ALGORITHMS DESIGN AND ANALYSIS

Paper Code: ETCS-301	**L**	**T/P**	**C**
Paper: Algorithms Design and Analysis	**3**	**1**	**4**

INSTRUCTIONS TO PAPER SETTERS: **MAXIMUM MARKS: 75**

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks

***Objective**: The objective of this paper is to teach the students various problem solving strategies like divide and conquer, Greedy method, Dynamic programming and also the mathematical background for various algorithms. After doing this course, students will be able to select an appropriate problem solving strategies for real world problems. This will also help them to calculate the time, complexity and space complexity of various algorithms.*

UNIT – I

Asymptotic notations for time and space complexity, Big-Oh notation, Θ notation, Ω notation, the little-oh notation, the little-omega notation, Recurrence relations: iteration method, recursion tree method, substitution method, master method (with proof), subtract and conquer master method(with proof), Data Structures for Disjoint Sets, Medians and Order statistics. Complexity analysis, Insertion sort, Merge Sort, Quick sort. Strassen's algorithm for Matrix Multiplications.

[T1][R1][R2][No. of Hrs. 10]

UNIT – II

Dynamic Programming: Ingredients of Dynamic Programming, emphasis on optimal substructure , overlapping substructures, memorization. Matrix Chain Multiplication, Longest common subsequence and optimal binary search trees problems, 0-1 knapsack problem, Binomial coefficient computation through dynamic programming. Floyd Warshall algorithm.

[T1][T2][R1] [R3][No. of Hrs. 10]

UNIT – III

Greedy Algorithms: Elements of Greedy strategy, overview of local and global optima, matroid, Activity selection problem, Fractional Knapsack problem, Huffman Codes, A task scheduling problem. Minimum **Spanning Trees:** Kruskal's and Prim's Algorithm, Single source shortest path: Dijkstra's and Bellman Ford Algorithm(with proof of correctness of algorithms).

[T1][T2][R4] [No. of Hrs. 10]

UNIT – IV

String matching: The naïve String Matching algorithm, The Rabin-Karp Algorithm, String Matching with finite automata, The Knuth-Morris Pratt algorithm.

NP-Complete Problem: Polynomial-time verification, NP-Completeness and Reducibility, NP-Completeness Proof, NP –hard ,Case study of NP-Complete problems (vertex cover problem, clique problem).

[T1][R1] [No. of Hrs.: 10]

Text Books:

[T1] T. H. Cormen, C. E. Leiserson, R. L. Rivest, Clifford Stein, "Introduction to Algorithms", 3rd Ed., PHI, 2013.

[T2] Jon Klenberg,Eva Tardos,"Algorithm Design", Pearson Publications,2014

Reference Books:

[R1] Sara Basse, "introduction to Design & analysis",Pearson

[R2] Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran, "Computer Algorithms/C++ "Second Edition, Universities Press.

[R3] A. V. Aho, J. E. Hopcroft, J. D. Ullman, "The Design and Analysis of Computer Algorithms", Pearson Publication, 2013.

[R4] Richard Neapolitan, "Foundations of Algorithms" , Fifth Edition, Jones & Bartlett Learning

SOFTWARE ENGINEERING

Paper Code: ETCS-303	**L**	**T/P**	**C**
Paper: Software Engineering	**3**	**1**	**4**

INSTRUCTIONS TO PAPER SETTERS: **MAXIMUM MARKS: 75**

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks

Objective: To improvise the concept to build any software.

UNIT – I

Introduction:

Software Crisis, Software Processes, Software life cycle models: Waterfall, Prototype, Evolutionary and Spiral models, Overview of Quality Standards like ISO 9001, SEI-CMM.

Software Metrics:

Size Metrics like LOC, Token Count, Function Count, Design Metrics, Data Structure Metrics, Information Flow Metrics.

[T1][R1][R2][No. of Hrs.: 10]

UNIT – II

Software Project Planning:

Cost estimation, static, Single and multivariate models, COCOMO model, Putnam Resource Allocation Model, Risk management.

Software Requirement Analysis and Specifications:

Problem Analysis, Data Flow Diagrams, Data Dictionaries, Entity-Relationship diagrams, Software Requirement and Specifications, Behavioural and non-behavioural requirements, Software Prototyping.

[T1][R1][R2][No. of Hrs.: 11]

UNIT – III

Software Design:

Cohesion & Coupling, Classification of Cohesiveness & Coupling, Function Oriented Design, Object Oriented Design, User Interface Design.

Software Reliability:

Failure and Faults, Reliability Models: Basic Model, Logarithmic Poisson Model, Calendar time Component, Reliability Allocation.

[T1][R1][R2] [No. of Hrs.: 12]

UNIT – IV

Software Testing:

Software process, Functional testing: Boundary value analysis, Equivalence class testing, Decision table testing, Cause effect graphing, Structural testing: Path testing, Data flow and mutation testing, unit testing, integration and system testing, Debugging, Testing Tools & Standards.

Software Maintenance:

Management of Maintenance, Maintenance Process, Maintenance Models, Reverse Engineering, Software Re-engineering, Configuration Management, Documentation.

[T1][R1][R2] [No. of Hrs.: 11]

TEXT BOOKS:

[T1] R. S. Pressman, "Software Engineering – A practitioner's approach", 3rd ed., McGraw Hill Int. Ed., 1992.
[T2] K.K. Aggarwal & Yogesh Singh, "Software Engineering", New Age International, 2001

Reference:

[R1] R. Fairley, "Software Engineering Concepts", Tata McGraw Hill, 1997.
[R2] P. Jalote, "An Integrated approach to Software Engineering", Narosa, 1991.
[R3] Stephen R. Schach, "Classical & Object Oriented Software Engineering", IRWIN, 1996.
[R4] James Peter, W Pedrycz, "Software Engineering", John Wiley & Sons
[R5] I. Sommerville, "Software Engineering", Addison Wesley, 1999.

JAVA PROGRAMMING

Paper Code: ETCS-307	**L**	**T/P**	**C**
Paper: Java Programming	**3**	**1**	**4**

INSTRUCTIONS TO PAPER SETTERS: **MAXIMUM MARKS: 75**

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks

Objective: To learn object oriented concepts and enhancing programming skills.

UNIT I

Overview and characteristics of Java, Java program Compilation and Execution Process Organization of the Java Virtual Machine, JVM as an interpreter and emulator, Instruction Set, class File Format, Verification, Class Area, Java Stack, Heap, Garbage Collection. Security Promises of the JVM, Security Architecture and Security Policy. Class loaders and security aspects, sandbox model

[T1,R2][No. of Hrs.: 11]

UNIT II

Java Fundamentals, Data Types & Literals Variables, Wrapper Classes, Arrays, Arithmetic Operators, Logical Operators, Control of Flow, Classes and Instances, Class Member Modifiers Anonymous Inner Class Interfaces and Abstract Classes, inheritance, throw and throws clauses, user defined Exceptions, The String Buffer Class, tokenizer, applets, Life cycle of applet and Security concerns.

[T1,T2][No. of Hrs.: 12]

UNIT III

Threads: Creating Threads, Thread Priority, Blocked States, Extending Thread Class, Runnable Interface, Starting Threads, Thread Synchronization, Synchronize Threads, Sync Code Block, Overriding Synced Methods, Thread Communication, wait, notify and notify all.

AWT Components, Component Class, Container Class, Layout Manager Interface Default Layouts, Insets and Dimensions, Border Layout, Flow Layout, Grid Layout, Card Layout Grid Bag Layout AWT Events, Event Models, Listeners, Class Listener, Adapters, Action Event Methods Focus Event Key Event, Mouse Events, Window Event

[T2][No. of Hrs.: 11]

UNIT IV

Input/Output Stream, Stream Filters, Buffered Streams, Data input and Output Stream, Print Stream Random Access File, JDBC (Database connectivity with MS-Access, Oracle, MS-SQL Server), Object serialization, Sockets, development of client Server applications, design of multithreaded server. Remote Method invocation, Java Native interfaces, Development of a JNI based application.

Collection API Interfaces, Vector, stack, Hashtable classes, enumerations, set, List, Map, Iterators.

[T1][R1][No. of Hrs.: 10]

Text Books:

[T1] Patrick Naughton and Herbertz Schidt, "Java-2 the complete Reference",TMH
[T2] Sierra & bates, "Head First Java", O'Reilly

Reference Books:

[R1] E. Balaguruswamy, "Programming with Java", TMH
[R2] Horstmann, "Computing Concepts with Java 2 Essentials", John Wiley.
[R3] Decker & Hirshfield, "Programming.Java", Vikas Publication.

INDUSTRIAL MANAGEMENT

Paper Code: ETMS-311	**L**	**T/P**	**C**
Paper: Industrial Management	**3**	**0**	**3**

INSTRUCTIONS TO PAPER SETTERS: **MAXIMUM MARKS: 75**

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks.

Objective: The course provides a broad introduction to some aspects of business management and running of business organization.

UNIT I

Industrial relations- Definition and main aspects. Industrial disputes and strikes. Collective bargaining.
Labour Legislation- Labour management cooperation/worker's participation in management. Factory legislation. International Labour Organization.

[T1,T2][No. of Hrs. 10]

UNIT II

Trade Unionism- Definition, Origin, Objectives of Trade Unions. Methods of Trade unions. Size and finance of Indian Trade unions-size, frequency distribution, factors responsible for the small size. Finance-sources of income, ways of improving finance.

[T1,T2][No. of Hrs. 10]

UNIT III

Work Study-Method study and time study. Foundations of work study. Main components of method study. Time study standards. Involvement of worker's unions. Work Sampling. Application of work study to office work.

[T1,T2][No. of Hrs. 10]

UNIT IV

Quality Management- What is Quality? Control Charts. Quality is everybody's job. Taguchi Philosophy. Service Quality. What is Total Quality Management (TQM)? Roadmap for TQM. Criticism of TQM. Six Sigma.

[T1,T2][No. of Hrs. 10]

Text Books:

[T1] Sinha, P.R.N., Sinha I.B. and Shekhar S.M.(2013), Industrial Relations, Trade Unions and Labour Legislation. Pearson Education
[T2] Chary, S.N. (2012), Production and Operations Management. Tata McGraw Hill Education.

Reference Books:

[R1] Srivastava, S.C. (2012), Industrial Relations and Labour Laws, Vikas Publishing
[R2] Shankar R (2012), Industrial Engineering and Management. Galgotia Publications
[R3] Telsang, M. (2006), Industrial Engineering and Production Management. S.Chand
[R4] Thukaram, Rao (2004), M.E. Industrial Management. Himalaya Publishing House.

DIGITAL COMMUNICATION

Paper Code: ETEC-303	**L**	**T/P**	**C**
Paper: Digital Communication	**3**	**1**	**4**

INSTRUCTIONS TO PAPER SETTERS: **MAXIMUM MARKS: 75**

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks.

Objective: To enable the students

1. *To distinguish between analog and digital communication.*
2. *To understand the concept of digital communication system.*
3. *To understand the concept of random variables and random process.*
4. *To learn the digital modulation techniques.*

UNIT- I Introduction to Digital Communication:

Line coding: NRZ, RZ, Manchester encoding, differential Manchester encoding, AMI coding, high density bipolar code, binary with n-zero substitution codes,

Review of Sampling theorem, uniform and non-uniform quantization, companding, μ-Law and A-Law compressors, Concept and Analysis of PCM, DPCM, DM and ADM modulators and demodulators, M-ary waveforms, S/N ratio for all modulation, probability of error for PCM in AWGN Channel and other modulation techniques, Duo Binary pulse.

[T1, R2][No. of Hours: 11]

UNIT- II Random Signal Theory:

Probability, Concept of Random variable (Stationary, Non stationary, WSS, SSS), Random process, CDF, PDF, Joint CDF, Joint PDF, marginal PDF, Mean, Moments, Central Moment Auto-correlation & Cross-correlation, covariance functions, ergodicity, power spectral density, Gaussian distribution, Uniform distribution, Rayleigh distribution, Binomial distribution, Poission distribution, Weiner distribution, Wiener-Khinchin theorem, Central limit theorem.

[T1, T2, R2] [No. of Hours: 11]

UNIT- III Designing of Receiver:

Analysis of digital receiver, Prediction Filter, Design and Property of Matched filter, Correlator Receiver, Orthogonal Signal, Gram-Schmidt Orthogonalization Procedure, Maximum likelihood receiver, Coherent receiver design, Inter Symbol Interference, Eye Pattern.

[T1, T2, R1, R2] [No. of Hours: 11]

UNIT- IV Digital modulation schemes:

Coherent Binary Schemes: ASK, FSK, PSK, QPSK, MSK, G-MSK. Coherent M-ary Schemes, Incoherent Schemes (DPSK and DEPSK), Calculation of average probability of error for different modulation schemes, Power spectra of digitally modulated signals, Performance comparison of different digital modulation schemes. Review of 2 Latest Research Paper.

[T1, T2, R2][No. of Hours: 11]

Text Books:

[T1] Simon Haykin, "Communication Systems" John Wiley & Sons, Inc 4th Edition.
[T2] Taub Schilling, "Principles of Communication Systems" TMH, 2nd Edition

Reference Books:

[R1] George Kennedy, "Communication System" TMH – 4th Edition
[R2] B. P. Lathi, "Modern Digital and Analog Communication System" Oxford University Press – 3rd Edition.
[R3] Digital Communications by John G.Proakis; McGraw Hill.

COMMUNICATION SKILLS FOR PROFESSIONALS

Paper Code: ETHS-301	**L**	**T/P**	**C**
Paper: Communication Skills for Professionals	**2**	**0**	**1**

INSTRUCTIONS TO PAPER SETTERS: **MAXIMUM MARKS: 75**

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks.

Objective: To develop communication competence in prospective engineers so that they are able to communicate information as well as their thoughts and ideas with clarity and precision. This course will also equip them with the basic skills required for a variety of practical applications of communication such as applying for a job, writing reports and proposals. Further, it will make them aware of the new developments in communication that have become part of business organisations today.

UNIT I

Organizational Communication: Meaning, importance and function of communication, Process of communication, Communication Cycle - message, sender, encoding, channel, receiver, decoding, feedback, Characteristics, Media and Types of communication, Formal and informal channels of communication, 7 C's of communication, Barriers to communication, Ethics of communication (plagiarism, language sensitivity)

Soft Skills: Personality Development, Self Analysis through SWOT, Johari Window, Interpersonal skills -Time management, Team building, Leadership skills. Emotional Intelligence.Self Development and Assessment- Self assessment, Awareness, Perception and Attitudes, Values and belief, Personal goal setting, Career planning, Self esteem.

[T1,T2][No. of Hrs. 08]

UNIT II

Introduction to Phonetics: IPA system (as in Oxford Advanced Learner's Dictionary), Speech Mechanism, The Description of Speech Sounds, Phoneme, Diphthong, Syllable, Stress, Intonation, Prosodic Features; Pronunciation; Phonetic Transcription - Conversion of words to phonetic symbols and from phonetic symbols to words. British & American English (basic difference in vocabulary, spelling, pronunciation, structure)

Non-Verbal Language: Importance, characteristics, types – Paralanguage (voice, tone, volume, speed, pitch, effective pause), Body Language (posture, gesture, eye contact, facial expressions), Proxemics, Chronemics, Appearance, Symbols.

[T1,T2][No. of Hrs. 08]

UNIT III

Letters at the Workplace – letter writing (hard copy and soft copy): request, sales, enquiry, order, complaint.
Job Application -- resume and cover letter

Meeting Documentation-- notice, memo, circular, agenda and minutes of meeting.

Report Writing - Significance, purpose, characteristics, types of reports, planning, organizing and writing a report, structure of formal report. Writing an abstract, summary, Basics of formatting and style sheet (*IEEE Editorial Style Manual)*, development of thesis argument, data collection, inside citations, bibliography; Preparing a written report for presentation and submission. Writing a paper for conference presentation/journal submission.

[T1,T2][No. of Hrs. 08]

UNIT IV

Listening and Speaking Skills: Importance, purpose and types of listening, process of listening, difference between hearing and listening, Barriers to effective listening, Traits of a good listener, Tips for effective listening. Analytical thinking; Speech, Rhetoric, Polemics; Audience analysis. Telephone Skills - making and receiving calls, leaving a message, asking and giving information, etiquettes.

Presentations: Mode, mean and purpose of presentation, organizing the contents, nuances of delivery, voice and body language in effective presentation, time dimension.

Group Discussion: Purpose, types of GDs, strategies for GDs, body language and guidelines for group discussion.

Interview Skills: Purpose, types of interviews, preparing for the interview, attending the interview, interview process, employers expectations, general etiquettes.

[T1,T2][No. of Hrs. 07]

Text Books:

[T1] Anna Dept. Of English. Mindscapes: English for Technologists & Engineers PB. New Delhi: Orient Blackswan.

[T2] Farhathullah, T. M. Communication Skills for Technical Students. Orient Blackswan, 2002.

References Books:

[R1] Masters, Ann and Harold R. Wallace. Personal Development for Life and Work, 10th Edition.Cengage Learning India, 2012.

[R2] Institute of Electrical and Electronics Engineers. IEEE Editorial Style Manual. IEEE, n.d. Web. 9 Sept. 2009.

[R3] Sethi and Dhamija. A Course in Phonetics and Spoken English. PHI Learning, 1999.

[R4] Khera, Shiv. You Can Win. New York: Macmillan, 2003.