CS108	Data Structures and Algorithms	L	T	P
		4	0	2

**Defining a Data Structure:** Notion of DFA triplet, Types of Data Structures.

**Linear Structures:** Array, List, Stack, Queue, Applications of arrays, lists, stacks and queues.

**Non-Linear Data Structures:** Tree, Tree Traversals, Binary Tree, Applications of Trees, Binary Search Tree, Graph, Shortest Path, Spanning Tree, Hashing and Collision Resolution Techniques.

**Introduction to Algorithm Analysis and Design:** Time Complexity Analysis, Asymptotic Notations, Introduction to Design Techniques such as Greedy, Divide and Conquer, Dynamic Programming, Backtracking, Branch and Bound.

**Searching and Sorting**: Linear Search, Binary Search, Bubble Sort, Selection Sort, Insertion Sort and Quick Sort.

## Suggested Readings:

- 1. E. Horowitz, S. Sahani, S. Anderson-Freed, Fundamentals of Data Structures in C, Universities Press.
- 2. Standish, Data Structure, Addison-Wesley.
- 3. A. M. Tennenbaum, Y. Langsam and M. J. Augenstein, Data Structures using C, PHI.
- 4. D. E. Knuth, The Art of Computer Programming (Volume I), Pearson.
- 5. N. Wirth, Algorithms+Data Structures= Program, Prentice Hall.
- 6. T. H. Cormen et al., Introduction to Algorithms, PHI.

C\$109	Data Communication	L	T	P
C3109	Data Communication	3	1	0

**Introduction**: Data Communications- Components, Data Representation, Data flow, Networks, Network Types, Internet History, Protocol and Standards. Networks Models: Protocol Layering, TCP/IP Protocol suite, The OSI model, Addressing.

**Physical Layer**: Data and Signals, Analog Signals, Digital Signals, Transmission Impairment, Data Rate limits, Performance. Digital Transmission: Digital to digital conversion, Analog to digital conversion Modes. Analog Transmission: Digital to Analog conversion, Analog to analog conversion. Bandwidth Utilization: Multiplexing. Transmission Media: Guided media, Unguided media. Switching: Circuit Switched network, Datagram Network, Virtual Circuit Network.

**Data Link Layer**: Error Detection and Correction: Introduction, Block coding, Linear block codes, Cyclic codes, Checksum, Forward error correction. Data link control- Framing, Flow