common types and properties of binary trees. Binary search trees: insertion and deletion in binary search tree worst case analysis and average case analysis. AVL trees. Priority Queues -Binary heaps: insert and delete min operations and analysis.
UNIT 5	Graph: Basic definitions, Directed Graphs- Data structures for graph representation. Shortest path algorithms: Dijkstra (greedy algorithm) and Operations on graph, Worshall'salgorithm , Depth first search and Breadth-first search. Directed acyclic graphs. Undirected Graphs, Minimal spanning trees and algorithms (Prims and Kruskal) and implementation. Application to the travelling salesman problem.

Course OUTCOME (CO):

CO1: Show the understanding of various data structure concepts like Stacks, Queues, Linked List, Trees and Files
CO2: Understand the applications of data structures.
CO3: Understand with utilization of data structure techniques in problem solving.
CO4: Use comprehensive knowledge of data structures and algorithm.
CO5: Use asymptotic analysis of algorithm.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H												M		
CO2			H		M								M		
CO3		H							M			L		H	
CO4	H	M											L		L
CO5		M		H											L

H = Highly Related; M = Medium; L = Low

Text Books:
1. Data Structures and Algorithms by Alfred V. Aho, Jeffrey D. Ullman and John E. Hopcroft , Addison-Wesley Series (1983)

Reference Books:
1. T.H. Cormen, C.E. Leiserson, and R.L. Rivest. Introduction to Algorithms.The MIT Press and
2. McGraw-Hill Book Company, Cambridge, Massacusetts, 1990 (Available in Indian Edition).
3. Steven S. Skiena. The Algorithm Design Manual.Springer, Second Edition, 2008.
4. Data Structures and Algorithm Analysis in Java (3rd Edition) by Mark Allen Weiss, Addison Wesley(2011).

BAS 007B	DISCRETE MATHEMATICS	3-0-0 [3]

Objective:
- To introduce a number of Discrete Mathematical Structures (DMS) found to be serving as tools even today in the development of theoretical computer science.
- Tosolve problems occurred in the development of programming languages.
- Tofamiliarize students with concepts and techniques of graph theory, and sets apart from languages of logic and proof methods.

UNIT 1	**Sets:** Definition and types, Set operations, Partition of set, Cardinality (Inclusion-Exclusion & Addition Principles), Recursive definition of set. Functions: Concept, Some Special Functions (Polynomial, Exponential & Logarithmic, Absolute Value, Floor & Ceiling, Mod &Div Functions), Properties of Functions, Cardinality of Infinite Set, Countable & Uncountable Sets,
UNIT 2	**Graph Theory**: Graphs – Directed, Undirected, Simple,. Adjacency & Incidence, Degree of Vertex, Subgraph, Complete graph, Cycle & Wheel Graph, Bipartite & Complete Bipartite Graph, Weighed Graph, Union of Simple Graphs. Complete Graphs. Isomorphic Graphs, Path, Cycles & Circuits Euclerian& Hamiltonian Graphs. Planar Graph: Kuratowski's Two Graphs, Euler's Formula, Kuratowski's Theorem. Trees: Spanning trees- Kruskal'sAlgo, Finding Spanning Tree using Depth First Search, Breadth First Search, Complexity of Graph, Minimal Spanning Tree.
UNIT 3	**Semigroups, Groups and Coding**: Binary Operations, Semigroups, Products and Quotients of Semigroups, Groups, Product and Quotients of Groups, Coding of Binary Information and Error Correction, Decoding and Error Correction. **Language of Logic**: Proposition, Compound Proposition, Conjunction, Disjunction, Implication, Converse, Inverse &Contrapositive, Biconditional Statements, tautology, Contradiction & Contingency, Logical Equivalences, Quantifiers, Arguments.
UNIT 4	**Proof Methods**: Vacuous, Trivial, Direct, Indirect by Contrapositive and Contradiction, Constructive & Non-constructive proof, Counterexample. The Division Algorithm, Divisibility Properties (Prime Numbers & Composite Numbers), Principle of Mathematical Induction, The Second Principle of Mathematical Induction, Fundamental Theorem of Arithmetic. Algorithm Correctness: Partial Correctness, Loop Invariant. Testing the partial correctness of linear & binary search, bubble & selection sorting.
UNIT 5	Relations: Boolean Matrices, Binary Relation, Adjacency Matrix of Relation, Properties of Relations, Operations on Relations, The Connectivity Relations, Transitive Closure-Warshall's Algorithm, Equivalence relations- Congruence Relations, Equivalence Class, Number of Partitions of a Finite Set, Partial & Total Orderings.

Course Outcome (CO):

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

CO1: Demonstrate complete knowledge on various discrete structures available in literature.
CO2: Realization of some satisfaction of having learnt that discrete structures are indeed useful in computer science and engineering and thereby concluding that no mistake has been done in studying this course.
CO3: Gaining of some confidence on how to deal with problems which may arrive in computer science and engineering in near *future*.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	L		H		M						L				
CO2		H		H								M	M		
CO3								H	M	L				H	

- H = Highly Related; M = Medium L = Low

Text Books

1. B.Kolman et.al- Discrete mathematical Structures, 5th Edn, Pearson Education, New Delhi - 2004.

Reference Books

1. K.H. Rosen – Discrete Mathematics and Its Applications – 4th Edn, Tata McGraw Hill, New Delhi – 2001
2. J.P. Tremblay et.al – Discrete Mathematical Structures with Applications to Computer Science, TMH, New Delhi – 2004.

3. Mott. J.L., Kandel A. and Baker, T.P. "Discrete mathematics", for computer scientists and Mathematicians", Second Edition, Prentice Hall 1986.

4. Tremblay J.P. and Manohar, R. "Discrete Mathematical Structures with Applications to Computer Science", McGraw Hill, 1975.

BCO 008B	OPERATING SYSTEMS	3-0-0 [3]

OJECTIVE:
- To understand the structure and functions of OS
- To learn about Processes, Threads and Scheduling algorithms
- To understand the principles of concurrency and Deadlocks
- To learn various memory management schemes
- To study I/O management and File systems

UNIT 1	Introduction : Operating system and functions, Classification of Operating systems- Batch, Interactive, Time sharing, Real Time System, Multiprocessor Systems, Multiuser Systems, Multiprocess Systems, Multithreaded Systems, Operating System Structure- Layered structure, System Components, Operating System services, Monolithic and Microkernel Systems.
UNIT 2	Process Management-Process & Threads – Process States - Process Control Block – Process Scheduling – Operations on Processes, Threads, CPU Scheduler – Preemptive and Non- Preemptive; Dispatcher, Scheduling Criteria, Scheduling Algorithms – Process Management in UNIX
UNIT 3	Process Synchronization & Inter process Communication-Concurrent Processes, Co-operating Processes, Precedence Graph, Hierarchy of Processes, Critical Section Problem – Two process solution, Synchronization Hardware, Semaphores – Deadlock- detection, handling, prevention, avoidance, recovery, Starvation, Critical Regions, Monitors, Inter process communication
UNIT 4	Memory Management-Objectives and functions, Simple Resident Monitor Program (No design), Overlays – Swapping; Schemes – Paging – Simple, Multi-level Paging; Internal and External Fragmentation; Virtual Memory Concept, Demand Paging – Page Interrupt Fault, Page Replacement Algorithms; Segmentation – Simple, Multi-level, Segmentation with Paging, Memory Management in UNIX.
UNIT 5	I/O Management and Disk Scheduling: I/O devices, and I/O subsystems, I/O buffering, Disk storage and disk scheduling. File System: File concept, File organization and access mechanism, File directories, and File sharing, File system implementation issues, File system protection and security.

Course Outcome (CO):

At the ends of this course studentswill have:

CO1: Classify Unix Kernel mode with user mode & contrast between Kernel structures.
CO2: Identify and estimate process management & thread management strategies along with their different operations
CO3:Implement different system calls for various file handling operations.
CO4:determine paging and Caching techniques related to Virtual Memory.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H			M				L			L		H		L
CO2		M	L						M					M	
CO3			M		M									M	M
CO4	M		L									L			

H = Highly Related; M = Medium L = Low

Text Books:
1. Operating Systems Concepts – Silberschatz, Galvin, Wiley Publications (2008)
2. Modern Operating Systems - Andrew S. Tanenbaum, Pearson Education Asia / PHI(2005)
Reference Books:
1. Operating Systems – William Stallings, Pearson Education Asia (2002)
2. UNIX System Programming Using C++, by Terrence Chan: Prentice Hall India, 1999.
3. Advanced Programming in UNIX Environment, by W. Richard Stevens: 2nd Ed, Pearson Education, 2005

BCO 232A	SOFTWAREENGINEERING AND PROJECT MANAGEMENT	3-0-0 [3]

Objective

- To learn about generic models of software development process.
- To understand fundamental concepts of requirements engineering and Analysis Modeling.
- To understand the different design techniques and their implementation.
- To learn various testing and maintenance measures

UNIT 1	Introduction- Introduction to Software Engineering, Software Components, Software Characteristics, Software Crisis, Engineering aspects of Software production – necessity of automation .Job responsibilities of Programmers and Software Engineers as Software developers. Software Development Life Cycle (SDLC)
UNIT 2	Process Models and Program Design Techniques- Software Development Process Models – Code & Fix model, Waterfall model, Incremental model, Rapid Prototyping model, Spiral (Evolutionary) model. Software Requirement Specifications (SRS), Management of User Needs, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document,Design Techniques – Structured Programming, Coupling and Cohesion, Abstraction and Information Hiding, Software Modeling Tools –Data flow Diagrams, UML and XML.
UNIT 3	Software Testing: Testing Objectives, Unit Testing, Integration Testing, Acceptance Testing, Regression Testing, Verification and Validation: Testing of Software Products – Black-Box Testing and White-Box Testing, Static Analysis, Symbolic Execution and Control Flow Graphs –Cyclomatic Complexity.Maintenance and its need and types of maintenance. CASE tools & graphical reporting tools.
UNIT 4	Project Management: project, project specification parameters, principle &life cycle, project management Plan, why the project is delayed? and scheduling activities, critical Path, PERT& CPM. Monitoring & Control: Change Control, Software Configuration Management (SCM).
UNIT 5	Quality Management and People Management- Introduction, Understanding Behavior, Organizational Behavior, Selecting The Right Person For The Job, Motivation, The Old man – Hackman Job Characteristics Model , Working in Groups, Organization and team structures, Decision Making, Leadership, Organizational Structures, Stress, Health And Safety.

Course Outcome (CO):

At the end of this course students will have:

CO1: An ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability.

CO2: An ability to identify, formulates, and solve engineering problems. CO3: An understanding of professional and ethical responsibility.

CO4: The broad education necessary to understand the impact of engineering solutions in a global, economic, environmental, and societal context.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	L		H		M						L				
CO2		H		H							M	M			
CO3								H	M	L				H	
CO4	L		L			L	M								L

H = Highly Related; M = Medium L = Low

Text Books:

- Fundamentals of Software Engineering – Carlo Ghezziet. Et.al.
- Software Engineering – Design, Reliability Management – Pressman.
- Bob Hughes, Mike Cotterell, "Software Project Management", Tata McGraw Hill. (2009)

Reference Books:

- Software Engineering – Ian Sommerville.
- Software Engineering - Shoeman.

- Software Engineering with Abstraction – Berzins and Luqi
- Pankaj Jalote, Software Engineering, Wiley.
- Royce, "Software Project Management", Pearson Education. (2005).
- Robert K. Wysocki, "Effective Software Project Management", Wiley.(2006)

BCO 014B	OPERATING SYSTEMS LAB	0-0-2 [2]

List of Experiments

Experiment No	Aim
1	Write a C program to implement the various process scheduling mechanisms such as FCFS scheduling.
2	Write a C program to implement the various process scheduling mechanisms such as SJF Scheduling.
3	Write a C program to implement the various process scheduling mechanisms such as Round Robin Scheduling.
4	Write a C program to implement the various process scheduling mechanisms such as Priority Scheduling.
5	To implement deadlock avoidance & Prevention by using Banker's Algorithm.
6	To implement page replacement algorithms FIFO (First In First Out).
7	To implement page replacement algorithm LRU (Least Recently Used).
8	To implement page replacement algorithms Optimal (The page which is not used for longest time)
9	To implement the memory management policy- Paging.
10	To implement the memory management policy-segmentation.
11	Write a C Program to implement Sequential File Allocation method.
12	Write a C Program to implement Indexed File Allocation method.
13	Write a C Program to implement Linked File Allocation method.
14	Write a program to implement multi program variable task (MVT).
15	Write a program to implement multi program fixed task (MFT).

Course Outcome (CO):

At the ends of this course studentswill have:

CO1: Classify Unix Kernel mode with user mode & contrast between Kernel structures.
CO2: Identify and estimate process management & thread management strategies along with their different operations
CO3:Implement different system calls for various file handling operations.
CO4: Determine paging and Caching techniques related to Virtual Memory.
CO5: construct shell scripts.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H			M				L			L		H		L
CO2		M	L						M					M	
CO3			M		M									M	M
CO4	M		L									L			

H = Highly Related; M = Medium L = Low

BCO 005B	DATA STRUCTURE AND ALGORITHMS LAB	0-0-2 [1]

List of Experiments

1. Write a program to implement following searching algorithms using array data structure
    1.1 Matrix Addition and Subtraction
    1.2 Matrix Multiplication and Transpose

2. Write a program to implement following searching algorithms using array data structure
    2.1. Linear Search
    2.2. Binary Search

3. Write a program to implement following searching algorithms using array data structure
    3.1. Insertion Sort
    3.2 Bubble Sort

4. Write a program to implement following searching algorithms using array data structure
    4.1. Selection Sort
    4.2 Quick Sort

5. Write a program to implement following operations on stack using array data structure.
    5.1 Traversing
    5.2 Push
    5.3 POP

6. Write a program to implement following examples of recursion
    6.1 Fibonacci Series
    6.2 Factorial Function
    6.3 Tower of Hanoi

7. Write a program to implement Merge Sort.

8. Write a program to implement following operations on Queue using array data structure.
    8.1 Insertion8.2 Deletion8.3 Traversing

9. Write a program to implement Postfix evaluation.

10. Write a program to implement Infix to Postfix Notation.

11. Write a program to implement following operations on Link List data structure.
    11.1 Insertion at beginning
    11.2 Insertion at last
    11.3 Insertion at any location

12. Write a program to implement following operations on Link List data structure.
    12.1 Deletion at beginning
    12.2 Deletion at last
    12.3 Deletion at any location

13. Write a program to implement Doubly Link List
    13.1 Insertion13.2 Traversing
14. Write a program to implement Breadth First Search Algorithm.

15. Write a program to implement Depth First Search Algorithm.

Course Outcomes:

Having successfully completed this course, the student will be able to:

CO1:   Apply knowledge of computing and mathematics to choose the data structures that effectively model the information in a problem.

CO2:   Solve problems by using iterative and recursive methods

CO3:   Write various operations like searching, sorting, insertion, deletion, traversing etc. on different data structure.

CO4:   Apply programming concepts to solve different problems based on data structures.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO
CO1	H												M		
CO2			H		M								M		
CO3		H							M			L		H	
CO4	H	M											L		L
CO5		M		H											L

H = Highly Related; M = Medium; L = Low

B.Tech CSE Semester IV

BCO 009B	COMPUTER ORGANIZATION AND DESIGN	3-1-0 [4]

OJECTIVE:

• To understand the number system conversions and logic gates.
• To study the design of logic unit and bus memory transfer.
• To study the addressing modes and instruction set architecture, register transfer RISC/CISC
• To study the hierarchical memory system including cache memories and its address mapping.
• To study the different ways of communicating with I/O devices and standard I/O interfaces.

UNIT 1	Introduction to number system, methods of base conversions; Binary, octal and hexadecimal arithmetic; Basic organization of computers; logic gates, Information representation, Fixed-Point Arithmetic: Floating point representation (Single &double precision), Complements.
UNIT 2	Using Karnaugh map methods, SOP, POS simplification, Logic design: Half adder, full adder, Adder–Subtractor. Multiplexer/ de-multiplexer, decoders. Fetch, decode and execute cycle. RTL, Bus & Memory Transfer, Tri state Buffer.
UNIT 3	Instruction set architectures, addressing modes, instruction cycles, Differentiate RISC versus CISC architectures. Arithmetic Micro-operation: Addition, Subtraction, Multiplication (Booth's Algorithm),Array Multiplier
UNIT 4	Memory Technology, static and dynamic memory, Random Access and Serial Access Memories, Cache memory and Memory Hierarchy, Address Mapping, Cache updation schemes,
UNIT 5	I/O subsystems: Interfacing with IO devices, keyboard and display interfaces; Basic concepts Bus Control, Read Write operations, Programmed IO, Concept of handshaking, Polled and Interrupt-driven I/O, DMA data transfer.

Course Outcome (CO):

At the ends of this course studentswill have:

CO1: Awareness of computer organization.
CO2: Design and architecture of machine.
CO3:Implement different system calls for various units.
CO4: Logical representation of storage, representation and management.
CO5: Analysis of I/O subsystem.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H											M	H		
CO2			H		M									M	
CO3				M					M				L		
CO4				H						M			M		L
CO5				H						M					L

H = Highly Related; M = Medium L = Low

Text Book:

1. Digital Design, M.Morris Mano, Pearson
2. Computer System Architecture by Mano, Pearson

Reference books:

1. Modern Digital Electronics, R.P. Jain, TMH
2. Computer Organization by V. Carl Hamacher, Safwat G. Zaky and Zvonko G. Vranesic , McGraw-Hill series(2002)
3. Digital Fundamental, Floyd & Jain, Pearson.
4. Computer Architecture and Organization, by Hayes, J.P.1998, McGraw-Hill
5. Digital Logic And Computer Design, Mano, Pearson

.BCO 010C	**DATABASE MANAGEMENT SYSTEMS**	3-1-0 [4]

OJECTIVE:
- To provide knowledge of relational model
- To learn about ER diagrams.
- To learn about Query Processing and Transaction Processing

UNIT 1	Introduction - Database Systems versus File Systems, View of Data, Data Models, database languages, Database Users and Administrators. Transaction Management,Components of a Database management System. Entity-Relationship Model – Basic Concepts, Constraints,Keys, Design Issues, E-R Diagrams.
UNIT 2	Relational Model- Structures of relational databases, Integrity Constraints, Logical database Design, Tables, Views, Data Dictionary. Relational Algebra, Relational Calculus. SQL – Basic Structures, Query Handling,Triggers,Nested SQL Query, Embedded SQL,
UNIT 3	Relational Database Design- Functional Dependencies, Multi-valued Dependencies, Normal Forms, Decomposition into Normalized Relations.
UNIT 4	Fundamental Concepts of Transaction Management, ACID property. Serializability and testing for serializability, concurrency control schemes, lock-based protocols, two-phase locking protocols, graph-based protocols, time stamp-based protocols, deadlocks.
UNIT 5	File System: File organization- Heap File, Sequential File, Hash File, Clustered file, file operations, indexing, B-tree, B+ tree, Introduction to Data Mining, Data Farming, Data Warehousing

Course Outcome (CO):

At the ends of this course studentswill have:

CO1: Awareness of database management basics and different models that we use for database.
CO2: Design and architecture of relational model, relational algebra and SQL queries.
CO3: Implement different form of normalization.
CO4: Logical representation of internet database.
CO5: Analysis and concepts of transaction, concurrency and recovery systems.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H												H	M	
CO2			H		M				M						L
CO3				H		M							M		
CO4				M							M			L	L
CO5	M	L		H					L				M		

H = Highly Related; M = Medium L = Low

Text Books:
1. Database Systems Concepts – Korthe, TMH
2. An Introduction to Database Design – Date

Reference Books:
1. Fundamentals of Database Systems – Elmasri and Navathe
2. Database Management and Design – Hansen and Hansen .
3. Object-Oriented Database Design – Harrington

| BCO 013A | DATABASE MANAGEMENT SYSTEMS LAB | 0-0-2 [2] |

List of Experiments

1	Installation of MySQL
2	Analyze the problem and come with the entities in it. Identify what Data has to be persisted in the databases.
3	Represent all entities in a tabular fashion. Represent all relationships in a tabular fashion.
4	Creating of Tables on given problem
5	Applying Not Null, Check, Unique Constraints on database Tables.
6	Applying Primary Key, References, Foreign Key Constraints on database Tables.
7	Applying Insert, Select, Distinct Clause, Where Clause on database Tables.
8	Applying Update, Delete, Drop, on database Tables.
9	Applying table creation with select, Insert data using select, Renaming on database Tables.
10	Practice Queries using MINUS, UNION, INTERSECT, % operator.
11	Practice Queries using Group Functions.
12	Practice Queries using Group By, Having, Order By Functions.
13	Practice Queries using Arithmetic Operators, Comparison Operator.
14	Practice Queries using Logical Operator.
15	Practice Queries using any four String Functions.
16	Practice Queries using any four String Functions.
17	Practice Queries using Numeric Functions.
18	Practice Queries using Date Functions.

Course Outcome (CO):

At the ends of this course studentswill have:

CO1: Awareness of database management basics and different models that we use for database.
CO2: Design and architecture of relational model, relational algebra and SQL queries.
CO3: Implement different form of normalization.
CO4: Logical representation of internet database.
CO5: Analysis and concepts of transaction, concurrency and recovery systems.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H												H	M	
CO2			H		M				M						L
CO3				H		M							M		
CO4				M							M			L	L
CO5	M	L		H					L				M		

H = Highly Related; M = Medium L = Low

BCO 017A	**FORMAL LANGUAGES & AUTOMATION THEORY**	3-1-0 [4]

Objective:

- To understand various Computing models like Finite State Machine, Pushdown Automata, and Turing Machine.
- To understand Decidability and Undesirability of various problems
- To construct pushdown automata and the equivalent context free grammars.
- To prove the equivalence of languages described by pushdown automata and context free grammars.
- To construct Turing machines and Post machines and prove the equivalence of languages described by Turing machines and Post machines.

UNIT 1	Basics of Strings and Alphabets, Finite Automata – DFA, transition graphs, regular languages, non-deterministic FA, equivalence of DFA and NDFA, Mealy and Moore Machine, minimization of Finite Automata,
UNIT 2	Regular grammars, regular expressions, equivalence between regular languages, properties of regular languages, pumping lemma. Relationship between DFA and Regular expression.
UNIT 3	Context Free Languages – Leftmost and rightmost derivation, parsing and ambiguity, ambiguity in grammar and languages, simplification of CFG, Normal forms
UNIT 4	Pushdown Automata – NDPDA, DPDA, context free languages and PDA,comparison of deterministic and non-deterministic versions, closure properties, pumping lemma for CFL,
UNIT 5	Turing Machines, variations, halting problem, PCP, Chomsky Hierarchy, Recursive and Recursive enumerable language, Rice Theorem.

Course Outcomes: At the end of the course, the student should be able to:

CO1:Understand and construct finite state machines and the equivalent regular expressions.
CO2:Prove the equivalence of languages described by finite state machines and regular expressions.
CO3:Construct pushdown automata and the equivalent context free grammars.
CO4:Prove the equivalence of languages described by pushdown automata and context free grammars.
CO5:Construct Turing machines and Post machines and prove the equivalence of languages described by Turing machines and Post machines

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H		L										H		
CO2		H											L		
CO3	H		H												M
CO4		H		M											
CO5	H											H		L	

H = Highly Related; M = Medium L = Low

Text Books:
 1.Hopcroft J.E., Motwani R. and Ullman J.D, "Introduction to Automata Theory,Languages and Computations", Second Edition, Pearson Education, 2008.

Reference Book:

1. Mishra K L P and Chandrasekaran N, "Theory of Computer Science – Automata, Languages and Computation", Third Edition, Prentice Hall of India, 2004.
2. Harry R Lewis and Christos H Papadimitriou, "Elements of the Theory of Computation", Second Edition, Prentice Hall of India, Pearson Education, New Delhi, 2003.
3. Peter Linz, "An Introduction to Formal Language and Automata", Third Edition, Narosa Publishers, New Delhi, 2002.
4. Kamala Krithivasan and Rama. R, "Introduction to Formal Languages, Automata Theory and Computation", Pearson Education 2009.
5. John C Martin, "Introduction to Languages and the Theory of Computation", Third Edition, Tata McGraw Hill Publishing Company, New Delhi, 2007.

BCO 023A	DESIGN AND ANALYSIS OF ALGORITHMS	3-0-0 [3]

OBJECTIVES:
At the end of the course, the student should be able to:
- Design effective, efficient, elegant, and readable algorithms for various classes of computing problems
- Determine space and time complexity of algorithms by the use various algorithm design techniques like (divide and conquer, backtracking, greedy, etc.)

UNIT 1	Introduction, algorithms specification, time and space complexity, performance analysis, recurrence relations. Divide and Conquer – finding max min.
UNIT 2	Dynamic Programming and Greedy Methods – Huffman tree construction, Knapsack problem, 0/1 Knapsack problem,least common subsequence, matrix chain multiplication. Backtrack: 4-queen problem, Branch and Bound: assignment problem
UNIT 3	Graph algorithms–flow problems, String Matching Algorithms: Naive algorithm, automata and KMP matcher algorithms, Boyer-Moore algorithm
UNIT 4	Number Theory Problems – CRT, GCD algorithms, modular arithmetic, Lower Bound Theory; Approximate Algorithms – Set cover, vertex cover, .Randomized Algorithms – Las Vegas and Monte Carlo methods
UNIT 5	NP Completeness: Definitions of P, NP-Hard and NP-Complete Problems. Decision Problems..

OUTCOMES: After study of this subject student will be able to know
CO1: Various methods of calculating complexity
CO 2: Finding out thebestmethod for different algorithms
CO3: About computational geometry, like Lower bound theory, modular arithmetic and CRT
CO4: Various Decision Problems like NP Complete, NP hard
CO5: Knowledge of Graph and its algorithm

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H	H	M		M			M				L	H	M	
CO2	H	H			H							L	H	M	M
CO3	M	H	L		M			M				M			M
CO4	H	L	M		M							L	M	H	
CO5	H	M	M		M			L				L	M	M	L

Textbooks:
1. Cormen, Leizerson&Rivest, Introduction to algorithms, Prentice-Hall. 2002
2. Horowitz &Sahni, Fundamentals of Computer Algorithms, Galgotia Publication. 1999

Reference Books:
1. Aho, HopCroft, Ullman, The Design and Analysis of Computer Algorithms, Addison-Wesley. 2001.
2. Introduction to Design and Analysis of Algorithms, Anny Levitin, Person Education Press. 2007.
3. Gilles Brassard & Paul Bratley, Fundamental Algorithms, Prentice-Hall. 1998

BCO 007A	**COMPUTER GRAPHICS**	3-0-0 [3]

OBJECTIVE:
- To provide students with a foundation in graphical applications programming
- To introduce students with fundamental concepts and theory of computer graphics
- To give basics of application programming interface (API) implementation based on graphics pipeline approach

UNIT 1	**Introduction to Computer Graphics:**Overview of Computer Graphics, Computer Graphics Application and Software, Description of some graphics devices, Input Devices for Operator Interaction, Active and Passive Graphics Devices,Storage Tube Graphics Displays, Calligraphic Refresh Graphics Displays, Raster Refresh (Raster-Scan) Graphics Displays, Cathode Ray Tube Basics, Color CRT Raster Scan Basics, Video Basics, The Video Controller, Random-Scan Display Processor, LCD displays.
UNIT 2	**Scan conversion – lines, circles and Ellipses; Filling polygons and clipping algorithms:**Scan Converting Lines, Mid-point criteria, Problems of Aliasing, end-point ordering and clipping lines, Scan Converting Circles, Scan Converting Ellipses, Filling Polygons, edge data structure, Clipping Lines algorithms Cohen-Sutherland and Liang-Barsky, Clipping Polygons, problem with multiple components.
UNIT 3	.**Two-Dimensional Transformations:**Transformations and Matrices, Transformation Conventions, 2D Transformations, Homogeneous Coordinates and Matrix Representation of 2D Transformations, Translations and Homogeneous Coordinates, Rotation, Reflection, Scaling, Combined Transformation, Transformation of Points, Transformation of The Unit Square, Solid Body Transformations, Rotation About an Arbitrary Point, Reflection through an Arbitrary Line, A Geometric Interpretation of Homogeneous Coordinates, The Window-to-Viewport Transformations.
UNIT 4	**Three-Dimensional Transformations:**Introduction, Three-Dimensional Scaling, Three-Dimensional Shearing, Three-Dimensional Rotation, Three-Dimensional Reflection, Three-Dimensional Translation, Multiple Transformation, Rotation about an Arbitrary Axis in Space, Reflection through an Arbitrary Plane, Matrix Representation of 3D Transformations, Composition of 3D Transformations, Affine and Perspective Geometry, Perspective Transformations, Techniques for Generating Perspective Views, the Perspective Geometry and camera models, Orthographic Projections, Axonometric Projections, Oblique Projections, View volumes for projections
UNIT 5	**Visible-Surface Determination :**Techniques for efficient Visible-Surface Algorithm, Categories of algorithms, Back face removal, The z-Buffer Algorithm, Scan-line method, Painter's algorithms (depth sorting), Area sub-division method, BSP trees, Visible Surface Ray Tracing, comparison of the methods.
	Illumination and Shading Illumination and Shading Models for Polygons, Reflectance properties of surfaces, Ambient, Specular and Diffuse reflections, Atmospheric attenuation, Phong's model, Gouraud shading, some examples.

Course Outcome (CO):

At the ends of this course studentswill have:

CO1: Understand the structure of modern computer graphics system
CO2: Understand the basic principles of implementing computer graphics primitives.
CO3: Familiarity with key algorithms for modeling and rendering graphical data
CO4: Develop design and problem solving skills with application to computer graphics

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H			M	L								M		
CO2			M	L					L		L			L	
CO3			L		L					M	L		L		M
CO4			H						L						L

H = Highly Related; M = Medium L = Low

Text Books:
1. Donald Hearn and Pauline Baker, Computer Graphics with OpenGL (third edition), Prentice Hall, 2003

Reference Books:
1.F. S. Hill Jr. and S. M. Kelley, Computer Graphics using OpenGL (third edition), Prentice Hall, 2006
2. Peter Shirley and Steve Marschner, Computer Graphics(first edition), A. K. Peters, 2010
3. Edward Angel, Interactive Computer Graphics. A Top-Down Approach Using OpenGL (fifth Edition), PearsonEducation, 2008

| BCO 025A | DESIGN& ANALYSIS OF ALGORITHMS LAB | 0-0-2 |

List of Experiments

1. Write a Program to Explore a Binary Heap
2. Write a Program for Merging of two search trees
3. Write a program to implement Huffman tree construction
4. Write a Program for Computing a spanning tree having smallest value of largest edge
5. Write a Program for Finding the decimal dominant in linear time
6. Write a Program for Problems on Graphs. Etc.
7. Write a program to find Greatest Common Divisor
8. Write a program for fractional Knapsack problem
9. Write a program for 0/1 Knapsack problem
10. Write a program to implement Naive algorithm,
11. Write a program to implement KMP matcher algorithms,
12. Write a program to implement Boyer-Moore algorithm
13. Write a program to implement modular arithmetic
14. Write a program to implement Set cover,
15. Write a program to implement vertex cover

OUTCOMES: After study of this subject student will be able to know
CO1: Various methods of calculating complexity
CO 2: Finding out the best method for different algorithms
CO3: About computational geometry, like Lower bound theory, modular arithmetic and CRT
CO4: Various Decision Problems like NP Complete, NP hard
CO5: Knowledge of Graph and its algorithm

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H	H	M		M			M				L	H	M	
CO2	H	H			H							L	H	M	M
CO3	M	H	L		M			M				M			M
CO4	H	L	M		M							L	M	H	
CO5	H	M	M		M			L				L	M	M	L

BCO 015B	COMPUTERGRAPHICS LAB	0-0-2 [1]

List of Experiments

1   Write a Program to Show basic Transformation with OpenGL
2   Write a Menu Driven Program with OpenGL
3   Write a Program to draw a line using Bresenham's Algorithm with OpenGL
4   Write a Program to implement midpoint algorithm to draw circle
5   Write a Program to implement midpoint algorithm to draw ellipse
6   Program to implement 2d scaling about an arbitrary axis.
7   Write a program to implement DDA line Algorithm
8   Program to implement 2d rotation about an arbitrary axis.
9   Program to implement translation of a line and triangle.
10   Program to implement Cohen Sutherland line clipping.
11   Program to implement Sutherland Hodgeman polygon clipping.
12   Program to draw Bezier curve.
13   Program to draw b-spline curve.
14   Program to implement a line using slope intercept formula.
15   Write a program to implement Bresenham 's Algorithm

Course Outcome (CO):

At the ends of this course studentswill have:

CO1: Understand the structure of modern computer graphics system
CO2: Understand the basic principles of implementing computer graphics primitives.
CO3: Familiarity with key algorithms for modeling and rendering graphical data
CO4: Develop design and problem solving skills with application to computer graphics

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H			M	L								M		
CO2			M	L					L		L			L	
CO3			L		L					M	L		L		M
CO4			H						L						L

H = Highly Related; M = Medium L = Low

| BCO 028B | COMPILER CONSTRUCTION | 3-1-0 [4] |

OBJECTIVE: At the end of the course, the student should be able to:

- Apply the principles in the theory of computation to the various stages in the design of compilers;
- Explain the stages involved in the translation process;
- Analyse problems related to the stages in the translation process;
- Design a compiler for a simple programming language; and
- Implement a compiler based on its design.

UNIT 1	Overview of compilation- The structure of a compiler and applications of compiler technology; Lexical analysis - The role of a lexical analyzer, specification of tokens, recognition of tokens, hand-written lexical analyzers, LEX, examples of LEX programs. Introduction to syntax analysis -Role of a parser, use of context-free grammars (CFG) in the specification of the syntax of programming languages, techniques for writing grammars for programming languages (removal left recursion, etc.), non-context-free constructs in programming languages, parse trees and ambiguity, examples of programming language grammars.
UNIT 2	Top-down parsing- FIRST & FOLLOW sets, LL(1) conditions, predictive parsing, recursive descent parsing, error recovery. LR-parsing - Handle pruning, shift-reduce parsing, viable prefixes, valid items, LR(0) automaton, LR-parsing algorithm, SLR(1), LR(1), and LALR(1) parsing. YACC, error recovery with YACC and examples of YACC specifications.
UNIT 3	Syntax-directed definitions (attribute grammars)-Synthesized and inherited attributes, examples of SDDs, evaluation orders for attributes of an SDD, Dependency graphs-attributed and L-attributed SDDs and their implementation using LR-parsers and Recursive Descent parsers respectively.
UNIT 4	Semantic analysis- Symbol tables and their data structures. Representation of "scope". Semantic analysis of expressions, assignment, and control-flow statements, declarations of variables and functions, function calls, etc., using S- and L-attributed SDDs (treatment of arrays and structures included). Semantic error recovery.
UNIT 5	Intermediate code generation - Different intermediate representations –quadruples, triples, trees, flow graphs, SSA forms, and their uses. Translation of expressions (including array references with subscripts) and assignment statements. Translation of control-flow statements – it- then-else, while-do, and switch. Short-circuit code and control-flow translation of Boolean expressions. Back patching. Examples to illustrate intermediate code generation for all constructs. Run-time environments: - Stack allocation of space and activation records. Access to non-local data on the stack in the case of procedures with and without nesting of procedures.

Course Outcome

At the end of this course students will have:

CO1 To apply the knowledge of lex tool &yacc tool to devleop a scanner & parser.
CO2 To design parser and Intermediate Code Generation in compiler.
CO3 To deal with different translators.
CO4 To learn the new code optimization techniques to improve the performance of a program in terms of speed & space.
CO5 To use the knowledge of patterns, tokens & regular expressions for solving a problem.

MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcome	Program Outcome												Program Specific Outcome		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	H	H	L		H			L					H	M	
CO2		H				L							H		
CO3		L		H	L										M
CO4		H					H							H	
CO5		H		L		H									L

H = Highly Related; M = Medium L = Low

Text Books:
1. Compilers: Principles, Techniques, and Tools, by A.V. Aho, Monica Lam, Ravi Sethi, and J.D. Ullman, (2nded.), Addison-Wesley, 2007 (main text book, referred to as ALSU in lab assignments).
2. K.D. Cooper, and Linda Torczon, Engineering a Compiler, Morgan Kaufmann, 2004.

Reference Books:
1. K.C. Louden, Compiler Construction: Principles and Practice, Cengage Learning, 1997.
2. D. Brown, J. Levine, and T. Mason, LEX and YACC, O‟Reilly Media, 1992.

BCO 031B	Compiler Design Lab	0:0:2 [1]

List Of Experiments

1   Familiarization with LEX by writing simple specifications for tokens such as identifiers, numbers, comments in C/C++, etc. All LEX specifications must be compiled andexecuted with appropriate inputs. At least ten such exercises must be completed in two labclasses.

2   LEX specification for tokens of the small language in ALSU‟s book

3   Complete the specifications in (2) above to make a complete lexical analyzer. (1 lab class)

4   Familiarization with YACC by writing simple specifications for desk calculator, variable declarations in C (only numbers and array). All YACC specifications must be compiled and executed with appropriate inputs. Note that this exercise also requires LEX specifications o the tokens involved. (2 lab classes)

5   YACC specifications for the syntax of the small language in ALSU‟s book (appendix A)(1 lab class)

6   Adding error recovery to (5) above to make a complete parser. (1 lab class)

7   S-attributed specification of the semantics of the small language in ALSU‟s book

8   Adding semantic error recovery to the semantic analyzer in (7) above to make a complete semantic analyzer. (1 lab class)

9   Intermediate code generation for the constructs of the small language in ALSU‟s book (appendix A) to be incorporated into the semantic analyzer of (8) above. Students doing this last assignment may be awarded bonus marks. (3 lab classes)

10   Write a programme to parse using Brute force technique of Top-down parsing.

11   Write a program for generating for various intermediate code forms
     i) Three address code ii) Polish notation

12   Develop an operator precedence parser (Construct parse table also)

13   Develop a recursive descent parser

14   Develop a lexical analyser to recognize a few patterns.