

6. Develop a leave management system for an organization where users can apply different types of leaves such as casual leave and medical leave. They also can view the available number of days.
7. Develop a simple dashboard for project management where the statuses of various tasks are available. New tasks can be added and the status of existing tasks can be changed among Pending, InProgress or Completed.
8. Develop an online survey application where a collection of questions is available and users are asked to answer any random 5 questions.

TOTAL: 60 PERIODS

COURSE OUTCOMES:

CO1: Design full stack applications with clear understanding of user interface, business logic and data storage.

CO2: Design and develop user interface screens

CO3: Implement the functional requirements using appropriate tool

CO4: Design and develop database based on the requirements

CO5: Integrate all the necessary components of the application

CO's-PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	3	3	1	3	1	1	1	2	1	1	1	2	2	1
2	3	3	3	2	3	1	1	1	2	1	1	1	2	2	1
3	3	3	3	3	1	1	1	2	1	1	1	1	2	2	1
4	3	3	3	3	3	2	1	1	1	1	2	1	1	2	1
5	3	3	3	3	2	1	1	1	1	1	1	1	2	2	1
Avg.	3	3	3	2	3	1	1	1	1	1	1	1	2	2	1

1 - low, 2 - medium, 3 - high, ‘-’ - no correlation

CCS356

OBJECT ORIENTED SOFTWARE ENGINEERING

L T P C

3 0 2 4

COURSE OBJECTIVES:

- To understand Software Engineering Lifecycle Models
- To Perform software requirements analysis
- To gain knowledge of the System Analysis and Design concepts using UML.
- To understand software testing and maintenance approaches
- To work on project management scheduling using DevOps

UNIT I SOFTWARE PROCESS AND AGILE DEVELOPMENT

9

Introduction to Software Engineering, Software Process, Perspective and Specialized Process Models –Introduction to Agility-Agile process-Extreme programming-XP Process-Case Study.

UNIT II REQUIREMENTS ANALYSIS AND SPECIFICATION

9

Requirement analysis and specification – Requirements gathering and analysis – Software Requirement Specification – Formal system specification – Finite State Machines – Petrinets –

Object modelling using UML – Use case Model – Class diagrams – Interaction diagrams – Activity diagrams – State chart diagrams – Functional modelling – Data Flow Diagram- CASE TOOLS.

UNIT III SOFTWARE DESIGN 9

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

UNIT IV SOFTWARE TESTING AND MAINTENANCE 9

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

UNIT V PROJECT MANAGEMENT 9

Software Project Management- Software Configuration Management - Project Scheduling- DevOps: Motivation-Cloud as a platform-Operations- Deployment Pipeline:Overall Architecture Building and Testing-Deployment- Tools- Case Study

COURSE OUTCOMES:

CO1: Compare various Software Development Lifecycle Models

CO2: Evaluate project management approaches as well as cost and schedule estimation strategies.

CO3: Perform formal analysis on specifications.

CO4: Use UML diagrams for analysis and design.

CO5: Architect and design using architectural styles and design patterns, and test the system

45 PERIODS

30 PERIODS

PRACTICAL EXERCISES:

LIST OF EXPERIMENTS:

1. Identify a software system that needs to be developed.
2. Document the Software Requirements Specification (SRS) for the identified system.
3. Identify use cases and develop the Use Case model.
4. Identify the conceptual classes and develop a Domain Model and also derive a Class Diagram from that.
5. Using the identified scenarios, find the interaction between objects and represent them using UML Sequence and Collaboration Diagrams
6. Draw relevant State Chart and Activity Diagrams for the same system.
7. Implement the system as per the detailed design
8. Test the software system for all the scenarios identified as per the usecase diagram
9. Improve the reusability and maintainability of the software system by applying appropriate design patterns.
10. Implement the modified system and test it for various scenarios.

SUGGESTED DOMAINS FOR MINI-PROJECT:

1. Passport automation system.
2. Book bank

3. Exam registration
4. Stock maintenance system.
5. Online course reservation system
6. Airline/Railway reservation system
7. Software personnel management system
8. Credit card processing
9. e-book management system
10. Recruitment system
11. Foreign trading system
12. Conference management system
13. BPO management system
14. Library management system
15. Student information system

TOTAL:75 PERIODS

TEXT BOOKS

1. Bernd Bruegge and Allen H. Dutoit, "Object-Oriented Software Engineering: Using UML, Patterns and Java", Third Edition, Pearson Education, 2009.
2. Roger S. Pressman, Object-Oriented Software Engineering: An Agile Unified Methodology, First Edition, Mc Graw-Hill International Edition, 2014.

REFERENCES

1. Carlo Ghezzi, Mehdi Jazayeri, Dino Mandrioli, Fundamentals of Software Engineering, 2nd edition, PHI Learning Pvt. Ltd., 2010.
2. Craig Larman, Applying UML and Patterns, 3rd ed, Pearson Education, 2005.
3. Len Bass, Ingo Weber and Liming Zhu, —DevOps: A Software Architect's Perspective!, Pearson Education, 2016
4. Rajib Mall, Fundamentals of Software Engineering, 3rd edition, PHI Learning Pvt. Ltd., 2009.
5. Stephen Schach, Object-Oriented and Classical Software Engineering, 8th ed, McGraw-Hill, 2010.

CO's-PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	2	2	1	2	2	-	-	-	-	1	1	2	2	2	1
2	2	3	2	3	2	-	-	-	2	2	3	2	3	2	1
3	2	3	2	1	1	-	-	-	2	2	3	2	2	3	1
4	2	3	2	2	3	-	-	-	2	2	3	2	2	3	1
5	2	3	1	2	2	-	-	-	-	-	-	1	3	2	2
AVg.	2	2	1	2	2	-	-	-	-	1	1	2	2	2	1

1 - low, 2 - medium, 3 - high, ‘--’ no correlation

IT3681

MOBILE APPLICATIONS DEVELOPMENT LABORATORY

L T P C

0 0 3 1.5

COURSE OBJECTIVES:

The objective of this course is to enable the students to

- Use Flutter/Kotlin multi-platform environment for building cross-platform mobile applications.
- Demonstrate the knowledge of different programming techniques and patterns for mobile application development.
- Identify the components and structure of mobile application development frameworks.
- Understand the capabilities and limitations of different platforms.
- Design and develop real-time mobile applications.

LIST OF EXPERIMENTS:

- Study and installation of Flutter/Kotlin multi-platform environment
- Develop an application that uses Widgets, GUI components, Fonts, and Colors.
- Develop a native calculator application.
- Develop a gaming application that uses 2-D animations and gestures.
- Develop a movie rating application (similar to IMDB)
- Develop an application to connect to a web service and to retrieve data with HTTP.
- Develop a simple shopping application.
- Design a web server supporting push notifications.
- Develop an application by integrating Google maps
- Mini Projects involving Flutter/Kotlin multi-platform

TOTAL : 45 PERIODS

TEXTBOOKS:

1. Simone Alessandria, Flutter Projects: A practical project-based guide to building real-world cross-platform mobile applications and games, Packt publishing.
2. Carmine Zaccagnino, Programming Flutter: Native, Cross-Platform Apps the Easy Way (The Pragmatic Programmers), Packt publishing.

REFERENCES

1. Gergely Orosz, Building Mobile Applications at Scale:39 Engineering Challenges
2. Souvik Biswas & Codemagic, Flutter Libraries we love
3. ED Freitas, Daniel Jebaraj, Flutter Succinctly
4. Antonio Leiva, Kotlin for Android Developers Learn Kotlin the easy way while developing an Android Applications

COURSE OUTCOMES:

On successful completion of this course, the student should be able to

CO1:Design and build simple mobile applications supporting multiple platforms.

CO2:Apply various programming techniques and patterns to build mobile applications.

CO3:Build real-time mobile applications for society/environment

CO4:Build gaming and multimedia based mobile applications

CO5:Build AI based mobile applications for society/environment following ethical practices

CO's-PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	3	3	1	3	1	1	1	2	1	1	1	1	2	2
2	3	3	3	2	3	1	1	1	2	1	1	1	1	2	2
3	3	3	3	3	3	2	2	3	3	3	3	3	3	3	3
4	3	3	3	3	3	2	1	1	1	1	2	1	1	2	2

5	3	3	3	3	2	1	1	1	1	1	1	1	1	2	2	2
Avg.	3	3	3	3	2	1	1	1	1	1	1	1	1	2	2	2

1 - low, 2 - medium, 3 - high, ‘--’ no correlation

NCC Credit Course Level 3*		
NX3651	(ARMY WING) NCC Credit Course - III	L T P C
		3 0 0 3

PERSONALITY DEVELOPMENT		9
PD 3	Group Discussion: Team Work	2
PD 4	Career Counselling, SSB Procedure & Interview Skills	3
PD 5	Public Speaking	4
BORDER & COASTAL AREAS		4
BCA 2	Security Setup and Border/Coastal management in the area	2
BCA 3	Security Challenges & Role of cadets in Border management	2
ARMED FORCES		3
AF 2	Modes of Entry to Army, CAPF, Police	3
COMMUNICATION		3
C 1	Introduction to Communication & Latest Trends	3
INFANTRY		3
INF 1	Organisation of Infantry Battalion & its weapons	3
MILITARY HISTORY		23
MH 1	Biographies of Renowned Generals	4
MH 2	War Heroes - PVC Awardees	4
MH 3	Study of Battles - Indo Pak War 1965, 1971 & Kargil	9
MH 4	War Movies	6

TOTAL: 45 PERIODS

NCC Credit Course Level 3*		
NX3652	(NAVAL WING) NCC Credit Course - III	L T P C
		3 0 0 3
PERSONALITY DEVELOPMENT		9
PD 3	Group Discussion: Team Work	2
PD 4	Career Counselling, SSB Procedure & Interview Skills	3
PD 5	Public Speaking	4
BORDER & COASTAL AREAS		4
BCA 2	Security Setup and Border/Coastal management in the area	2
BCA 3	Security Challenges & Role of cadets in Border management	2
NAVAL ORIENTATION		6
NO 3	Modes of Entry - IN, ICG, Merchant Navy	3
AF 2	Naval Expeditions & Campaigns	3

NAVAL COMMUNICATION	2
NC 1 Introduction to Naval Communications	1
NC 2 Semaphore	1

NAVIGATION	2
N 1 Navigation of Ship - Basic Requirements	1
N 2 Chart Work	1

SEAMANSHIP	15
MH 1 Introduction to Anchor Work	2
MH 2 Rigging Capsule	6
MH 3 Boatwork - Parts of Boat	2
MH 4 Boat Pulling Instructions	2
MH 5 Whaler Sailing Instructions	3

FIRE FIGHTING FLOODING & DAMAGE CONTROL	4
FFDC 1 Fire Fighting	2
FFDC 2 Damage Control	2

SHIP MODELLING	3
SM Ship Modelling Capsule	3

TOTAL : 45 PERIODS

NCC Credit Course Level 3*

NX3653	(AIR FORCE WING) NCC Credit Course Level - III	L T P C
		3 0 0 3

PERSONALITY DEVELOPMENT	9
PD 3 Group Discussion: Team Work	2
PD 4 Career Counselling, SSB Procedure & Interview Skills	3
PD 5 Public Speaking	4

BORDER & COASTAL AREAS	4
BCA 2 Security Setup and Border/Coastal management in the area	2
BCA 3 Security Challenges & Role of cadets in Border management	2

AIRMANSHIP	1
A 1 Airmanship	1

BASIC FLIGHT INSTRUMENTS	3
FI 1 Basic Flight Instruments	3

AERO MODELLING	3
AM 1 Aero Modelling Capsule	3

GENERAL SERVICE KNOWLEDGE	2
GSK 4 Latest Trends & Acquisitions	2