NOIDA INSTITUTE OF ENGG. & TECHNOLOGY, GREATER NOIDA, GAUTAM BUDDH NAGAR
(AN AUTONOMOUS INSTITUTE)

Affiliated to

DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY UTTAR PRADESH, LUCKNOW

Evaluation Scheme & Syllabus

For

Bachelor of Technology

Computer Science and Engineering (Artificial Intelligence)

Third Year

(Effective from the Session: 2022-23)

NOIDA INSTITUTE OF ENGG. & TECHNOLOGY, GREATER NOIDA, GAUTAM BUDDH NAGAR
(AN AUTONOMOUS INSTITUTE)

Bachelor of Technology
Computer Science and Engineering (Artificial Intelligence)
EVALUATION SCHEME
SEMESTER-V

Sl. No.	Subject Codes	Subject Name	Periods			Evaluation Scheme			End Semester			Total	Credit
			L	T	P	CT	TA	TOTAL	PS	TE	PE		
		WEEKS COMPULSORY INDUCTION PROGRAM											
1	ACSE0501	Design and Analysis of Algorithms	3	1	0	30	20	50		100		150	4
2	ACSE0502	Computer Networks	3	1	0	30	20	50		100		150	4
3	ACSE0503	Design Thinking-II	2	1	0	30	20	50		100		150	3
4	ACSE0505	Web Technology	3	0	0	30	20	50		100		150	3
5		Departmental Elective-I	3	0	0	30	20	50		100		150	3
6		Departmental Elective-II	3	0	0	30	20	50		100		150	3
7	ACSE0551	Design and Analysis of Algorithms Lab	0	0	2				25		25	50	1
8	ACSE0552	Computer Networks Lab	0	0	2				25		25	50	1
9	ACSE0555	Web Technology Lab	0	0	2				25		25	50	1
10	ACSE0559	Internship Assessment-II	0	0	2				50			50	1
11	ANC0501 / ANC0502	Constitution of India, Law and Engineering / Essence of Indian Traditional Knowledge	2	0	0	30	20	50		50		100	
12		MOOCs (For B.Tech. Hons. Degree)											
		GRAND TOTAL										**1100**	**24**

List of MOOCs (Coursera) Based Recommended Courses for Third Year (Semester-V) B. Tech Students

S. No.	Subject Code	Course Name	University / Industry Partner Name	No of Hours	Credits
1	AMC0066	Block Chain Platforms	UNIVERSITY AT BUFFALO	16	1
2	AMC0071	Decentralized Applications	UNIVERSITY AT BUFFALO	18	1

PLEASE NOTE: -

- **Internship (3-4 weeks) shall be conducted during summer break after semester-IV and will be assessed during Semester-V**

- **Compulsory Audit Course (Non Credit - ANC0501/ANC0502)**
  - ➢ All Compulsory Audit Courses (a qualifying exam) has no credit.
  - ➢ Total and obtained marks are not added in the Grand Total.

Abbreviation Used: -
L: Lecture, T: Tutorial, P: Practical, CT: Class Test, TA: Teacher Assessment, PS: Practical Sessional,
TE: Theory End Semester Exam., PE: Practical End Semester Exam.

List of Departmental Electives

Sl. No.	Departmental Electives	Subject Codes	Subject Name	Bucket Name	Branch	Semester
1	Elective-I	ACSE0511	CRM Fundamentals	CRM-RPA	AI	5
2	Elective-II	ACSE0513	CRM Administration		AI	5
3	Elective-I	ACSAI0512	Data Analytics	Data Analytics	AI	5
4	Elective-II	ACSAI0519	Business Intelligence and Data Visualization		AI	5
5	Elective-I	ACSE0512	Python Web Development with Django	Full Stack Development	AI	5
6	Elective-II	ACSE0514	Design Patterns		AI	5
7	Elective-I	ACSAI0515	Mobile Application Development	Mobility Management	AI	5
8	Elective-II	ACSAI0521	Development in Swift Fundamentals		AI	5

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Bachelor of Technology
Computer Science and Engineering (Artificial Intelligence)
EVALUATION SCHEME
SEMESTER-VI

Sl. No.	Subject Codes	Subject Name	Periods			Evaluation Scheme				End Semester		Total	Credit
			L	T	P	CT	TA	TOTAL	PS	TE	PE		
1	ACSAI0601	Blockchain Technology and Application Development	3	1	0	30	20	50		100		150	4
2	ACSML0601	Machine Learning	3	0	0	30	20	50		100		150	3
3	ACSE0603	Software Engineering	3	0	0	30	20	50		100		150	3
4		Departmental Elective-III	3	0	0	30	20	50		100		150	3
5		Departmental Elective-IV	3	0	0	30	20	50		100		150	3
6		Open Elective-I	3	0	0	30	20	50		100		150	3
7	ACSAI0651	Blockchain Technology and Application Development Lab	0	0	2				25		25	50	1
8	ACSML0651	Machine Learning Lab	0	0	2				25		25	50	1
9	ACSE0653	Software Engineering Lab	0	0	2				25		25	50	1
10	ACSE0659	Mini Project	0	0	2				50			50	1
11	ANC0602 / ANC0601	Essence of Indian Traditional Knowledge / Constitution of India, Law and Engineering	2	0	0	30	20	50		50		100	
12		MOOCs (For B.Tech. Hons. Degree)											
		GRAND TOTAL										**1100**	**23**

List of MOOCs (Coursera) Based Recommended Courses for Third Year (Semester-VI) B. Tech Students

S. No.	Subject Code	Course Name	University / Industry Partner Name	No of Hours	Credits
1	AMC0086	Introduction to Machine Learning	Duke University	26	2
2	AMC0126	Smart Contracts	University at Buffalo	17	1

OR

S. No.	Subject Code	Course Name	University / Industry Partner Name	No of Hours	Credits
1	AMC0093	Machine Learning with Python	IBM	23	1.5
2	AMC0118	Introduction to Deep Learning & Neural Networks with keras	IBM	8	0.5

PLEASE NOTE:-

- **Internship (3-4 weeks) shall be conducted during summer break after semester-VI and will be assessed during semester-VII.**

- **Compulsory Audit Course (Non Credit - ANC0601/ANC0602)**
  - All Compulsory Audit Courses (a qualifying exam) has no credit.
  - Total and obtained marks are not added in the Grand Total.

Abbreviation Used: -
L: Lecture, T: Tutorial, P: Practical, CT: Class Test, TA: Teacher Assessment, PS: Practical Sessional,
TE: Theory End Semester Exam., PE: Practical End Semester Exam.

List of Departmental Electives

Sl. No.	Departmental Electives	Subject Codes	Subject Name	Bucket Name	Branch	Semester
1	Elective-III	ACSE0611	CRM Development	CRM-RPA	AI	6
2	Elective-IV	ACSE0613	Robotics Process Automation (RPA)		AI	6
3	Elective-III	ACSAI0617	Programming for Data Analytics	Data Analytics	AI	6
4	Elective-IV	ACSAI0622	Social Media Analytics		AI	6
5	Elective-III	ACSAI0612	Advanced Java Programming	Full Stack Development	AI	6
6	Elective-IV	ACSE0614	Web Development using MEAN Stack		AI	6
7	Elective-III	ACSAI0614	Development in Swift Explorations and Data Collections	Mobility Management	AI	6
8	Elective-IV	ACSAI0620	Augmented Reality and Virtual Reality		AI	6

Bachelor of Technology
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AICTE Guidelines in Model Curriculum:

A student will be eligible to get Under Graduate degree with Honours only, if he/she completes the additional MOOCs courses such as Coursera certifications, or any other online courses recommended by the Institute (Equivalent to 20 credits). During Complete B.Tech. Program Guidelines for credit calculations are as follows.

1. For 6 to 12 Hours   =0.5 Credit
2. For 13 to18   =1 Credit
3. For 19 to 24   =1.5 Credit
4. For 25 to 30   =2 Credit
5. For 31 to 35   =2.5 Credit
6. For 36 to 41   =3 Credit
7. For 42 to 47   =3.5 Credit
8. For 48 and above   =4 Credit

For registration to MOOCs Courses, the students shall follow Coursera registration details as per the assigned login and password by the Institute these courses may be cleared during the B. Tech degree program (as per the list provided). After successful completion of these MOOCs courses, the students shall provide their successful completion status/certificates to the Controller of Examination (COE) of the Institute through their coordinators/Mentors only.

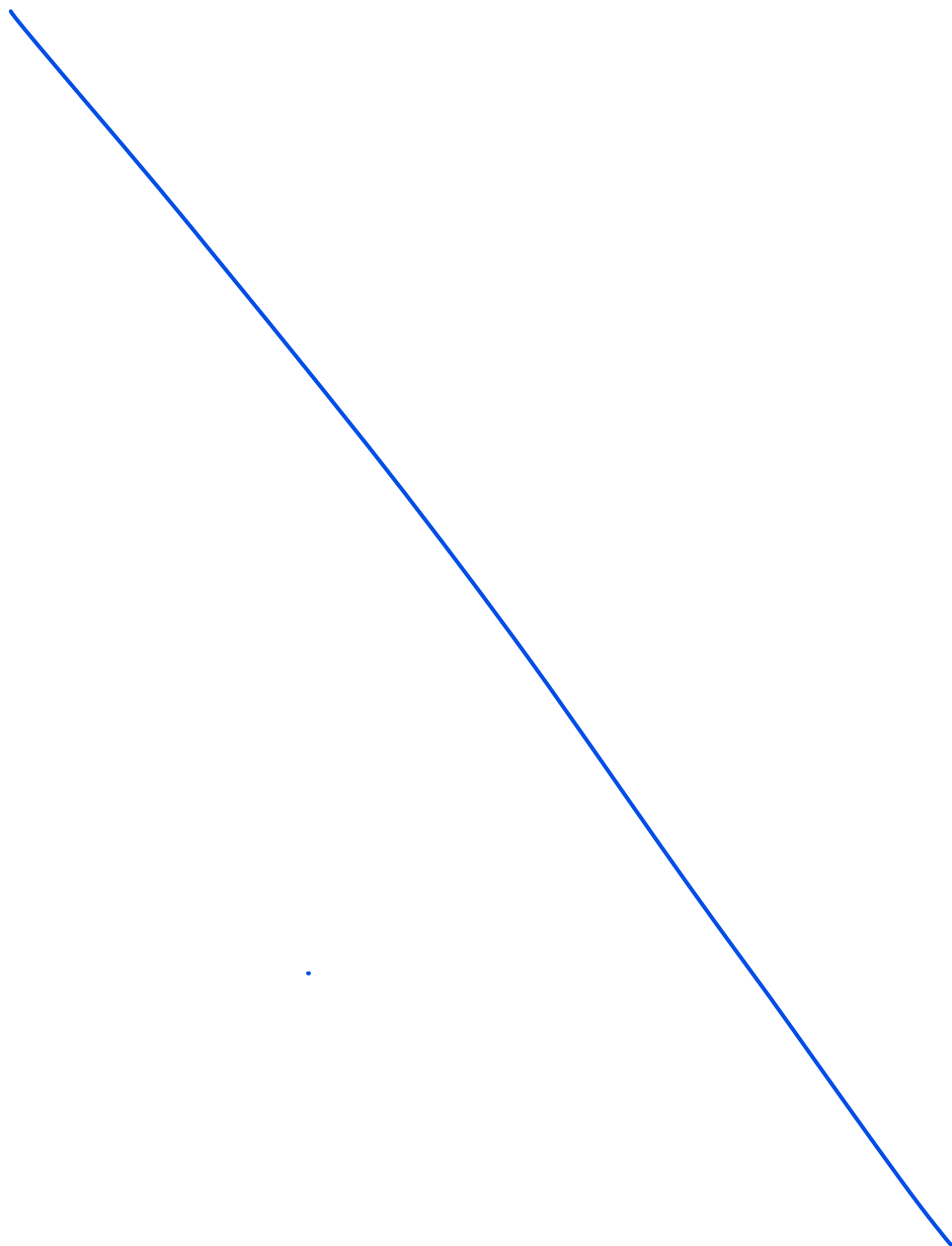The students shall be awarded Honours Degree as per following criterion.

i.   If he / she secures 7.50 as above CGPA.
ii. Passed each subject of that degree program in the single attempt without any grace.
iii. Successful completion of MOOCs based 20 credits.

B. TECH THIRD YEAR

Course Code	ACSE0501	L T P	Credits
Course Title	**DESIGN AND ANALYSIS OF ALGORITHMS**	3 1 0	4

Course objective: Analyze asymptotic performance of algorithms designed using different computational model. Study advanced data structures like Red black Tree, binomial and Fibonacci heap and learn the concept of complexity classes.

Pre-requisites: Basic knowledge of any programming language like C/C++/ Python/Java, Data Structures, Discrete Structures and Graph Theory

Course Contents / Syllabus

UNIT-I	**Introduction**	8 Hours

Algorithms, Analyzing Algorithms, Complexity of Algorithms, Amortized Analysis, Growth of Functions, Methods of solving Recurrences, Performance Measurements, Sorting and Order Statistics –Insertion Sort, Shell Sort, Heap Sort, Priority queue, Comparison of Sorting Algorithms, Sorting in Linear Time, Counting Sort, Radix Sort.

UNIT-II	**Advanced Data Structures**	8 Hours

Red-Black Trees, B – Trees, Binomial Heaps, Fibonacci Heaps.

UNIT-III	**Divide and Conquer and Greedy Methods**	8 Hours

Divide and Conquer concepts with Examples Such as Quick sort, Merge sort, Strassen's Matrix Multiplication, Convex Hull, Searching. Greedy Methods with Examples Such as Activity Selection, Task scheduling, Knapsack, Minimum Spanning Trees – Prim's and Kruskal's Algorithms, Single Source Shortest Paths - Dijkstra's and Bellman Ford Algorithms, Huffman codes.

UNIT-IV	**Dynamic Programming, Backtracking, Branch and Bound**	8 Hours

Dynamic Programming concepts, Examples Such as All Pair Shortest Paths – Warshal's and Floyd's Algorithms, 0/1 Knapsack, Longest Common Sub Sequence, Matrix Chain Multiplication, Resource Allocation Problem. Graph searching (BFS, DFS), Backtracking, Branch and Bound with Examples Such as Travelling Salesman Problem, Graph Coloring, n-Queen Problem, Hamiltonian Cycles and Sum of Subsets.

UNIT-V	**Selected Topics**	8 Hours

String Matching Algorithms such as Rabin-karp Matcher, Finite Automaton Matcher, KMP Matcher, Boyer Moore Matcher. Theory of NP-Completeness, Approximation Algorithms and Randomized Algorithms.

Course outcome: After completion of this course students will be able to

CO 1	Analyze the asymptotic performance of algorithms and write rigorous correctness proofs for algorithms.	K4
CO 2	Use efficient data structures such as RB tree, B tree, binomial and Fibonacci heaps etc. according to the problem	K3
CO 3	Apply divide and conquer and greedy algorithm approach for solving different problems such	K5
CO 4	Apply important algorithmic design paradigms and methods of analysis such as dynamic programming, backtracking, branch and bound.	K5

CO 5	Demonstrate tractable and intractable problems and the classes P, NP and NP-complete problems. And also use Algorithms for solving string matching problem.	K3

Text books:

1) Thomas H. Coreman, Charles E. Leiserson and Ronald L. Rivest, "Introduction to Algorithms", Printice Hall of India.

2) E. Horowitz & S Sahni, "Fundamentals of Computer Algorithms".

3) Aho, Hopcraft, Ullman, "The Design and Analysis of Computer Algorithms" Pearson Education, 2008.

4) LEE "Design & Analysis of Algorithms (POD)", McGraw Hill.

Reference Books:

1. Richard E.Neapolitan "Foundations of Algorithms" Jones & Bartlett Learning.

2. Jon Kleinberg and ÉvaTardos, Algorithm Design, Pearson, 2005.

3. Michael T Goodrich and Roberto Tamassia, Algorithm Design: Foundations, Analysis, and Internet Examples, Second Edition, Wiley, 2006.

4. Harry R. Lewis and Larry Denenberg, Data Structures and Their Algorithms, Harper Collins, 1997

5. Robert Sedgewick and Kevin Wayne, Algorithms, fourth edition, Addison Wesley, 2011.

NPTEL/ Youtube/ Faculty Video Link:

Unit 1	https://www.youtube.com/playlist?list=PLDN4rrl48XKpZkf03iYFl-O29szjTrs_O https://www.youtube.com/watch?v=aGjL7YXI31Q&list=PLEbnTDJUr_IeHYw_sfBOJ6gk5pie0yP-0 https://nptel.ac.in/courses/106/106/106106131/ https://nptel.ac.in/courses/106/101/106101060/EVALUATION_SCHEME_3RD YEAR AI.docx
Unit 2	https://www.youtube.com/playlist?list=PLDN4rrl48XKpZkf03iYFl-O29szjTrs_O https://www.youtube.com/watch?v=aGjL7YXI31Q&list=PLEbnTDJUr_IeHYw_sfBOJ6gk5pie0yP-0 https://nptel.ac.in/courses/106/106/106106131/ https://nptel.ac.in/courses/106/101/106101060/
Unit 3	https://www.youtube.com/playlist?list=PLDN4rrl48XKpZkf03iYFl-O29szjTrs_O https://www.youtube.com/watch?v=aGjL7YXI31Q&list=PLEbnTDJUr_IeHYw_sfBOJ6gk5pie0yP-0 https://nptel.ac.in/courses/106/106/106106131/ https://nptel.ac.in/courses/106/101/106101060/
Unit 4	https://www.youtube.com/playlist?list=PLDN4rrl48XKpZkf03iYFl-O29szjTrs_O https://www.youtube.com/watch?v=aGjL7YXI31Q&list=PLEbnTDJUr_IeHYw_sfBOJ6gk5pie0yP-0 https://nptel.ac.in/courses/106/106/106106131/ https://nptel.ac.in/courses/106/101/106101060/
Unit 5	https://www.youtube.com/playlist?list=PLDN4rrl48XKpZkf03iYFl-O29szjTrs_O https://www.youtube.com/watch?v=aGjL7YXI31Q&list=PLEbnTDJUr_IeHYw_sfBOJ6gk5pie0yP-0

https://nptel.ac.in/courses/106/106/106106131/
https://nptel.ac.in/courses/106/101/106101060/

B. TECH THIRD YEAR

Course Code	ACSE0502	L T P	Credits
Course Title	**COMPUTER NETWORKS**	3 1 0	**4**

Course objective:

Objective of this course is to develop an understanding of computer networking basics, different components of computer networks, various protocols, modern technologies and their applications.

Pre-requisites: Basic knowledge of Computer system and their interconnection, operating system, Digital logic and design and hands on experience of programming languages.

Course Contents / Syllabus

UNIT-I	**Introduction**	**8 Hours**

Goals and applications of networks, Categories of networks, Organization of the Internet, ISP, The OSI reference model, TCP/IP protocol suite, Network devices and components, Mode of communications

Physical Layer: Network topology design, Types of connections, LAN, MAN and MAN Transmission media, Signal transmission and encoding, Network performance and transmission impairments, Switching techniques and multiplexing, IEEE standards.

UNIT-II	**Data Link layer**	**8 Hours**

Framing, Error Detection and Correction, Flow control (Elementary Data Link Protocols, Sliding Window protocols). Medium Access Control and Local Area Networks: Channel allocation, Multiple access protocols, LAN standards, Link layer switches & bridges.

UNIT-III	**Network Layer**	**8 Hours**

Point-to-point networks, Logical addressing, Basic internetworking (IP, CIDR, ARP, RARP, DHCP, ICMP), IPv4, Routing, forwarding and delivery, Static and dynamic routing, Routing algorithms and protocols, Congestion control algorithms, IPv6.

UNIT-IV	**Transport Layer**	**8 Hours**

Process-to-process delivery, Transport layer protocols (UDP and TCP), Connection management, Flow control and retransmission, Window management, TCP Congestion control, Quality of service.

UNIT-V	**Application Layer**	**8 Hours**

Domain Name System, World Wide Web and Hyper Text Transfer Protocol, Electronic mail, File Transfer Protocol, Remote login, Network management, Data compression, VPN, Cryptography – basic concepts, Firewalls.

Course outcome: After completion of this course students will be able to

CO 1	Build an understanding of the fundamental concepts and Layered Architecture of computer networking.	K2, K6
CO 2	Understand the basic concepts of link layer properties to detect error and develop the solution for error control and flow control.	K2, K6
CO 3	Design, calculate, and apply subnet masks and addresses to fulfil networking requirements and calculate distance among routers in subnet.	K3, K4, K6
CO 4	Understand the duties of transport layer, Session layer with connection management of TCP protocol.	K2, K4
CO 5	Discuss the different protocols used at application layer.	K2

Text books:

1. Behrouz Forouzan, "Data Communication and Networking" Fourth Edition-2006, Tata McGraw Hill
2. Andrew Tanenbaum "Computer Networks", Fifth Edition-2011, Prentice Hall.
3. William Stallings, "Data and Computer Communication", Eighth Edition-2008, Pearson.

Reference Books:

1. Kurose and Ross, "Computer Networking- A Top-Down Approach", Eighth Edition-2021, Pearson.
2. Peterson and Davie, "Computer Networks: A Systems Approach", Fourth Edition-1996, Morgan Kaufmann

NPTEL/ YouTube/ Faculty Video Link:

Unit 1	https://www.youtube.com/watch?v=LX_b2M3IzN8
Unit 2	https://www.youtube.com/watch?v=LnbvhoxHn8M
Unit 3	https://www.youtube.com/watch?v=ddM9AcreVqY
Unit 4	https://www.youtube.com/watch?v=uwoD5YsGACg
Unit 5	https://www.youtube.com/watch?v=bTwYSA478eA&list=PLJ5C_6qdAvBH01tVf0V4PQsCxGE3hSqEr https://www.youtube.com/watch?v=tSodBEAJz9Y

B. TECH THIRD YEAR

Course code	ACSE0503			L T P	Credits
Course title	DESIGN THINKING-II			2 1 0	3

Course Objectives: The objective of this course is to upgrade Design Thinking skills by learning & applying advanced and contextual Design Thinking Tools. It aims to solve a Real-Life Problem by applying Design Thinking to create an impact for all the stakeholders

Pre-requisites: Student must complete Design Thinking-I course.

Course Contents / Syllabus

UNIT-I	INTRODUCTION	10 HOURS

Design thinking & Innovation, Design Thinking Mindset and Principles, recap of 5-Step Process of Design Thinking, Design Approaches, additional in-depth examples of each design approaches. Simon Sinek's – Start with Why, The Golden Circle , Asking the "Why" behind each example (an in-class activity of asking 5-WHYS) , The Higher Purpose, in-class activity for LDO & sharing insights

Visualization and it's importance in design thinking , reflections on wheel of life (in-class activity for visualization & Wheel of Life), Linking it with Balancing Priorities (in class activity), DBS Singapore and Bank of Americas' Keep the Change Campaign. Litter of Light & Arvind Eye Care Examples, understanding practical application of design thinking tools and concepts, case study on McDonald's Milkshake / Amazon India's Rural Ecommerce & Gillette

Working on 1-hour Design problem, Applying RCA and Brainstorm on innovative solutions.

Main project allocation and expectations from the project.

UNIT-II	REFINEMENT AND PROTOTYPING	8 HOURS

Refine and narrow down to the best idea, 10-100-1000gm, QBL, Design Tools for Convergence – SWOT Analysis for 1000gm discussion. In-class activity for 10-100-1000gm & QBL

Prototyping (Convergence): Prototyping mindset, tools for prototyping – Sketching, paper models, pseudo-codes, physical mockups, Interaction flows, storyboards, acting/role-playing etc, importance of garnering user feedback for revisiting Brainstormed ideas.

Napkin Pitch, Usability, Minimum Viable Prototype, Connecting Prototype with 3 Laws, A/B Testing, Learning Launch. Decision Making Tools and Approaches – Vroom Yetton Matrix, Shift-Left, Up, Right, Value Proposition, Case study: Careerbuddy, You-Me-Health Story & IBM Learning Launch.
In-class activities on prototyping- paper-pen / physical prototype/ digital prototype of project's 1000gm idea.

UNIT-III	STORYTELLING, TESTING AND ASSESSMENT	8 HOURS

Storytelling: Elements of storytelling, Mapping personas with storytelling, Art of influencing, Elevator Pitch, Successful Campaigns of well-known examples, in-class activity on storytelling. Testing of design with people,

conducting usability test, testing as hypothesis, testing as empathy, observation and shadowing methods, Guerrilla Interviews, validation workshops, user feedback, record results, enhance, retest, and refine design, Software validation tools, design parameters, alpha &beta testing, Taguchi, defect classification, random sampling.
Final Project Presentation and assessing the impact of using design thinking

UNIT-IV	INNOVATION, QUALITY AND LEADERSHIP	6 HOURS

Innovation: Need & Importance, Principles of innovations, Asking the Right Questions for innovation, Rationale for innovation, Quality: Principles & Philosophies, Customer perception on quality, Kaizen, 6 Sigma. FinTech case study of Design Thinking application – CANVAS

Leadership, types, qualities and traits of leaders and leadership styles, Leaders vs Manager, Personas of Leaders & Managers, Connecting Leaders-Managers with 13 Musical Notes, Trait theory, LSM (Leadership Situational Model), Team Building Models: Tuckman's and Belbin's. Importance of Spatial elements for innovation.

UNIT-V	UNDERSTANDING HUMAN DESIRABILITY	8 HOURS

Comprehensive human goal: the five dimensions of human endeavour (Manaviya - Vyavstha) are: Education- Right living (Sikhsa- Sanskar), Health – Self-regulation (Swasthya - Sanyam), Justice – Preservation (Nyaya- Suraksha), Production – Work (Utpadan – Karya), Exchange – Storage (Vinimya – Kosh), Darshan-Gyan-Charitra (Shifting the Thinking)

Interconnectedness and mutual fulfilment among the four orders of nature recyclability and self-regulation in nature, Thinking expansion for harmony: Self-exploration (Johari's window), group behaviour, interpersonal behaviour and skills, Myers-Briggs personality types (MBTI), FIRO-B test to repair relationships.

Course outcome: After completion of this course, students will be able to		
CO 1	Learn sophisticated design tools to sharpen their problem-solving skills	K2
CO 2	Construct innovate ideas using design thinking tools and converge to feasible idea for breakthrough solution	K6
CO 3	Implement storytelling for persuasive articulation	K3
CO 4	Understanding the nature of leadership empowerment	K2
CO 5	Understand the role of a human being in ensuring harmony in society and nature.	K2

Textbooks:

1. Arun Jain, UnMukt : Science & Art of Design Thinking, 2020, Polaris

2. Gavin Ambrose and Paul Harris, Basics Design 08: Design Thinking, 2010, AVA Publishing SA

3. R R Gaur, R Sangal, G P Bagaria, A Foundation Course in Human Values and Professional Ethics, First Edition, 2009, Excel Books: New Delhi

Reference Books:

1.	Jeanne Liedta, Andrew King and Kevin Benett , Solving Problems with Design Thinking – Ten Stories of What Works, 2013, Columbia Business School Publishing.
2.	Dr Ritu Soryan, Universal Human Values and Professional Ethics, 2022, Katson Books.
3.	Vijay Kumar, 101 Design Methods: A Structured Approach for Driving Innovation in Your Organization, 2013, John Wiley and Sons Inc, New Jersey.
4.	Roger L. Martin, Design of Business: Why Design Thinking is the Next Competitive Advantage, 2009, Harvard Business Press, Boston MA.
5.	Tim Brown, Change by Design, 2009, Harper Collins.
6.	Pavan Soni, Design your Thinking : The Mindsets, Toolsets and Skill Sets for Creative Problem-Solving, 2020, Penguin Books.

Links: NPTEL/ YouTube/ Web Link

Unit I https://www.youtube.com/watch?v=6_mHCOAAEI8

https://nptel.ac.in/courses/110106124

https://designthinking.ideo.com/

https://blog.experiencepoint.com/how-mcdonalds-evolved-with-design-thinking

Unit II https://www.coursera.org/lecture/uva-darden-design-thinking-innovation/the-ibm-story-iq0kE

https://www.coursera.org/lecture/uva-darden-design-thinking-innovation/the-meyouhealth-story-part-i-what-is-W6tTs

https://onlinecourses.nptel.ac.in/noc19_mg60/preview

Unit III https://nptel.ac.in/courses/109/104/109104109/

https://www.d-thinking.com/2021/07/01/how-to-use-storytelling-in-design-thinking/

Unit IV https://www.worldofinsights.co/2020/10/infographic-8-design-thinking-skills-for-leadership-development/

Unit V https://www.youtube.com/watch?v=hFGVcx1Us5Y

B. TECH THIRD YEAR

Code	ACSE0505	L	T	P	Credits
Course Title	WEB TECHNOLOGY	3	0	0	3

Course objective: This course covers different aspect of web technology such as HTML, CSS, Java Script and provide fundamental concepts of Internet, Web Technology and Web Programming**.** Students will be able to build a proper responsive website.

Pre-requisites: Basic Knowledge of any programming language like C/C++/Python/Java. Familiarity with basic concepts of Internet.

Course Contents / Syllabus

UNIT-I	Basics of Web Technology & Testing	8 Hours

History of Web and Internet, connecting to Internet, Introduction to Internet services and tools, Client-Server Computing, Protocols Governing Web, Basic principles involved in developing a web site, Planning process, Types of Websites, Web Standards and W3C recommendations, Web Hosting Basics, Types of Hosting Packages, Introduction to Web testing, Functional Testing,
Usability & Visual Testing, Performance & Load Testing.

UNIT-II	Introduction to HTML & XML	8 Hours

HTML, DOM- Introduction to Document Object Model, Basic structure of an HTML document, Mark up Tags, Heading-Paragraphs, Line Breaks, Understand the structure of HTML tables. Lists, working with Hyperlinks, Image Handling, Understanding Frames and their needs, HTML forms for User inputs. New form Elements- date, number, range, email, search and data list, Understanding audio, video and article tags XML Syntax, Elements, Attributes, Namespaces, Display, HTTP request, Parser, DOM, XPath, XSLT, XQuerry, XLink, Validator, DTD and XML Schema.

UNIT-III	Concepts of CSS3 & Bootstrap	8 Hours

Creating Style Sheet, CSS Properties, CSS Styling (Background, Text Format, Controlling Fonts), Working with block elements and objects, Working with Lists and Tables, CSSIdandClass, BoxModel(Introduction, JavaScript Borderproperties,PaddingProperties, Marginproperties) CSS Advanced(Grouping, Dimension, Display, Positioning,

Floating,   Align,Pseudoclass,NavigationBar,ImageSprites,Attributesector),CSSColor,CreatingpageLayoutandSite. Bootstrap Features & Bootstrap grid system, Bootstrap Components, Bootstrap Plug-Ins.

UNIT-IV	JavaScript and ES6	8 Hours

Introduction to Java Script, JavascriptTypes, Var, Let and Const Keywords, Operators in JS, Conditional Statements, Java Script Loops, JS Popup Boxes JS Events, JS Arrays, Working with Arrays, JS Objects, JS Functions Validation of Forms, Arrow functions and default arguments, Template Strings, Strings methods, Callback functions, Object de-structuring, Spread and Rest Operator, Typescript fundamentals, Typescript OOPs- Classes, Interfaces, Constructor etc. Decorator and Spread Operator, Asynchronous Programming in ES6, Promise Constructor, Promise with Chain, Promise Race.

UNIT-V	Introduction to PHP	8 Hours

Basic Syntax of PHP, Variables & Constants, Data Type, Operator & Expressions, Control flow and Decision making statements, Functions, Strings, Arrays, Understanding file& directory, Opening and closing, a file, Copying, renaming and deleting a file, working with directories, Creating and deleting folder, File Uploading &Downloading. Introduction to Session Control, Session Functionality What is a Cookie, Setting Cookies with PHP. Using Cookies with Sessions, Deleting Cookies, Registering Session variables, Destroying the variables and Session.

Course outcome: After completion of this course students will be able to		
CO 1	Identify the basic facts and explaining the basic ideas of Web technology and internet.	K1, K2
CO 2	Applying and creating various HTML5 semantic elements and application with working on HTML forms for user input.	K3, K6
CO 3	Understanding and applyingtheconceptsofCreatingStyleSheetCSS3 and bootstrap.	K2, K3
CO 4	Analysing and implementing concept of JavaScript and its applications.	K4, K6
CO 5	Creating and evaluating dynamic web pages using the concept of PHP.	K5, K6

Text books:
1. C Xavier, "Web Technology and Design", 1nd Edition 2003, New Age International.
2. Raj Kamal, "Internet and Web Technologies", 2nd Edition 2017,Mc Graw Hill Education.
3. Oluwafemi Alofe, "Beginning PHP Laravel" 2nd Edition 2020, kindle Publication.

Reference Books:
1. Burdman, Jessica, "Collaborative Web Development" 5th Edition 1999,
   Addison Wesley Publication.
2. Randy Connolly, "Fundamentals of Web Development",3rd Edition 2016,
3. Ivan Bayross," HTML, DHTML, Java Script, Perl & CGI", 4th Edition 2010 BPB Publication

NPTEL/ YouTube/Faculty Video Link:

Unit1	https://youtu.be/96xF9phMsWA https://youtu.be/Zopo5C79m2k https://youtu.be/ZliIs7jHi1s https://youtu.be/htbY9-yggB0
Unit2	https://youtu.be/vHmUVQKXlVo https://youtu.be/qz0aGYrrlhU https://youtu.be/BsDoLVMnmZs https://youtu.be/a8W952NBZUE
Unit 3	https://youtu.be/1Rs2ND1ryYc https://youtu.be/vpAJ0s5S2t0 https://youtu.be/GBOK1-nvdU4 https://youtu.be/Eu7G0jV0ImY
Unit 4	https://youtu.be/-qfEOE4vtxE https://youtu.be/PkZNo7MFNFg https://youtu.be/W6NZfCO5SIk https://youtu.be/DqaTKBU9TZk
Unit 5	https://youtu.be/_GMEqhUyyFM https://youtu.be/ImtZ5yENzgE https://youtu.be/xIApzP4mWyA https://youtu.be/qKR5V9rdht0

B. TECH THIRD YEAR

Course Code	ACSE0551	L T P	Credit
Course Title	**DESIGN AND ANALYSIS OF ALGORITHMS LAB**	0 0 2	1

List of Experiments

Sr. No.	Name of Experiment	CO
1	Program for Recursive Binary & Linear Search.	CO1, CO2
2	Program for Heap Sort.	CO1
3	Program for Merge Sort.	CO2
4	Program for Insertion Sort.	CO1
5	Program for Quick Sort.	CO2
6	Program to implement Knapsack Problem using Greedy Solution.	CO3
7	Program for 0/1 knapsack.	CO4
8	Program for LCS.	CO4
9	Program for BFS and DFS.	CO1
10	Program to implement Dijkstra's Algorithm.	CO4
11	Program to find Minimum Spanning Tree using Kruskal's Algorithm.	CO3
12	Program to implement N Queen Problem using Backtracking. CO4	CO4

Lab Course Outcome: After the completions of this course students will be able to

CO 1	Implement algorithm to solve problems by iterative approach.	K3
CO 2	Implement algorithm to solve problems by divide and conquer approach.	K3
CO 3	Implement algorithm to solve problems by Greedy algorithm approach.	K3
CO 4	Implement algorithm to solve problems by Dynamic programming, backtracking, branch and bound approach.	K3

B. TECH THIRD YEAR

Course Code	ACSE0552	L T P	Credit
Course Title	**COMPUTER NETWORKS LAB**	**0 0 2**	**1**

List of Experiments

Sr. No.	Name of Experiment	CO
1	To make an UTP cable with RJ-45 connector, and build and test simple network using UTP cable (crossover) and a hub based network.	CO1
2	Implementation of data link layer framing method such as bit stuffing in any language like C++, Java or Python.	CO2
3	Test the Network connection using ping command and use of ipconfig, netstat and trcert command provided by TCP/IP.	CO3
4	Implementation of CRC algorithm in any language like C++ , Java or Python.	CO3
5	Implementation of stop and wait protocol in any language like C++ , Java or Python.	CO3
6	Implementation of hamming code (7, 4) code to limit the noise. We have to code the bit data in to 7bit data by adding 3 parity bits. Implement in in any language like C++ , Java or Python.	CO3
7	Implementation of Caesar cipher technique & RSA algorithm in any language like C++ , Java or Python.	CO4
8	Write a program in java to find the IP address of the system.	CO4
9	Write a program in java to find the IP address of the any site if name is given.	CO4
10	Introduction to Network Devices (Repeater, Hub, Bridge, Switch, Router, Gateways, NIC etc.).	CO5
11	Introduction to CISCO Packet Tracer. Design Bus, Star, Mesh, Ring Topology and check the connectivity using ping command.	CO5
12	Switch Configuration on CISCO packet tracer using CLI.	CO5

Lab Course Outcome: After the completions of this course students will be able to

CO 1	Build an understanding of UTP cable with RJ-45 connector, and build and test simple network using UTP cable.	K2, K4, K6
CO 2	Understand and implementation of the bit stuffing protocol.	K2, K3
CO 3	Understand and test the various network connection commands of TCP/IP and error control, flow control.	K2, K4
CO 4	Understand and implementation of the concept of IP addressing and security technique like Caesar cipher and RSA.	K2, K3
CO 5	Design and understanding the various topology and configuration of switch and router using cisco packet tracer	K2, K6

B. TECH THIRD YEAR

Course Code	ACSE0555		L T P	Credit
Course Title	WEB TECHNOLOGY LAB		0 0 2	1

List of Experiments:

Sr. No.	Name of Experiment	CO
1.	Write HTML program to display your CV in navigator, your Institute website, Department Website and Tutorial website for specific subject.	CO2
2.	Write a program in XML for creation of DTD, which specifies set of rules. Create a style sheet in CSS/ XSL & display the document in internet explorer.	CO2
3.	Write a program to show the use of XML Schema.	CO2
4.	Write a CSS program to show use of Inline, Internal and External CSS.	CO3
5.	Write a program for CSS Box Model.	CO3
6.	Write a program to show the use of Bootstrap components and Grid System	CO3
7.	Write HTML program to design Registration form and Validate it using JavaScript.	CO1,CO4
8.	Write JavaScript program to show the use of Dialogue Boxes i.e. Alert, Confirm and Prompt Boxes.	CO4
9.	Write a program to show various types of JavaScript Events.	CO4
10.	Write a program in PHP to find the factorial of given number.	CO5
11.	Write a program in PHP to perform file handling.	CO5
12.	Write a PHP program to show the use of Session & Cookies.	CO5

Lab Course Outcome: After completion of this course students will be able to

CO 1	Implementing the concepts and creating pages of HTML	K3
CO 2	Implementing the concepts and creating HTML and XML pages.	K3, K6
CO 3	Implementing the concepts of CSS and Bootstrap and Creation of various types of style sheets.	K3, K6
CO 4	Implementing JavaScript and creating Client Side Pages with functionalities.	K3, K6
CO 5	Implementing the concepts of PHP and creating Server Side Pages.	K3, K6

B. TECH THIRD YEAR (ELECTIVE I)

Course Code	ACSE0511	L T P	Credits
Course Title	CRM FUNDAMENTALS	3 0 0	3

Course objective: This course is designed to help in understanding the fundamentals of CRM. It will help in providing better services for Sales, Marketing and Customer Relations in an Enterprise. To make the students understand the organizational need, benefits and process of creating long-term value for individual customers. To disseminate knowledge regarding the concept of e-CRM and e-CRM technologies. To enable the students understand the technological and human issues relating to implementation of Customer Relationship Management in the organizations.

Pre-requisites: None

Course Contents / Syllabus

UNIT-I	Introduction	8 Hours

CRM- definition, history, goals. Sources of CRM value. Components of CRM: people, process, technology. Evolution of CRM: marketing and its principles, customer relations to CRM. Dynamics of Customer Supplier Relationships, Nature and context of CRM, Strategy and Organization of CRM: strategy, The relationship-oriented organization: Mission, Culture, Structure, People, Communication & Information Systems.

UNIT-II	CRM Strategy and Framework	8 Hours

Developing a CRM strategy. Customer oriented (C in CRM), Relationship driven, 360 degree view of customer. CRM system features- functions, application, benefits and solutions. Importance of loyalty- active, passive, split, shifting and switchers, customer profiling, customer segmentation model, Customer Experience, relationship marketing and journey, Case study.

UNIT-III	Solution Design and Architecture	8 Hours

CRM system solution- specifications. Data Analysis, Solution Requirements. Types of CRM- On-Premise, cloud based. Pros and Cons of each. Integration CRM with other enterprise applications.
The Technology of CRM: Data warehouses and customer relationships, creating data mart model, components of operational data warehouse.

UNIT-IV	CRM for Business	8 Hours

CRM in Sales, Service, Marketing, E-commerce. Social Customer Relationship Management. Analytical CRM: Predictive Analytics Vs Operational Analytics. Channel Partner Relationship management, Collaborative CRM (using data pooling), Business Benefits of Cloud Based System, SLAs, Practical Challenges.

UNIT-V	CRM implementation	8 Hours

Building CRM roadmaps: current processes, customers, strategic goals, technology issues, pilot and proof of concept projects. Preliminary Roadmap and its template, developing roadmap midstream. Design stage, custom development, integration, reporting, data migration, and implementation, testing, launching and application management. Introduction to following CRM tools: ZOHO, Pega, Microsoft Dynamics 365, Sales force.

Course Outcome: At the end of course, the student will be able

CO 1	Understand the basic concepts of Customer relationship management.	K1, K2
CO 2	To understand strategy and framework of Customer relationship management.	K2

CO 3	Learn basics of Cloud Based Customer relationship management.	K1
CO 4	Understand Customer relationship management in context with business use cases.	K2, K3
CO 5	Understand implementation basics of CRM.	K2, K3

Text books:

1. CRM Fundamentals by Scott Kostojohn Mathew Johnson Brian Paulen. Apress, 2011.

2. Customer Relationship Management- How to develop and execute a CRM strategy By Michael Pearce, Business Expert Press, 2021.

Reference Books:

1. The CRM Handbook-A Business Guide to Customer Relationship Management by Jill Dyché; Addison-Wesley (for case studies)

2. Customer Relationship Management Systems handbook by Duane E Sharp. AUERBACH PUBLICATIONS by CRC Press Company

NPTEL/ YouTube/ Faculty Video Link:

https://onlinecourses.nptel.ac.in/noc20_mg57/preview
https://archive.nptel.ac.in/courses/110/105/110105145/

B. TECH THIRD YEAR (ELECTIVE II)

Course Code	ACSE0513	L	T	P	Credits
Course Title	CRM ADMINISTRATION	3	0	0	3

Course objective: This course focus on to understand the concept of Sales force, and the concepts of Sales force App which familiarize with the concepts administration to understand the concepts of Admin Essentials in Lightning Experience

Pre-requisites: Creative thinking and which is being used by the creative talent in your business areas.

Course Contents / Syllabus

UNIT I	Introduction	8 Hours

Sales force Platform Basics, User Management, Data Modelling ,Data Management, Identity Basic , Data Security ,Lightning Experience Customization, Lightning APP Builder Sales force Mobile App Customization, User Engagement , Formulas and Validation, Data Security, Picklist Administration.

UNIT II	Lightning & Salesforce App Experience Customization	8 Hours

Formula and Validation, Accounts and Contacts for Lightning Experience, Lead and Opportunity for Lightning Experience, Product Quotes and Contracts, Campaign Basic.

UNIT III	Salesforce Administration	8 Hours

Service Cloud for lightning Experience, Sales force mobile app customization, AppExchange basic Duplicate Management Lightning Experience for Sales force Classic Users, Chatter Administration for Lightning Experience, Reports and Dashboards for lightning experience, Lightning experience customization, Lightning experience rollout , Sales force flow, Lightning experience report dashboard Specialist.

UNIT IV	Lightning Experience	8 Hours

Prepare Your Sales force Org for Users, Customize an Org to Support a New Business Unit, Protect Your Data in Sales force, Customize a Sales Path for Your Team, Customize a Sales force Object, Import and Export with Data Management Tools.

UNIT V	Learn Admin Essentials in Lightning Experience	8 Hours

Create Reports and Dashboards for Sales and Marketing Managers, Improve Data Quality for Your Sales and Support Teams, Create a Process for Managing Support Cases, User Engagement, Business Administration Specialist.

Course Outcome: At the end of course, the student will be able to

CO1	Understand the basic working environment of Sales force	K1, K2
CO2	Understand the concepts of Lightning & Sales force App Experience Customization	K1, K2
CO3	Familiarize with concepts reports chatter administration	K3
CO4	Understand the concepts of Lightning Experience	K1, K2
CO5	Learn Admin Essentials in Lightning Experience	K1, K3

Text Books:

1. Alok Kumar Rai : Customer Relationship Management : Concepts and Cases(Second Edition), PHI Learning, 2018
2. Bhasin- Customer Relationship Management (Wiley Dreamtech) ,2019
3. Sales force for beginners by ShaarifSahaalane book by Amazon (Online edition)

Reference Books:
1. Sales force Essentials for Administrators , By ShrivasthavaMohith, Edition Ist ,2018
2. Sales force : A quick Study laminated Reference Guide by Christopher Mathew Spencer eBook by Amazon (Online)
3. Mastering Sales force CRM Administration By Gupta Rakesh Edition IInd 2018

NPTEL/YouTube/Faculty Video Link:

www. Trailhead.salesforce.com

www.mindmajix.com/salesforce-tutorial

www,youtube.com/watch?v=7K42geizQCI

B. TECH THIRD YEAR (ELECTIVE-I)

Course Code	ACSAI0512	L T P	Credits
Course Title	DATA ANALYTICS	3 0 0	3

Course objective: The objective of this course is to understand the fundamental concepts of Data analytics and learn about various types of data formats and their manipulations. It helps students to learn exploratory data analysis and visualization techniques in addition to R/Python/Tableau programming language.

Pre-requisites: Basic Knowledge of Statistics and Probability.

Course Contents / Syllabus

UNIT-I	Introduction To Data Science	8 Hours

Introduction to Data Science, Big Data, the 5 V's, Evolution of Data Science, Datafication, Skillsets needed, Data Science Lifecycle, types of Data Analysis, Data Science Tools and technologies, Need for Data Science, Analysis Vs Analytics Vs Reporting, Big Data Ecosystem, Future of Data Science, Applications of Data Science in various fields, Use cases of Data science-Facebook, Netflix, Amazon, Uber, AirBnB.

UNIT-II	Data Handling	8 Hours

Types of Data: structured, semi-structured, unstructured data, Numeric, Categorical, Graphical, High Dimensional Data, Transactional Data, Spatial Data, Social Network Data, standard datasets, Data Classification, Sources of Data, Data manipulation in various formats, for example, CSV file, pdf file, XML file, HTML file, text file, JSON, image files etc. import and export data in R/Python.

UNIT-III	Data Pre-processing	8 Hours

Form of Data Pre-processing, data Attribute and its types, understanding and extracting useful variables,KDD process, Data Cleaning: Missing Values, Noisy Data, Discretization and Concept hierarchy generation (Binning, Clustering, Histogram), Inconsistent Data, Data Integration and Transformation. Data Reduction: Data Cube Aggregation, Data Compression, Numerosity Reduction.

UNIT-IV	Exploratory Data Analysis	8 Hours

Handling Missing data, Removing Redundant variables, variable Selection, identifying outliers, Removing Outliers, Time series Analysis, Data transformation and dimensionality reduction techniques such as Principal Component Analysis (PCA), Factor Analysis (FA) and Linear Discriminant Analysis (LDA), Univariate and Multivariate Exploratory Data Analysis. Data Munging, Data Wrangling- APIs and other tools for scrapping data from the web/ internet using R/Python.

UNIT-V	Data Visualization	8 Hours

Introductions and overview, Debug and troubleshoot installation and configuration of the Tableau. Creating Your First visualization: Getting started with Tableau Software, Using Data file formats, connecting your Data to Tableau, creating basic charts (line, bar charts, Tree maps), Using the Show me panel.

Tableau Calculations: Overview of SUM, AVR, and Aggregate features Creating custom calculations and fields, Applying new data calculations to your visualization.
Manipulating Data in Tableau: Cleaning-up the data with the Data Interpreter, structuring your data, Sorting, and filtering Tableau data, Pivoting Tableau data.

Advanced Visualization Tools: Using Filters, Using the Detail panel Using the Size panels, customizing filters, Using and Customizing tooltips, Formatting your data with colours, Creating Dashboards & Stories, Distributing & Publishing Your Visualization

Course outcome: After completion of this course students will be able to:

CO 1	Understand the fundamental concepts of data analytics in the areas that plays major role within the realm of data science.	K1
CO 2	Explain and exemplify the most common forms of data and its representations.	K2
CO 3	Understand and apply data pre-processing techniques.	K3
CO4	Analyse data using exploratory data analysis.	K4
CO 5	Illustrate various visualization methods for different types of data sets and application scenarios.	K3

Text books:

1)Glenn J. Myatt, Making sense of Data: A practical Guide to Exploratory Data Analysis and Data Mining, John Wiley Publishers, 2007.

2)Data Analysis and Data Mining, 2nd Edition, John Wiley & Sons Publication, 2014.

Reference Books:

1)Open Data for Sustainable Community: Glocalized Sustainable Development Goals, Neha Sharma, Santanu Ghosh, Monodeep Saha, Springer, 2021.

2)The Data Science Handbook, Field Cady, John Wiley & Sons, Inc, 2017

3)Data Mining Concepts and Techniques, Third Edition, Jiawei Han, Micheline Kamber, Jian Pei, Morgan Kaufmann, 2012.

Links:

Unit 1	https://www.youtube.com/playlist?list=PL15FRvx6P0OWTlNBS_93NHG2hIn9cynVT
Unit 2	https://www.youtube.com/playlist?list=PLLy_2iUCG87DxxkLX4Pc3wCvsF1yAvz0T
Unit 3	https://www.youtube.com/watch?v=lhO3fBiMDag
Unit 4	https://www.youtube.com/watch?v=q4pyaVZjqk0
Unit 5	https://www.youtube.com/playlist?list=PLWPirh4EWFpGXTBu8ldLZGJCUeTMBpJFK

B. TECH THIRD YEAR (ELECTIVE-II)

Course code	ACSAI0519	L T P	Credits
Course title	**BUSINESS INTELLIGENCE AND DATA VISUALIZATION**	**3 0 0**	**3**

Course objective: This course covers fundamental concepts of Business Intelligence tools, techniques, components and its future. As well as a bit more formal understanding of data visualization concepts and techniques. The underlying theme in the course is feature of Tableau, its capabilities.

Pre-requisites: Basic Knowledge of Business intelligence.

Course Contents / Syllabus

UNIT-I	INTRODUCTION TO BUSINESS INTELLIGENCE	8 HOURS

Business Intelligence (BI), Scope of BI solutions and their fitting into existing infrastructure, BI Components and architecture, BI Components, Future of Business Intelligence, Functional areas of BI tools, End user assumptions, setting up data for BI, Data warehouse, OLAP and advanced analytics, Supporting the requirements of senior executives including performance management, Glossary of terms and their definitions specific to the field of BI and BI systems.

UNIT-II	ELEMENTS OF BUSINESS INTELLIGENCE SOLUTIONS	8 HOURS

Business Query and Reporting, Reporting, Dashboards and Scorecards Development, Development, Scorecards, Metadata models, Automated Tasks and Events, Mobile Business Intelligence, Software development kit (SDK). Stages of Business Intelligence Projects, Project Tasks, Risk Management and Mitigation, Cost justifying BI solutions and measuring success, BI Design and Development, Building Reports, Building a Report, Drill-up, Drill-down Capabilities.

UNIT-III	TABLEAU	8 HOURS

Introductions and overview: What Tableau can and cannot do well, Debug and troubleshoot installation and configuration of the software.
Creating Your First visualization: Getting started with Tableau Software, Using Data file formats, connecting your Data to Tableau, creating basic charts (line, bar charts, Tree maps), Using the Show me panel
Tableau Calculations: Overview of SUM, AVR, and Aggregate features Creating custom calculations and fields, Applying new data calculations to your visualization.

Formatting Visualizations: Formatting Tools and Menus, formatting specific parts of the view, Editing and Formatting Axes.

UNIT-IV	DATA VISUALIZATION	8 HOURS

Manipulating Data in Tableau: Cleaning-up the data with the Data Interpreter, structuring your data, Sorting, and filtering Tableau data, Pivoting Tableau data.
Advanced Visualization Tools: Using Filters, Using the Detail panel Using the Size panels, customizing filters, Using and Customizing tooltips, Formatting your data with colours.
Creating Dashboards & Stories: Using Storytelling, creating your first dashboard and Story, Design for different displays, Adding interactivity to your Dashboard
Distributing & Publishing Your Visualization: Tableau file types, Publishing to Tableau Online, sharing your visualization, Printing, and exporting.

Given a case study: Perform Interactive Data Visualization with Tableau

UNIT-V	INTRODUCTION TO POWER BI	8 HOURS

Describe the Power BI ecosystem, Define Power BI and its relationship with Excel, Discuss the Power BI suite of products, Describe how the Power BI products integrate, Explain the typical analytics process flow, Differentiate between the various data sources, Connect Power BI to a data source, Clean and transform data to ensure data quality, Load the data to the Power BI Data Model, Describe the Power BI ecosystem, Define Power BI and its relationship with Excel, Discuss the Power BI suite of products, Describe how the Power BI products integrate, Explain the typical analytics process flow.

Course outcome: After completion of this course students will be able to

CO 1	Apply quantitative modelling and data analysis techniques to the solution of real-world business problems	K2
CO 2	Understand the importance of data visualization and the design and use of many visual components	K2
CO 3	Understand as products integrate defining various analytical process flow.	K2
CO 4	Learn the basics of troubleshooting and creating charts using various formatting tools.	K4
CO 5	Learn basics of structuring data and creating dashboard stories adding interactivity dashboard stories.	K6

Textbooks:

1. Efraim Turban, Ramesh Sharda, Dursun Delen, "Decision Support and Business Intelligence Systems", 9th Edition, Pearson 2013.
2. Learning Tableau 10 - Second Edition: Business Intelligence and data visualization that brings your business into focus" by Joshua N. Milligan
3. Tableau Your Data! - "Daniel G. Murray and the Inter Works BI Team"-Wiley

Reference Books:

1. Larissa T. Moss, S. Atre, "Business Intelligence Roadmap: The Complete Project Lifecycle of Decision Making", Addison Wesley, 2003.
2. Carlo Vercellis, "Business Intelligence: Data Mining and Optimization for Decision Making", Wiley Publications, 2009.
3. David Loshin Morgan, Kaufman, "Business Intelligence: The Savvy Manager"s Guide", Second Edition, 2012.

NPTEL/ Youtube/ Faculty Video Link:

Unit 1	Introduction to Business Intelligence - YouTube
Unit 2	Business Intelligence Tutorial - YouTube
Unit 3	What Is Power BI?	Introduction To Microsoft Power BI	Power BI Training	Edureka - YouTube
Unit 4	https://www.tableau.com/academic/students

B. TECH THIRD YEAR (ELECTIVE I)

Course Code	ACSE0512	L T P	Credits
Course Title	**PYTHON WEB DEVELOPMENT WITH DJANGO**	**3 0 0**	**3**

Course objective: This course focuses on how to design and build static as well as dynamic webpages and interactive web based applications. These courses mainly focus how Python operates within web development using the increasingly popular Django framework.

Pre-requisites: Students should have good knowledge of Python Programming and Python coding experience.

Course Contents / Syllabus

UNIT-I	**Python libraries for web development**	**8 Hours**

Collections-Container datatypes, Tkinter-GUI applications, Requests-HTTP requests, BeautifulSoup4-web scraping, Scrapy, Zappa, Dash, CherryPy, Turbo Gears, Flask, Web2Py, Bottle, Falcon, Cubic Web, Quixote, Pyramid.

UNIT-II	**Introduction to Django Framework**	**8 Hours**

Understanding Django environment, Features of Django and Django architecture, MVC and MTV, Urls and Views, Mapping the views to URLs, Django Template, Template inheritance Django Models, Creating model for site, Converting the model into a table, Fields in Models, Integrating Bootstrap into Django, Creating tables, Creating grids, Creating carousels.

UNIT-III	**Integrating Accounts & Authentication on Django**	**8 Hours**

Introduction to Django Authentication System, Security Problem & Solution with Django Creating Registration Form using Django, Adding Email Field in Forms, Configuring email settings, Sending emails with Django, Adding Grid Layout On Registration Page, Adding Page Restrictions, Login Functionality Test and Logout.

UNIT-IV	**Connecting SQLite with Django**	**8 Hours**

Database Migrations, Fetch Data From Database, Displaying Data On Templates, Adding Condition On Data, Sending data from url to view, Sending data from view to template, Saving objects into database, Sorting objects, Filtering objects, Deleting objects, Difference between session and cookie, Creating sessions and cookies in Django.

UNIT-V	**Deploying Django Web Application on Cloud**	**8 Hours**

Creating a functional website in Django, Four Important Pillars to Deploy, registering on Heroku and GitHub, Push project from Local System to GitHub, Working with Django Heroku, Working with Static Root, Handling WSGI with gunicorn, Setting up Database & adding users.

Course Outcome: After completion of this course students will be able to

CO 1	Apply the knowledge of python programing that are vital in understanding Django application and analyze the concepts, principles and methods in current client-side technology to implement Django application over the web.	K3,K6
CO 2	Demonstrate web application framework i.e. Django to design and implement typical dynamic web pages and interactive web based applications.	K3, K6
CO 3	Implementing and analyzing the concept of Integrating Accounts & Authentication on Django.	K3, K4
CO 4	Understand the impact of web designing by database connectivity with SQLite in the current market place where everyone uses to prefer electronic medium for shoping, commerce, and even social life also.	K2, K3
CO 5	Analyzing and creating a functional website in Django and deploy Django Web Application on Cloud.	K3, K6

Text books:	
1.	Martin C. Brown, "Python: The Complete Reference Paperback", 4th Edition 2018, McGraw Hill Education Publication.
2.	Reema Thareja, "Python Programming: Using Problem Solving Approach", 3rd Edition 2017, Oxford University Press Publication.
3.	Daniel Rubio, Apress," Beginning Django Web Application Development and Deployment with Python", 2nd Edition 2017, Apress Publication.
4.	William Jordon, "Python Django Web Development: The Ultimate Django web framework guide for Beginners", 2nd Edition 2019, Kindle Edition.

Reference Books:

1.	Tom Aratyn, "Building Django 2.0 Web Applications: Create enterprise-grade, scalable Python web applications easily with Django 2.0", 2nd Edition 2018, and Packt Publishing.
2.	Nigel George, "Build a website with Django", 1st Edition 2019, GNW Independent Publishing Edition.
3.	Ray Yao," Django in 8 Hours: For Beginners, Learn Coding Fast! 2nd Edition 2020, independently published Edition.
4.	Harry Percival, "Test-Driven Development with Python: Obey the Testing Goat: Using Django, Selenium, and JavaScript", 2nd Edition 2019, Kindle Edition.

NPTEL/ YouTube/ Faculty Video Link:

Unit	Links
Unit 1	https://youtu.be/eoPsX7MKfe8?list=PLIdgECt554OVFKXRpo_kuI0XpUQKk0ycO https://youtu.be/tA42nHmmEKw?list=PLh2mXjKcTPSACrQxPM2_1Ojus5HX88ht7 https://youtu.be/8ndsDXohLMQ?list=PLDsnL5pk7-N_9oy2RN4A65Z-PEnvtc7rf https://youtu.be/QXeEoD0pB3E?list=PLsyeobzWxl7poL9JTVyndKe62ieoN-MZ3 https://youtu.be/9MmC_uGjBsM?list=RL3pGy4HtqwD02GVgM96-V0sq4_DSinqvf
Unit 2	https://youtu.be/F5mRW0jo-U4 https://youtu.be/yD0_1DPmfKM?list=PLQVvvaa0QuDe9nqlirjacLkBYdgc2inh3 https://youtu.be/rHux0gMZ3Eg https://youtu.be/jBzwzrDvZ18 https://youtu.be/RiMRJMbLZmg
Unit 3	https://youtu.be/8DF1zJA7cfc https://youtu.be/CTrVDi3tt8o https://youtu.be/FzGTpnI5tpo https://youtu.be/z4lfVsb_7MA https://youtu.be/WuyKxdLcw3w
Unit 4	https://youtu.be/UxTwFMZ4r5k https://youtu.be/2Oe55iXjZQI https://youtu.be/zV8GOI5Zd6E https://youtu.be/uf2tdzh7Bq4 https://youtu.be/RzkVbz7Ie44
Unit 5	https://youtu.be/kBwhtEIXGII https://youtu.be/Q_YOYNiSVDY https://youtu.be/_3AKAdHUY1M https://youtu.be/6DI_7Zja8Zc https://youtu.be/UkokhawLKDU

B. TECH THIRD YEAR (ELECTIVE II)

Course Code	ACSE0514	L T P	Credits
Course Title	**DESIGN PATTERNS**	3 0 0	3

Course objective: The course objective is to familiarize the student with techniques for designing reusable combinations of Java classes and organizing their cooperation to produce modular and maintainable Java programs.

Pre-requisites: Object Oriented Analysis and Design. Data structures and algorithms. Programming Language (C++ or Java)

Course Contents / Syllabus

UNIT-I	Introduction	8 Hours

Describing Design Patterns, Design Patterns in Smalltalk MVC, The Catalog of Design Patterns, Organizing the Catalogue, Design Patterns for Solving the Real life Problems, Selection and Use of Design patterns . Principle of least knowledge.

UNIT-II	Creational Design Pattern	8 Hours

Creational Patterns: Abstract Factory, Builder, Factory Pattern, Prototype Pattern, Singleton pattern..

UNIT-III	Structural Design Pattern	8 Hours

Structural Pattern Part-I, Adapter, Bridge, Composite.
Structural Pattern Part-II, Decorator Pattern, Façade Pattern, Flyweight Pattern, Proxy Pattern.

UNIT-IV	Behavioural Design Pattern – I	8 Hours

Behavioural Patterns Part: I, Chain of Responsibility Pattern, Command Pattern, Interpreter Pattern, Iterator Pattern.
Behavioural Patterns Part: II, Mediator, Memento, Observer Pattern.

UNIT-V	Behavioural Design Pattern – II	8 Hours

Behavioural Patterns Part: III, State Patterns, Strategy, Template Patterns, Visitor, Expectation from Design Patterns

Course outcome: After completion of this course students will be able to

CO 1	Construct a design consisting of a collection of modules.	K2, K6
CO 2	Exploit well-known design patterns (such as Iterator, Observer, Factory and Visitor)	K4, K5
CO 3	Distinguish between different categories of design patterns	K4
CO 4	Ability to understand and apply common design patterns to incremental/iterative development	K2, K6
CO 5	Ability to identify appropriate patterns for design of given problem and Design the software using Pattern Oriented Architectures	K1, K2, K6

Text books:

1. Eric Freeman, Elisabeth Freeman, Kathy Sierra, Bert Bates Head First Design Patterns, 2004, O'Reilly
2. Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides Design Patterns: Elements of Reusable Object-oriented Software Addison-Wesley, 1995

Reference Books:

1. Design Pattern s By Erich Gamma , Pearson Education
2. Patterns in JAVA Volume -I By Mark Grand, Wiley Dream

NPTEL/ YouTube/ Faculty Video Link:

https://youtu.be/C_oPLDaSy-8

https://youtu.be/NU_1StN5Tkk

B. TECH THIRD YEAR (ELECTIVE -I)

Course Code	ACSAI0515	L T P	Credits
Course Title	**MOBILE APPLICATION DEVELOPMENT**	3 0 0	3

Course objective:

This course introduces students to programming technologies, design and development related to mobile applications using android/ iOS. Course also aims at mobile application development frameworks; mobile architecture, design and engineering issues, techniques, methodologies for mobile application development.

Pre-requisites: Overview of programming language: JAVA and XML.

Course Contents / Syllabus

UNIT-I	**Introduction to Mobile Application and Architecture**	8 Hours

Mobile applications, History of mobile application frameworks, Characteristics and types of mobile applications, Achieving quality constraints.

Mobile Architecture- Mobile Hardware Architecture: processors used for Mobile and Handheld devices and SoC architecture; Mobile Software Architecture: Real Time Operating systems and Mobile Real Time Operating Systems, SDK's.

UNIT-II	**Android Developing Environment**	6 Hours

Introduction to Android, Android ecosystem, Android SDK and Installation, Layered Architecture of Android, Android API levels (versions & version names), Android Development Tools, Basic Building blocks –
Protocols, Activities, Services, Broadcast Receivers & Content providers.

UNIT-III	**UI Components and Multimedia**	10 Hours

Fundamental UI design, layout and view types, Interaction with server-side applications – Using Google Maps, GPS and Wi-Fi, Integration with social media applications, Interfacing sensor data with mobile application, Accessing applications hosted in a cloud computing environment.

Multimedia Supported audio and video formats, Audio capture, Bluetooth, Animation.

UNIT-IV	**Android Application Deployment**	8 Hours

Persisting data using SQLite database, Testing and debugging Android Application, Packaging and Android Application Deployment on device with Windows, Android Permissions. Testing and publishing of Mobile Applications on different app stores.

UNIT-V	**iOS and Swift**	8 Hours

Introduction to Objective C, iOS features, UI implementation, Touch frameworks, Data persistence using Core Data and SQLite, Location aware applications using Core Location and Map Kit, integrating calendar and address book with social media application, using Wifi - iPhone marketplace.
Swift: Introduction to Swift, Features of swift.

Course outcome: After completion of this course students will be able to

CO 1	Recall vision, definition, conceptual framework, architecture of mobile applications.	K1
CO 2	Describe and configure android development environment, tools, and architecture.	K2

CO 3	Create and implement UI components and multimedia framework, fragments, audio capture, animation, and other activities.	K6
CO 4	Integrate and interact with server-side applications with testing and deployment of android application.	K3
CO 5	Analyze iOS and swift features, frameworks, map kit, and social media applications.	K4

Textbooks:

1. Jeff McWherter and Scott Gowell, "Professional Mobile Application Development", Wrox, 2012
2. Charlie Collins, Michael Galpin and Matthias Kappler, "Android in Practice", DreamTech, 2012

Reference Books:

1. Bill Phillips, Chris Stewart, Brian Hardy, and Kristin Marsicano, Android Programming: The Big Nerd Ranch Guide, Big Nerd Ranch LLC, 3rd edition, 2017
2. S. Poslad, "Ubiquitous Computing: Smart Devices, Environments and Interactions," Wiley, 2009
3. David Mark, Jack Nutting, Jeff LaMarche and Frederic Olsson, "Beginning iOS 6 Development: Exploring the iOS SDK", Apress, 2013
4. Nick Lecrenski, Karli Watson, "Windows Phone 7 Application Development" version 2011
5. James Dovey and Ash Furrow, "Beginning Objective C", Apress, 2012

B. TECH THIRD YEAR (ELECTIVE- II)			
Course code	**ACSAI0521**	**L T P**	**Credits**
Course title	**DEVELOPMENT IN SWIFT FUNDAMENTALS**	**3 0 0**	**3**

Course objective: The objective of this course is to learn the fundamental iOS app development skills with Swift. The objective of this course is to provide the ability to design and develop iOS Apps from scratch.

Pre-requisites: Basic understanding of Object-Oriented Concepts and Programming Languages

Course Contents / Syllabus		
UNIT-I	**INTRODUCTION TO SWIFT -I**	**8 Hours**
Introduction to Swift and Playgrounds, Constants, Variables, and Data Types, Operators, Control Flow, Strings, Functions, Collections, Loops.		
UNIT-II	**INTRODUCTION TO SWIFT -II**	**8 Hours**
Structures, Classes and Inheritance, Optionals, Type Casting, Guard, Scope, Enumerations.		
UNIT-III	**XCODE - I**	**8 Hours**
XCode: Basics, Building, Running, and Debugging an App, Introduction to UIKit: Displaying Data, Controls in Action.		
UNIT-IV	**XCODE - II**	**8 Hours**
Auto layout and Stack Views, Segues, Navigation Controllers, Tab Bar Controllers		
UNIT-V	**GUIDED PROJECTS**	**8 Hours**
Light, Apple Pie, Personality Quiz.		

Course outcome: After completion of this course students will be able to

CO 1	Build fundamental iOS app development skills with Swift	K6
CO 2	Learn key computing concepts, building a solid foundation in programming with Swift.	K1
CO 3	Understand the XCode interface and its capabilities and build a basic fluency in XCode source and UI editors.	K6
CO 4	Create iOS apps that adhere to standard practices, including the use of stock UI elements, layout techniques, and common navigation interfaces.	K6
CO 5	Apply the basic concepts of Swift and XCode to build the projects	K3

Textbooks:

1) Develop in Swift Fundamentals, XCode 12 or Higher, Apple Inc.

Reference Books:

1) Develop in Swift Fundamentals, XCode 12 or Higher, Apple Inc.

Links: NPTEL/ YouTube/ Faculty Video Link

https://developer.apple.com/videos/swift

https://developer.apple.com/videos/play/wwdc2020/10119/

https://developer.apple.com/videos/play/wwdc2019/405/

B. TECH. THIRD YEAR 5th/ 6th				

Course code	ANC0501	L T P	Credits
Course Title	**CONSTITUTION OF INDIA, LAW AND ENGINEERING**	2 0 0	2

Course objective: To acquaint the students with legacies of constitutional development in India and help them to understand the most diversified legal document of India and philosophy behind it.

Pre-requisites: Computer Organization and Architecture

<table>
<tr><th colspan="3" style="text-align:center">Course Contents / Syllabus</th></tr>
<tr><td>UNIT-I</td><td>INTRODUCTION AND BASIC INFORMATION ABOUT INDIAN CONSTITUTION</td><td>8 Hours</td></tr>
<tr><td colspan="3">Meaning of the constitution law and constitutionalism, Historical Background of the Constituent Assembly, Government of India Act of 1935 and Indian Independence Act of 1947,Enforcement of the Constitution, Indian Constitution and its Salient Features, The Preamble of the Constitution, Fundamental Rights, Fundamental Duties, Directive Principles of State Policy, Parliamentary System, Federal System, Centre-State Relations, Amendment of the Constitutional Powers and Procedure, The historical perspectives of the constitutional amendments in India, Emergency Provisions: National Emergency, President Rule, Financial Emergency, and Local Self Government – Constitutional Scheme in India.</td></tr>
<tr><td>UNIT-II</td><td>UNION EXECUTIVE AND STATE EXECUTIVE</td><td>8 Hours</td></tr>
<tr><td colspan="3">Powers of Indian Parliament Functions of Rajya Sabha, Functions of Lok Sabha, Powers and Functions of the President, Comparison of powers of Indian President with the United States, Powers and Functions of Vice-President, Powers and Functions of the Prime Minister, Judiciary – The Independence of the Supreme Court, Appointment of Judges, Judicial Review, Public Interest Litigation, Judicial Activism, LokPal, Lok Ayukta, The Lokpal and Lok ayuktas Act 2013, State Executives – Powers and Functions of the Governor, Powers and Functions of the Chief Minister, Functions of State Cabinet, Functions of State Legislature, Functions of High Court and Subordinate Courts.</td></tr>
<tr><td>UNIT-III</td><td>INTRODUCTION AND BASIC INFORMATION ABOUT LEGAL SYSTEM</td><td>8 Hours</td></tr>
<tr><td colspan="3">The Legal System: Sources of Law and the Court Structure: Enacted law -Acts of Parliament are of primary legislation, Common Law or Case law, Principles taken from decisions of judges constitute binding legal rules. The Court System in India and Foreign Courtiers (District Court, District Consumer Forum, Tribunals, High Courts, Supreme Court). Arbitration: As an alternative to resolving disputes in the normal courts, parties who are in dispute can agree that this will instead be referred to arbitration. Contract law, Tort, Law at workplace.</td></tr>
<tr><td>UNIT-IV</td><td>INTELLECTUAL PROPERTY LAWS AND REGULATION TO INFORMATION</td><td>8 Hours</td></tr>
<tr><td colspan="3">Intellectual Property Laws: Introduction, Legal Aspects of Patents, Filing of Patent Applications, Rights from Patents, Infringement of Patents, Copyright and its Ownership, Infringement of Copyright, Civil Remedies for Infringement, Regulation to Information, Introduction, Right to Information Act, 2005, Information Technology Act, 2000, Electronic Governance, Secure Electronic Records and Digital Signatures, Digital Signature Certificates, Cyber Regulations Appellate Tribunal, Offences, Limitations of the Information Technology Act.</td></tr>
<tr><td>UNIT-V</td><td>BUSINESS ORGANIZATIONS AND E-GOVERNANCE</td><td>8 Hours</td></tr>
<tr><td colspan="3">Sole Traders, Partnerships: Companies: The Company's Act: Introduction, Formation of a Company,</td></tr>
</table>

Memorandum of Association, Articles of Association, Prospectus, Shares, Directors, General Meetings and Proceedings, Auditor, Winding up. E-Governance and role of engineers in E-Governance, Need for reformed engineering serving at the Union and State level, Role of I.T. professionals in Judiciary, Problem of Alienation and Secessionism in few states creating hurdles in Industrial development.

COURSE OUTCOMES: After completion of this course students will be able to

CO 1	Identify and explore the basic features and modalities about Indian constitution.	K1
CO 2	Differentiate and relate the functioning of Indian parliamentary system at the center and state level.	K2
CO 3	Differentiate different aspects of Indian Legal System and its related bodies.	K4
CO 4	Discover and apply different laws and regulations related to engineering practices.	K4
CO 5	Correlate role of engineers with different organizations and governance models	K4

Text Books:

1. M Laxmikanth: Indian Polity for civil services and other State Examination,6th Edition, Mc Graw Hill
2. Brij Kishore Sharma: Introduction to the Indian Constitution, 8th Edition, PHI Learning Pvt. Ltd.
3. Granville Austin: The Indian Constitution: Cornerstone of a Nation (Classic Reissue), Oxford University Press.

Reference Books:

1. Madhav Khosla: The Indian Constitution, Oxford University Press.
2. PM Bakshi: The Constitution of India, Latest Edition, Universal Law Publishing.
3. V.K. Ahuja: Law Relating to Intellectual Property Rights (2007)

B. TECH. THIRD YEAR 5th/ 6th				
Course code	ANC0502	L T P		**Credits**
Course Title	**ESSENCE OF INDIAN TRADITIONAL KNOWLEDGE**	2 0 0		**2**

Course objective: This course aims to provide basic knowledge about different theories of society, state and polity in India, Indian literature, culture, Indian religion, philosophy, science, management, cultural heritage and different arts in India.

Pre-requisites: Computer Organization and Architecture

Course Contents / Syllabus		
UNIT-I	**SOCIETY STATE AND POLITY IN INDIA**	**8 Hours**
State in Ancient India: Evolutionary Theory, Force Theory, Mystical Theory Contract Theory, Stages of State Formation in Ancient India, Kingship , Council of Ministers Administration Political Ideals in Ancient India Conditions' of the Welfare of Societies, The Seven Limbs of the State, Society in Ancient India, Purusārtha, Varnāshrama System, Āshrama or the Stages of Life, Marriage, Understanding Gender as a social category, The representation of Women in Historical traditions, Challenges faced by Women.		
UNIT-II	**INDIAN LITERATURE, CULTURE, TRADITION, AND PRACTICES**	**8 Hours**
Evolution of script and languages in India: Harappan Script and Brahmi Script. The Vedas, the Upanishads, the Ramayana and the Mahabharata, Puranas, Buddhist And Jain Literature in Pali,Prakrit And Sanskrit, Sikh Literature, Kautilya's Arthashastra, Famous Sanskrit Authors, Telugu Literature, Kannada Literature,Malayalam Literature ,Sangama Literature Northern Indian Languages & Literature, Persian And Urdu ,Hindi Literature		
UNIT-III	**INDIAN RELIGION, PHILOSOPHY, AND PRACTICES**	**8 Hours**
Pre-Vedic and Vedic Religion, Buddhism, Jainism, Six System Indian Philosophy, Shankaracharya, Various Philosophical Doctrines , Other Heterodox Sects, Bhakti Movement, Sufi movement, Socio religious reform movement of 19th century, Modern religious practices.		
UNIT-IV	**SCIENCE, MANAGEMENT AND INDIAN KNOWLEDGE SYSTEM**	**8 Hours**
Astronomy in India, Chemistry in India, Mathematics in India, Physics in India, Agriculture in India, Medicine in India , Metallurgy in India, Geography, Biology, Harappan Technologies, Water Management in India, Textile Technology in India ,Writing Technology in India Pyrotechnics in India Trade in Ancient India/,India's Dominance up to Pre-colonial Times.		
UNIT-V	**CULTURAL HERITAGE AND PERFORMING ARTS**	**8 Hours**
Indian Architect, Engineering and Architecture in Ancient India, Sculptures, Pottery, Painting, Indian Handicraft, UNESCO'S List of World Heritage sites in India, Seals, coins, Puppetry, Dance, Music, Theatre, drama, Martial Arts Traditions, Fairs and Festivals, UNESCO'S List of Intangible Cultural Heritage, Calenders, Current developments in Arts and Cultural, Indian's Cultural Contribution to the World. Indian Cinema.		
COURSE OUTCOMES: After completion of this course students will be able to		
CO 1	Understand the basics of past Indian politics and state polity.	K2
CO 2	Understand the Vedas, Upanishads, languages & literature of Indian society.	K2

CO 3	Know the different religions and religious movements in India.	K4
CO 4	Identify and explore the basic knowledge about the ancient history of Indian agriculture, science & technology, and Ayurveda.	K4
CO 5	Identify Indian dances, fairs & festivals, and cinema.	K1

Text Books:

1. Sivaramakrishna (Ed.), Cultural Heritage of India-Course Material, Bharatiya Vidya Bhavan, Mumbai, 5th Edition, 2014.

2. S. Baliyan, Indian Art and Culture, Oxford University Press, India

3. Nitin Singhania, Indian Art and Culture: for civil services and other competitive Examinations,3rd Edition,Mc Graw Hill

Reference Books:

1. Romila Thapar, Readings In Early Indian History Oxford University Press, India
2. Basham, A.L., The Wonder that was India (34th impression), New Delhi, Rupa & co.

B. TECH THIRD YEAR

Course code	ACSAI0601	L T P	Credit
Course title	**BLOCKCHAIN TECHNOLOGY AND APPLICATION DEVELOPMENT**	**3 1 0**	**4**

Course objective: The objective of this course is to provide conceptual understanding of Blockchain application development. The course covers the technological underpinning of Blockchain operations in both theoretical and practical implementation of solutions using Blockchain technology.

Pre-requisites:
Cryptography Techniques
Data Structures and AlgorithmsIntroduction
to Programming

Course Contents / Syllabus

UNIT-I	Introduction	8 HOURS

Introduction: Overview of Block chain, Public Ledgers, Bitcoin, Smart Contracts, Block in a Block chain, Transactions, Distributed Consensus, Public vs Private Block chain, Understanding Crypto currency to Block chain, Permissioned Model of Block chain, Overview of Security aspects of Blockchain

Crypto Primitives: Cryptographic Hash Function, Properties of a hash function, Hash pointer and Merkle tree, Digital Signature, Public Key Cryptography, basic cryptocurrency

UNIT-II	Understanding Blockchain with Cryptocurrency	8 HOURS

Bitcoin and Block chain: Creation of coins, Payments and double spending, Bitcoin Scripts, Bitcoin P2P Network, Transaction in Bitcoin Network, Block Mining, Block propagation and block relay.

Working with Consensus in Bitcoin: Distributed consensus in open environments, Consensus in a Bitcoin network, Proof of Work (PoW) – basic introduction, Proof of Stake, Proof of Burn and Proof ofElapsed Time, Bitcoin Minning, Mining Difficulty, Mining Pool, Block Reward, Transaction cost.

Working with Consensus in Ethereum: Consensus in Ethereum Network, Proof of Work, Proof of Stake, Proof of Authority, Ethereum Mining, Mining Difficulty Algorithm, Block Reward, Uncle Reward, Transaction Cost.

Attacks on PoW and the monopoly problem

UNIT-III	Understanding Blockchain for Enterprises	8 HOURS

Permissioned Block chain: Permissioned model and use cases, Public Blockchain vs Private Blockchain vs Permissioned Blockchain, discussion on Permissioned and Private blockchain, Smart contracts and chaincodes, state machine, Overview of Consensus model for permissioned/private blockchain- Distributed consensus in closed environment.

	Enterprise application of Blockchain: Supply chain, Supply Chain Finance, Digital currency, TradeFinance, Tampering Proof Digital Certificate, E-Governance.	
UNIT-IV	**Blockchain Ethereum**	**8 HOURS**

Ethereum: Overview of Ethereum Foundation, History of Ethereum Blockchain Development, Hard Forks.

Introduction: Architecture Overview, Key Terminologies, Key Concepts, Ethereum Network, Ethereum Client, Ethereum Virtual Machines, state database, Important ERC standards.

Application Development: Ethereum Public/Private network, Ethereum Test networks, Solidity, Writing Smart contract, deploy Smart contracts, Smart contract coding standards, Smart contract securityand vulnerability.

UNIT-V	**Blockchain Hyperledger Fabric**	**8 HOURS**

Hyperledger: Overview of Hyperledger Foundation

Introduction: Architecture Overview, Key Terminologies, Key Concepts, Identities and Policies,Membership and Access Control, Channels and Private data, Transaction Validation, Consensus (Solo, Kafka and Raft), Hyperledger Fabric 1.x vs Hyperledger Fabric 2.x

Application development: Hyperledger Fabric 1.x and Hyperledger Fabric 2.x Network design, Chaincode life cycle, Writing Chaincode, Deploying Chaincode.

Course outcome: After completion of this course students will be able to

CO1	Understand blockchain technology.	K2
CO2	Develop blockchain based solutions and write smart contract using Hyperledger Fabric andEthereum frameworks.	K6
CO3	Build and deploy blockchain application for on premise and cloud-based architecture	K6
CO4	Integrate ideas from various domains and implement them using blockchain technology indifferent perspectives.	K3
CO5	Understand key terminologies and Develop Blockchain hyper ledger fabric.	K6

Reference books:

1. Andreas M. Antonopoulos and Gavin Wood, "Mastering Ethereum: Building Smart Contractsand DApps", O′Reilly

2. Melanie Swan, "Blockchain: Blueprint for a New Economy", O′Reilly

3. Matt Zand, Xun (Brian) Wu, and Mark Anthon, "Hands-on Smart Contract Development withHyperledger Fabric V2: Building Enterprise Blockchain Applications", O′Reilly

NPTEL/ Youtube/ Faculty Video Link:

1. DLT Labs channel: https://www.youtube.com/channel/UCrDO3c1gITXt2QjA7SUMwtA
2. DLT Labs Blogs: https://www.dltlabs.com/blog
3. Hyperledger Channel: https://www.youtube.com/channel/UC7_X0WkMtkWzaVUKF-PRBNQ
4. Ethereum Channel: https://www.youtube.com/channel/UCNOfzGXD_C9YMYmnefmPH0g
5. NPTEL: https://nptel.ac.in/noc/courses/noc20/SEM1/noc20-cs01/

B. TECH. THIRD YEAR			
Course code	**ACSML0601**	**L T P**	**Credits**
Course title	**MACHINE LEARNING**	**3 0 0**	**3**

Course objective: To introduction to the fundamental concepts in machine learning and popular machine learning algorithms. To understand the standard and most popular supervised learning algorithm.

Pre-requisites: Basic Knowledge of Machine learning.

Course Contents / Syllabus		
UNIT-I	**INTRODUCTION TO MACHINE LEARNING**	**8 Hours**

INTRODUCTION – Learning, Types of Learning, Well defined learning problems, Designing a Learning System, History of ML, Introduction of Machine Learning Approaches, Introduction to Model Building, Sensitivity Analysis, Underfitting and Overfitting, Bias and Variance, Concept Learning Task, Find – S Algorithms, Version Space and Candidate Elimination Algorithm, Inductive Bias, Issues in Machine Learning and Data Science Vs Machine Learning.

UNIT-II	**MINING ASSOCIATION AND SUPERVISED LEARNING**	**8 Hours**

Classification and Regression, Regression: Linear Regression, Multiple Linear Regression, Logistic Regression, Polynomial Regression, Decision Trees: ID3, C4.5, CART.
Apriori Algorithm: Market basket analysis, Association Rules.

Neural Networks: Introduction, Perceptron, Multilayer Perceptron, Support vector machine.

UNIT-III	**UNSUPERVISED LEARNING**	**8 Hours**

Introduction to clustering, K-means clustering, K-Nearest Neighbor, Iterative distance-based clustering, Dealing with continuous, categorical values in K-Means, Hierarchical: AGNES, DIANA, Partitional: K-means clustering, K-Mode Clustering, density-based clustering, Expectation Maximization, Gaussian Mixture Models.

UNIT-IV	**PROBABILISTIC LEARNING & ENSEMBLE**	**8 Hours**

Bayesian Learning, Bayes Optimal Classifier, Naıve Bayes Classifier, Bayesian Belief Networks.

Ensembles methods: Bagging & boosting, C5.0 boosting, Random Forest, Gradient Boosting Machines and XGBoost.

UNIT-V	**REINFORCEMENT LEARNING & CASE STUDIES**	**8 Hours**

Reinforcement Learning: Introduction to Reinforcement Learning, Learning Task, Example of Reinforcement Learning in Practice, Learning Models for Reinforcement – (Markov Decision process, Q Learning – Q Learning function, QLearning Algorithm), Application of Reinforcement Learning.

Case Study: Health Care, E Commerce, Smart Cities.

Course outcome: After completion of this course students will be able to:

CO1	Understanding utilization and implementation proper machine learning algorithm.	K2
CO2	Understand the basic supervised machine learning algorithms.	K2
CO3	Understand the difference between supervise and unsupervised learning.	K2
CO4	Understand algorithmic topics of machine learning and mathematically deep enough to introduce the required theory.	K2
CO5	Apply an appreciation for what is involved in learning from data.	K3

Text books:

	1) Marco Gori , Machine Learning: A Constraint-Based Approach, Morgan Kaufmann. 2017

1)	Marco Gori , Machine Learning: A Constraint-Based Approach, Morgan Kaufmann. 2017
2)	Ethem Alpaydin, Machine Learning: The New AI, MIT Press-2016
3)	Bishop, Christopher. Neural Networks for Pattern Recognition. New York, NY: Oxford University Press, 1995
4)	Tom M. Mitchell, "Machine Learning", McGraw-Hill, 2010

Reference Books:

1)	Ryszard, S., Michalski, J. G. Carbonell and Tom M. Mitchell, Machine Learning: An Artificial Intelligence Approach, Volume 1, Elsevier. 2014
2)	Stephen Marsland, Taylor & Francis 2009. Machine Learning: An Algorithmic Perspective.
3)	Ethem Alpaydin, (2004) "Introduction to Machine Learning (Adaptive Computation and Machine Learning)", The MIT Press.
4)	Fundamentals of Machine Learning for Predictive Data Anayltics: Algorithms, Worked Examples, and Case Studies 1st Edition by **John D. Kelleher**

Links:

Unit 1	https://www.youtube.com/watch?v=fC7V8QsPBec&list=PL1xHD4vteKYVpaIiy295pg6_SY5qznc77&index=2
Unit 2	https://www.youtube.com/watch?v=OTAR0kT1swg&list=PL1xHD4vteKYVpaIiy295pg6_SY5qznc77&index=3 https://www.youtube.com/watch?v=OCwZyYH14uw https://www.youtube.com/watch?v=9_LY0LiFqRQ https://www.youtube.com/watch?v=EYeF2e2IKEo https://www.youtube.com/watch?v=_PwhiWxHK8o https://www.youtube.com/watch?v=wTF6vzS9fy4 https://www.youtube.com/watch?v=lt65K-REdHw
Unit 3	https://www.youtube.com/watch?v=HTSCbxSxsg&list=PL1xHD4vteKYVpaIiy295pg6_SY5qznc77&index=4 https://www.youtube.com/watch?v=NnlS2BzXvyM https://www.youtube.com/watch?v=7enWesSofhg
Unit 4	https://youtu.be/rthuFS5LSOo https://youtu.be/kho6oANGu_A
Unit 5	https://www.youtube.com/watch?v=9vMpHk44XXo&list=PL1xHD4vteKYVpaIiy295pg6_SY5qznc77&index=5 Reinforcement Learning Tutorial	Reinforcement Learning Example Using Python	Edureka - YouTube Association Rule Mining – Solved Numerical Question on Apriori Algorithm(Hindi) – YouTube Q Learning Explained	Reinforcement Learning Using Python	Q Learning in AI	Edureka – YouTube

B. TECH THIRD YEAR

Course code	ACSE0603		L T P	Credits
Course title	**SOFTWARE ENGINEERING**		3 0 0	3

Course objective:
"To teach the students all phases of the Software Development Life Cycle(SDLC) and their role in software development through theory as well as practice." Students will be able to apply the scientific knowledge in systematic way to create and build cost effective software solutions.

Pre-requisites: Basic knowledge about software and its types. Basic knowledge of OOPs concepts.

Course Contents / Syllabus

UNIT-I	INTRODUCTION	8 Hours

Introduction: Evolving role of software, Software Characteristics, Software crisis, Silver bullet, Software myths, Software Engineering Phases, Team Software Process (TSP), emergence of software engineering, Software process, project and product, Software Process Models: Waterfall Model, Prototype Model, Spiral Model, Iterative Model, Incremental Model, Agile Methodology: Scrum Sprint, Scrum Team, Scrum Master, Product Owner.

UNIT-II	SOFTWARE REQUIREMENT	8 Hours

Software Requirement Specifications (SRS): Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modelling, Use Case Diagram, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document, IEEE Standards for SRS. Software Quality Assurance (SQA): Quality concepts, SQA activities, Formal approaches to SQA; Statistical software quality assurance; CMM, The ISO standard.

UNIT-III	SOFTWARE DESIGN	8 Hours

Software Design: Design principles, the design process; Design concepts: refinement, modularity: Cohesion, Coupling, Effective modular design: Functional independence, Design Heuristics for effective modularity, Software architecture: Function Oriented Design, Object Oriented Design: OOPs concepts-Abstraction, object, classification, inheritance, encapsulation, UML Diagrams-Class Diagram, Interaction diagram, Activity Diagram, control hierarchy: Top-Down and Bottom-Up Design, structural partitioning, software procedure.

UNIT-IV	SOFTWARE TESTING	8 Hours

Software Testing: Testing Objectives, 7 Principals of Testing, Levels of Testing: Unit Testing, System Testing, Integration Testing, User Acceptance Testing, Regression Testing, Testing for Functionality and Testing for Performance, Top Down and Bottom-Up Testing Strategies: Test Drivers and Test Stubs, Structural Testing (White Box Testing), Functional Testing (Black Box Testing), Test Data Suit Preparation, Alpha and Beta Testing of Products. Functional Testing(DAO, BO) Static Testing Strategies: Formal Technical Reviews (Peer Reviews), Walk Through, Code Inspection, Compliance with Design and Coding Standards.

UNIT-V	PROJECT MAINTENANCE AND MANAGEMENT CONCEPTS	8 Hours

Project management concepts, Planning the software project, Estimation: Software Measurement and Metrics, Various Size Oriented Measures-LOC based, FP based, Halestead's Software Science, Cyclomatic Complexity Measures: Control Flow Graphs, Use-case based, empirical estimation COCOMO- A Heuristic estimation techniques, staffing level estimation, team structures, risk analysis and management. Configuration Management, Software reengineering: reverse engineering, restructuring: forward engineering, Clean Room software engineering. Case Tools, Software Maintenance: Preventive, Corrective and Perfective Maintenance, Cost of Maintenance, Need of Maintenance.

Course outcome: After completion of this course students will be able to

CO 1	Identify, formulate, analyse, and solve problems, as well as identify the computing requirements appropriate to their solutions. The ability to work in one or more significant application domains	K2, K4, K5
CO 2	Design, implement, and evaluate software-based systems, components, or programs of varying complexity that meet desired needs, satisfy realistic constraints, and demonstrate accepted design and development principles.	K2, K3, K4, K6
CO 3	Apply knowledge of computing, mathematics, science, and engineering appropriate to the discipline, particularly in the modelling and design of software systems and in the analysis of trade-offs inherent in design decisions.	K3, K4
CO 4	Formulate testing strategies for software system, apply various testing techniques such as unit testing, test driven development and functional testing.	K3
CO 5	Understand ability to engage in life-long maintenance and continuing Software development using various software management tools.	K2, K5

Text books:

1. KK Aggarwal and Yogesh Singh, Software Engineering, New Age International Publishers 3RDEdition(December 11, 2008)
2. RS Pressman, Software Engineering: A Practitioners Approach, McGraw Hill. 7thEdition.(14-Jan-2022)
3. Rajib Mall, Fundamentals of Software Engineering, PHI Publication.4th Edition.(1 January 2014)

Reference Books:

1. Pankaj Jalote, Software Engineering, Wiley. (1 January 2010)
2. Ghezzi, M. Jarayeri, D. Manodrioli, Fundamentals of Software Engineering, PHI Publication. 2nd Edition. (1 January 2007)
3. Kassem Saleh, "Software Engineering", Cengage Learning. (2009)
4. Ian Summerville, Software Engineering, Addison Wesley. 9th Edition.(29 October 2017)

NPTEL/ YouTube/ Faculty Video Link:

Unit 1	https://youtu.be/x-jqSXYE4S4
Unit 2	https://youtu.be/mGkkZoFc-4I
Unit 3	https://youtu.be/sGxgZxwuHzc
Unit 4	https://youtu.be/BNk7vni-1Bo
Unit 5	https://youtu.be/8swQr0kckZI

B. TECH THIRD YEAR

Course code	ACSE0653	L T P	Credit
Course title	SOFTWARE ENGINEERING LAB	0 0 2	1

Suggested list of Experiments

Sr. No.	Name of Experiment	CO
1.	Team formation and allotment of Mini project: Problem statement, Literature survey, Requirement analysis.	CO1
2.	Draw the use case diagram: specify the role of each of the actors, Data Flow Diagram (DFD): All levels.	CO2
3.	Design an ER diagram for with multiplicity.	CO2
4.	Prepare a SRS document in line with the IEEE recommended standards.	CO2
5.	Create a Software Design Document (SDD): Object and Class diagram.	CO3
6.	Create Interaction diagram: sequence diagram, collaboration diagram for SDD.	CO3
7.	Create Activity diagram and Component diagram for SDD	CO4
8.	Estimation of Test Coverage Metrics and Structural Complexity.	CO5
9.	Design test suite for equivalence class partitioning.	CO5
10.	Design test cases for Boundary value analysis	CO5
11.	Mini Project with CASE tools.	CO5
12.	Mini Project with CASE tools.	CO4
Lab Course Outcome: After completion of this course students will be able to		
CO1	Develop python programs to work on Data sets and Implement Artificial Neural Network Techniques.	K6
CO2	Explore different types of tensor and perform exploratory data analysis on different data sets.	K4
CO3	Apply Automatic Image Captioning with Keras ---Facial Recognition.	K3

B. TECH THIRD YEAR

Course code	ACSAI0651		L T P	Credit
Course title	**BLOCKCHAIN TECHNOLOGY AND APPLICATION DEVELOPMENT LAB**		0 0 2	1

List of Experiments:

Sr. No.	Name of Experiment	CO
1	Implement hash functions using SHA-256 and MD5 algorithms. Try to find various uses of the hash functions and differentiate between hashing and encryption.	CO1
2	Generate Public-Private key pairs for Bitcoin and Ethereum addresses.	CO1
3	Connect to Public/Testnet Ethereum Blockchain network using popular wallets (Metamask, Brave browser) and understand various terminology like gas, gas fee, gas price, and priority fee. Send test ether from one account to another.	CO1
4	Send test ether to the deployed smart contract. Look at transactions on Blockchain explorer and understand transaction structure.	CO2
5	Create a raw blockchain transaction (without the help of Wallet) and push it to TestNet (using DL unify).	CO2
6	Deploy template smart contract (ERC-20, ECR-721) on TestNet(using DL Unify), understand ABI, and execute a function on the deployed smart contracts.	CO2
7	Create a Private Ethereum Blockchain network.	CO2
8	Create a Hyperledger Fabric blockchain network.	CO2
9	Write, deploy and execute chaincode on Hyperledger Fabric network.	CO2
Lab Course Outcome: After completion of this course students will be able to:		**CO**
CO 1	Understand the use of various Hash functions and analyze the vulnerabilities in any computing system	K2
CO 2	Deploy blockchain application for on premise as well as cloud-based architecture also write smart contract using Ethereum and Hyperledger.	K4

B. TECH THIRD YEAR

Course code	ACSML0651		L T P	Credit
Course title	**MACHINE LEARNING LAB**		0 0 2	1

List of Experiments:

Sr. No.	Name of Experiment	CO
1	Write a program to perform various types of regression (Linear & Logistic).	CO2
2	Implement Apriori algorithm using sample data in Python.	CO1
3	Write a program to demonstrate the working of the decision tree based ID3algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.	CO2
4	Write a program to implement k-Nearest Neighbour algorithm to classify the iris dataset. Print both correct and wrong predictions. Java/Python ML library classes can be used for this problem.	CO1
5	Apply EM algorithm to cluster a set of data. Use the same data set for clustering using k-Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering.	CO3
6	Implement Support Vector Machine using Scikit-learn.	CO5
7	Implement the non-parametric Locally Weighted Regression algorithm to fit data points. Select appropriate data set for your experiment and draw graphs.	CO1
8	Implement Gradient Boosting Machine Ensemble in Python.	CO4
9	Implement of ANN algorithm using a sample dataset.	CO2
10	Implement naïve Bayesian Classifier model. Write the program to calculate the accuracy, precision, and recall for your data set.	CO4

Lab Course Outcome:

CO1	Understand the implementation procedures for the machine learning algorithms.	K2
CO2	Identify and apply Machine Learning algorithms to solve real-world problems.	K1
CO 3	Examine the requirements on special databases.	K4

B. TECH THIRD YEAR

Course Code	ACSE0653	L	T	P	Credit
Course Title	**SOFTWARE ENGINEERING LAB**	0	0	2	1

List of Experiment:

Sr. No.	Name of Experiment	CO
1	Team formation and allotment of Mini project: Problem statement, Literature survey, Requirement analysis.	CO1
2	Draw the use case diagram: specify the role of each of the actors, Data Flow Diagram(DFD): All levels.	CO2
3	Design an ER diagram for with multiplicity.	CO2
4	Prepare a SRS document in line with the IEEE recommended standards.	CO2
5	Create a Software Design Document(SDD): Object and Class diagram.	CO3
6	Create Interaction diagram: sequence diagram, collaboration diagram for SDD.	CO3
7	Create Activity diagram and Component diagram for SDD	CO4
8	Estimation of Test Coverage Metrics and Structural Complexity.	CO5
9	Design test suite for equivalence class partitioning.	CO5
10	Design test cases for Boundary value analysis	CO5
11	Mini Project with CASE tools.	CO4

Lab Course Outcome: After completion of this course students will be able to

CO 1	Formulate and propose a plan for creating a model for real world problems.	K2,K4,K6
CO 2	Analyze structural Modeling.	K4
CO 3	Understand behavioural Modeling.	K2
CO 4	Create architectural Modeling.	K6
CO 5	Apply various testing strategies.	K3, K4

B. TECH THIRD YEAR (ELECTIVE III)

Course code	ACSE0611	L	T	P	Credits
Course title	**CRM DEVELOPMENT**	3	0	0	3

Course objective: Meet the tools and technologies that power development on the Salesforce platform. Give your data structure with objects, fields, and relationships. Automate processes for every app, experience, and portal with declarative tools. Use Visual force to build custom user interfaces for mobile and web apps. Write robust code by executing Apex unit tests.

Pre-requisites: Creative thinking and which is being used by the creative talent in your business areas.

UNIT-I	**Salesforce Fundamentals**	8 Hours

Building blocks of Salesforce, Data model & Security model, Business process automation options, Master Sales Cloud and Service Cloud , Salesforce platform, Salesforce terminology, force platform, Multi-tenancy and cloud, Salesforce metadata and APIs, Salesforce architecture.

UNIT-II	**Salesforce Data Modeling**	8 Hours

Salesforce Data model, IDIC model QIC model, CRM value chain model ,Payne & Frow's five forces and CRM objects , Relationship types, Formula fields and roll-up summary fields ,Importing and exporting data

UNIT-III	**Logic and Process Automation**	8 Hours

Formulas and Validations, Formula Operators and Functions, Screen Flow Distribution, Salesforce Flow, Apex Basics , Apex Triggers, Database & .NET Basics, Search Solution Basics, Triggers and Order of Execution, Platform Events Basics, Process Automation Specialist, Apex Specialist, Apex integration Services, Apex Metadata API.

UNIT-IV	**User Interface**	8 Hours

General development, Apex code development Visualforce development , Sales dashboard , Visualforce performance ,Technique for optimizing performance Lightning Web Components Basics Lightning App Builders Development.

UNIT-V	**Testing, Debugging, and Deployment**	8 Hours

Apex Testing, Apex code Test Method, Custom controller and Controller Extension, Test Data Developer Console Basics, Asynchronous Apex, Debugging Tool and Techniques, Debug logs, Application lifecycle and development model, Change Set Development model.

Course Outcome: At the end of course, the student will be able to:

CO1	Implement the working concept of variables	K1, K2
CO2	Apply the concepts of Data Management	K1, K2
CO3	Understand the concepts of APEX	K3
CO4	Understand the concepts of APEX Code development	K1, K2
CO5	Implement concepts of APEX Integration	K1, K3

Text Books:

1. Alok Kumar Rai : Customer Relationship Management : Concepts and Cases(Second Edition), PHI Learning, 2018
2. Bhasin- Customer Relationship Management (Wiley Dreamtech),2019

3. Salesforce for beginners by Shaarif Sahaalane book by Amazon(Online Edition)

Reference Books:

1. Salesforce : A quick Study laminated Reference Guide by Christopher Mathew Spencer eBook by Amazon(Online)
2. Salesforce Platform Developer By Vandevelde Jain Edition Ist 2018
3. Learning Salesforce Development By Paul Battisson E-book (Online)

NPTEL/ YouTube/Faculty Video Link:

www. Trailhead.salesforce.com

www.mindmajix.com/salesforce-tutorial

www,youtube.com/watch?v=7K42geizQCI

B. TECH THIRD YEAR (ELECTIVE-IV)				
Course code	**ACSE0613**	**L** **T** **P**		**Credits**
Course Title	**ROBOTICS PROCESS AUTOMATION (RPA)**	**3** **0** **0**		**3**

Course objective: This course focus on The Robotic Process Automation (RPA) specialization offers comprehensive knowledge and professional-level skills focused on developing and deploying software robots. It starts with the basic concepts of Robotic Process Automation. It builds on these concepts and introduces key RPA Design and Development strategies and methodologies, specifically in the context of UiPath products. A student undergoing the course shall develop the competence to design and develop automation solutions for business processes.

Pre-requisites: Computer Organization and Architecture

Course Contents / Syllabus		
UNIT-I	**PROGRAMMING BASICS &RECAP**	**8 Hours**

PROGRAMMING BASICS &RECAP: Programming Concepts Basics - Understanding the application - Basic Web Concepts - Protocols - Email Clients -. Data Structures - Data Tables - Algorithms - Software Processes - Software Design - Scripting - .Net Framework - .Net Fundamentals - XML - Control structures and functions - XML - HTML - CSS - Variables & Arguments.

UNIT-II	**RPA Concepts**	**8 Hours**

RPA Concepts: RPA Basics - History of Automation - What is RPA - RPA vs Automation - Processes & Flowcharts - Programming Constructs in RPA - What Processes can be Automated - Types of Bots - Workloads which can be automated - RPA Advanced Concepts - Standardization of processes - RPA Development methodologies - Difference from SDLC - Robotic control flow architecture - RPA business case - RPA Team - Process Design Document/Solution Design Document - Industries best suited for RPA - Risks & Challenges with RPA - RPA and emerging ecosystem

UNIT-III	**RPA TOOL INTRODUCTION &BASICS**	**8 Hours**

RPA TOOL INTRODUCTION &BASICS: Introduction to RPA Tool - The User Interface - Variables - Managing Variables - Naming Best Practices - The Variables Panel - Generic Value Variables - Text Variables - True or False Variables - Number Variables - Array Variables - Date and Time Variables - Data Table Variables - Managing Arguments - Naming Best Practices - The Arguments Panel - Using Arguments - About Imported Namespaces - Importing New Namespaces Control Flow - Control Flow Introduction - If Else Statements - Loops - Advanced Control Flow - Sequences - Flowcharts - About Control Flow - Control Flow Activities - The Assign Activity - The Delay Activity - The Do While Activity - The If Activity - The Switch Activity - The While Activity - The For Each Activity - The Break Activity - Data Manipulation - Data Manipulation Introduction - Scalar variables, collections and Tables - Text Manipulation - Data Manipulation - Gathering and Assembling Data

UNIT-IV	**ADVANCED AUTOMATION CONCEPTS AND TECHNIQUES**	**8 Hours**

ADVANCED AUTOMATION CONCEPTS AND TECHNIQUES : Recording and Advanced UI Interaction-Recording Introduction-Basic and Desktop Recording-Web Recording - Input/output Methods - Screen Scraping-Data Scraping - Scraping advanced techniques - Selectors - Selectors - Defining and Assessing Selectors - Customization - Debugging - Dynamic Selectors - Partial Selectors - RPA Challenge - Image, Text & Advanced Citrix Automation - Introduction to Image & Text Automation - Image based automation - Keyboard based automation - Information Retrieval - Advanced Citrix Automation challenges - Best Practices - Using tab for Images - Starting Apps - Excel Data Tables & PDF - Data Tables in RPA - Excel and Data Table basics - Data Manipulation in excel - Extracting Data from PDF - Extracting a single piece of data - Anchors - Using anchors in PDF

UNIT-V	EMAIL AUTOMATION & EXCEPTIONAL	8 Hours

EMAIL AUTOMATION & EXCEPTIONAL: Email Automation - Email Automation - Incoming Email automation - Sending Email, automation - Debugging and Exception Handling - Debugging Tools - Strategies for solving issues - Catching errors.

COURSE OUTCOMES: After completion of this course students will be able to

CO 1	Understand RPA principles, its features and applications	K3
CO 2	Demonstrate proficiency in handling several types of variables inside a workflow and data manipulation techniques	K3
CO 3	Gain insights into Desktop, Web, Citrix, Email Automation and exception handling.	K2
CO 4	Analyze and design a real-world automation project and debug the workflows.	K2
CO5	Student will be able to understand architecture of computing technology.	K2

TEXT BOOKS:

1. Tripathi, Alok Mani. Learning Robotic Process Automation: Create Software robots and automate business processes with the leading RPA tool–UiPath. Packt Publishing Ltd, 2018.
2. Primer, A. "Introduction to Robotic Process Automation." Institute for Robotic Process Automation (2015).
3. Murdoch, Richard. Robotic Process Automation: Guide to Building Software Robots, Automate Repetitive Tasks & Become an RPA Consultant. Richard Murdoch & RPA Ultra, 2018.
4. Taulli, Tom. "The robotic process automation handbook." The Robotic Process Automation Handbook. https://doi. org/10.1007/978-1-4842-5729-6 (2020).

Reference Books:

1. Gaonkar, Sushant. "Future of work: Leveraging the power of technologies to create a near-human like digital worker." Gavesana Journal of Management 13.1 (2020): 15-23.
2. Vellaichamy, Mr NMS S., Mr R. Dinesh, and Mrs JR Rajalakshmi. "Reskillng Indian Workforce: The Need of the Hour LavanyanjaliMukkerlaDr.Braou."

NPTEL/YouTube/Faculty Video Links:

Unit 1	https://www.youtube.com/watch?v=3SMZHd_ngIw
Unit 2	https://www.youtube.com/watch?v=3zXb8H3odek
Unit 3	https://www.youtube.com/watch?v=3zXb8H3odek
Unit 4	https://www.youtube.com/watch?v=3zXb8H3odek

B.TECH. THIRD YEAR (ELECTIVE-III)

Course code	ACSAI0617	L T P	Credits
Course title	PROGRAMMING FOR DATA ANALYTICS	3 0 0	3

Course objective: Demonstrate knowledge of statistical data analysis techniques utilized in business decision making. Apply principles of Data Science to the analysis of business problems. Use data mining software to solve real-world problems. Employ cutting edge tools and technologies to analyze Big Data.

Pre-requisites: Basic Knowledge of Python and R

<table>
<tr><td colspan="3" align="center">Course Contents / Syllabus</td></tr>
<tr><td>UNIT-I</td><td>BASIC DATA ANALYSIS USING PYTHON/R</td><td>8 Hours</td></tr>
<tr><td colspan="3">Pandas data structures – Series and Data Frame, Data wrangling using pandas, Statistics with Pandas, Mathematical Computing Using NumPy, Data visualization with Python Descriptive and Inferential Statistics, Introduction to Model Building, Probability and Hypothesis Testing, Sensitivity Analysis, Regular expression: RE packages.</td></tr>
<tr><td>UNIT-II</td><td>R GRAPHICAL USER INTERFACES</td><td>8 Hours</td></tr>
<tr><td colspan="3">Built-in functions, Data Objects-Data Types & Data Structure, Structure of Data Items, Manipulating and Processing Data in R using Dplyr package & Stringr package, Building R Packages, Running and Manipulating Packages, data import and export, attribute and data types, descriptive statistics, exploratory data analysis, Flexdashboard and R-shiny.</td></tr>
<tr><td>UNIT-III</td><td>DATA ENGINEERING FOUNDATION</td><td>8 Hours</td></tr>
<tr><td colspan="3">Connecting to a database (sqlite) using Python, Sending DML and DDL queries and processing the result from a Python Program, Handling error, NOSQL query using MongoDB, MongoDB Compass.</td></tr>
<tr><td>UNIT-IV</td><td>INTRODUCTION TO TENSOR FLOW AND AI</td><td>8 Hours</td></tr>
<tr><td colspan="3">Introduction, Using TensorFlow for AI Systems, Up and Running with TensorFlow, Understanding TensorFlow Basics, Convolutional Neural Networks, Working with Text and Sequences, and TensorBoard Visualization, Word Vectors, Advanced RNN, and Embedding Visualization. TensorFlow Abstractions and Simplifications, Queues, Threads, and Reading Data, Distributed TensorFlow, Exporting and Serving Models with TensorFlow.</td></tr>
<tr><td>UNIT-V</td><td>DEEP LEARNING WITH KERAS</td><td>8 Hours</td></tr>
<tr><td colspan="3">Introducing Advanced Deep Learning with Keras, Deep Neural Networks, Autoencoders, Generative Adversarial Networks (GANs), Improved GANs, Disentangled Representation GANs, Cross-Domain GANs, Variational Autoencoders (VAEs), Deep Reinforcement Learning, Policy Gradient Methods.</td></tr>
</table>

Course outcome: After completion of this course students will be able to:

CO1	Install, Code and Use Python & R Programming Language in R Studio IDE to perform basic tasks on Vectors, Matrices and Data frames.	K1
CO2	Implement the concept of the R packages.	K3
CO3	Understand the basic concept of the MongoDB.	K2
CO4	Understand and apply the concept of the RNN and tensorflow.	K4
CO5	Understand and evaluate the concept of the keras in deep learning.	K4

Textbooks:

1.Glenn J. Myatt, Making sense of Data: A practical Guide to Exploratory Data Analysis and Data Mining, John Wiley Publishers, 2007.

2. Learning TensorFlow by Tom Hope, Yehezkel S. Resheff, Itay Lieder O'Reilly Media, Inc.

3. Advanced Deep Learning with TensorFlow 2 and Keras: Apply DL, GANs, VAEs, deep RL, unsupervised learning, object detection and segmentation, and more, 2nd Edition.

4. Glenn J. Myatt, Making sense of Data: A practical Guide to Exploratory Data Analysis and Data Mining, John Wiley Publishers, 2007.

Reference Books:

1. Boris lublinsky, Kevin t. Smith, Alexey Yakubovich, "Professional Hadoop Solutions", 1 st Edition, Wrox, 2013.

2. Chris Eaton, Dirk Deroos et. al., "Understanding Big data", Indian Edition, McGraw Hill, 2015.

3. Tom White, "HADOOP: The definitive Guide", 3 rd Edition, O Reilly, 2012

Links:

Unit 1	https://www.ibm.com/cloud/blog/python-vs-r
Unit 2	https://www.youtube.com/watch?v=C5R5SdYzQBI
Unit 3	https://hevodata.com/learn/data-engineering-and-data-engineers/
Unit 4	https://www.youtube.com/watch?v=IjEZmH7byZQ
Unit 5	https://www.youtube.com/watch?v=pWp3PhYI-OU

B. TECH THIRD YEAR (ELECTIVE-IV)

Course code	ACSAI0622	L T P	Credits
Course title	**SOCIAL MEDIA ANALYTICS**	3 0 0	3

Course objective: To understand text mining and social media data analytic activities and apply the complexities of processing text and network data from different data sources.

Pre-requisites: Python/R.

Course Contents / Syllabus

UNIT-I	SENTIMENT MINING	8 Hours

Text Representation- tokenization, stemming, stop words, TF-IDF, Feature Vector Representation, NER, N-gram modelling, Text Clustering, Text Classification, Topic Modelling-LDA, HDP. Sentiment Classification, feature based opinion mining, comparative sentence, and relational mining, Opinion spam.

UNIT-II	WEB-MINING	8 Hours

Web Search, Data Mining, and Machine Learning for extracting knowledge from the web, Inverted indices and Boolean queries. PLSI, Query optimization, page ranking, Essentials of Social graphs, Social Networks, Models, Information Diffusion in social media.

UNIT-III	MINING SOCIAL MEDIA	8 Hours

Essentials of Social graphs, Social Networks, Models, Information Diffusion in social media, Behavioural Analytics, Influence and Homophily, Recommendation in social media.

UNIT-IV	TEXT SUMMARIZATION	8 Hours

Introduction to Text Summarization, Text Processing, N-gram Frequency Count and Phrase Mining, LDA Topic Modelling, Machine-Learned Classification and Semantic Topic Tagging.

UNIT-V	RECENT TRENDS	8 Hours

Trend Analysis, Types of trend analysis, Recent Trends in Text, Web, and Social Media Analytics, Free social media analytics tools, Facebook Insights, Twitter analytics, Google analytics.

Course outcome: After completion of this course students will be able to

CO 1	Design new solutions to opinion extraction, sentiment classification and data summarization problems.	K6
CO 2	Apply a wide range of classification, clustering, estimation and prediction algorithms on web data.	K3
CO 3	Perform social network analysis to identify important social actors, subgroups and network properties in social media sites.	K3
CO 4	Interpret the terminologies, metaphors and perspectives of text summarization.	K2
CO 5	Apply state of the art mining tools and libraries on realistic data sets as a basis for business decisions and applications.	K4

Textbooks

1. BingLiu,"WebDataMining-ExploringHyperlinks,Contents,andUsageData",Springer,Second Edition, 2011.

2. Reza Zafarani, Mohammad Ali Abbasiand Hanlie,"Social Media Mining-An Introduction", Cambridge University Press, 2014.

3. Bing Liu, "Sentiment Analysis and Opinion Mining", Morgan & Claypool Publishers, 2012.

Reference Books

1. Nitin Indurkhya, FredJDamerau,"HandbookofNaturalLanguageProcess",2ndEdition,CRC Press, 2010.

2. Matthew A. Russell, "Mining the social web", 2nd edition- O'Reilly Media, 2013.

NPTEL/ Youtube/ Faculty Video Link:

Unit 1	https://www.youtube.com/watch?v=Uqs0GewlMkQ https://www.youtube.com/watch?v=tUNwSH7671Y&t=2s https://www.youtube.com/watch?v=zz1CFBS4NaY
Unit 2	https://slideplayer.com/slide/14222744/
Unit 3	https://www.youtube.com/watch?v=KjWu1-dZn00
Unit 4	https://www.youtube.com/watch?v=ntOaoW0T604
Unit 5	https://www.youtube.com/watch?v=otoXeVPhT7Q&list=PL34t5iLfZddt0tt5GdDy3ny6X5RQvwrp6&index=2

B. TECH THIRD YEAR (ELECTIVE III)

Course Code	ACSAI0612	L T P	Credits
Course Title	**ADVANCED JAVA PROGRAMMING**	3 0 0	3

Course objective:

Objective of this course is to provide the ability to design console based, GUI based ,web based applications, integrated development environment to create, debug and run multi-tier and enterprise-level applications.

Pre-requisites: Basics of C, C++, and basic concept of Core JAVA.

Course Contents / Syllabus

UNIT-I	**Introduction**	**8 Hours**

JDBC: Introduction, JDBC Driver, DB Connectivity, Driver Manager, Connection, Statement, Result Set, Prepared Statement, Transaction Management, Stored Procedures.

Servlet: Servlet Overview, Servlet API, Servlet Interface, Generic Servlet, HTTP Servlet, Servlet Life Cycle, Redirect requests to other resources, Session Tracking, Event and Listener.

UNIT-II	**JSP**	**8 Hours**

JSP: Introduction, Overview, JSP Scriptlet Tag, JSP expression Tag, JSP declaration Tag, Life Cycle of JSP, JSP API, Implicit Objects: JSP request, JSP response, JSP config, JSP session, JSP Application, JSP Page Context; JSP Page, JSP Exception.

UNIT-III	**Spring 5.0**	**8 Hours**

Spring 5.0: Spring Core Introduction and Overview, Managing Beans, The Spring Container, The Factory Pattern, Dependency Injection (DI), Spring Managed Bean Lifecycle, Constructor Injection, Metadata/Configuration: Life Cycle Annotations, Java Configuration, XML Free configuration.

UNIT-IV	**Spring MVC & Spring Boot**	**8 Hours**

Spring MVC: Introduction/Developing Web Application with Spring MVC, Advanced Techniques, Spring Controllers

Spring Boot: Spring Boot Starters, CLI, Application Class, Logging, Auto Configuration Classes, Spring Boot dependencies, Spring data JPA introduction and Overview.

UNIT-V	**JPA**	**8 Hours**

JPA: Introduction & overview of data persistence, Overview of ORM tools, Understanding JPA, Entities: Requirement for Entity Class, Persistent Fields and Properties, Primary keys in Entries, Entity Management, Querying Entities, Entities Relationships.

Course outcome: After completion of this course students will be able to

CO 1	Understand the concept of implementing the connection between Java and Database using JDBC.	K2, K4
CO 2	Understand, Analyse, and Build dynamic web pages for server-side programming	K2, K3
CO 3	Analyze and design the Spring Core Modules and DI to configure and wire beans (application objects) together	K4,K5
CO 4	Design Model View Controller architecture and ready components that can be used to develop flexible and loosely coupled web applications.	K2, K3, K6
CO 5	Deploy JPA to Map, store, retrieve, and update data from java objects to relational databases and vice versa.	K5

Text books:

1. Bhave, "Programming with Java", Pearson Education, 2009

2. Herbert Schieldt, "The Complete Refernce: Java", TMH, 1991

3. Hans Bergsten, "Java Server Pages", SPD O'Really, 1985

4. Katy Sierra and Bert Bates, "Head First: Java", O'Really, 2008

5. Katy Sierra and Bert Bates, "Head First: Servlets & JSP", O'Really , 2008

Reference Books:

1. NaughtonSchildt, "The Complete Refernce: JAVA2", TMH ,1991

2. Balagurusamy E, "Programming in JAVA", TMH, 2010

3. Introduction to Web Development with HTML, CSS, JavaScript (Cousera Course)

NPTEL/ YouTube/ Faculty Video Link:

Unit1	https://youtu.be/96xF9phMsWA
	https://youtu.be/Zopo5C79m2k
	https://youtu.be/ZliIs7jHi1s
	https://youtu.be/htbY9-yggB0
Unit2	https://youtu.be/vHmUVQKXlVo
	https://youtu.be/qz0aGYrrlhU
	https://youtu.be/BsDoLVMnmZs
	https://youtu.be/a8W952NBZUE
Unit 3	https://youtu.be/1Rs2ND1ryYc
	https://youtu.be/vpAJ0s5S2t0
	https://youtu.be/GBOK1-nvdU4
	https://youtu.be/Eu7G0jV0ImY
Unit 4	https://youtu.be/-qfEOE4vtxE

	https://youtu.be/PkZNo7MFNFg
	https://youtu.be/W6NZfCO5SIk
	https://youtu.be/DqaTKBU9TZk
Unit 5	https://youtu.be/_GMEqhUyyFM
	https://youtu.be/ImtZ5yENzgE
	https://youtu.be/xIApzP4mWyA
	https://youtu.be/qKR5V9rdht0

B. TECH THIRD YEAR (ELECTIVE IV)				
Course Code	**ACSE0614**	**L T P**		**Credits**
Course Title	**WEB DEVELOPMENT USING MEAN STACK**	**3 0 0**		**3**

Course objective:

This course focuses on how to design and build static as well as dynamic webpages and interactive web applications. Students examine advanced topics like Angular, nodejs, Mongodb and Express framework for interactive web applications that use rich user interfaces.

Pre-requisites: Basic knowledge of HTML, CSS and ES6 required.

Course Contents / Syllabus		
UNIT-I	**Introduction to Nodejs**	**8 Hours**
Installing Nodejs, Node in-built packages (buffer, fs, http, os, path, util, url) Node.js modules, File System Module, Json data, Http Server and Client, Error handling with appropriate HTTP, Callback function, asynchronous programing REST API's(GET, POST PUT, DELETE UPDATE), GraphQL, Promises, Promise Chaining, Introduction to template engine (EJS).		
UNIT-II	**Express Framework**	**8 Hours**
Configuring Express, Postman configuration, Environment Variables, Routing, Defining pug templates, HTTP method of Express, URL binding, middleware function, Serving static files, Express sessions, REST full API's, FORM data in Express, document modeling with Mongoose.		
UNIT-III	**Basics of Angular js**	**8 Hours**
Typescript, Setup and installation, Power of Types, Functions, Function as types Optional and default parameters, Arrow functions, Function overloading, Access modifiers, Getters and setters, Read-only & static, Abstract classes, Interfaces, Extending and Implementing Interface, Import and Export modules.		
UNIT-IV	**Building Single Page App with Angular js**	**8 Hours**
MVC Architecture, One-way and Two-way data binding, AngularJS Expressions, AngularJS Controllers, AngularJS Modules, adding controller to a module, Component, Dependency Injection, Filters, Tables, AngularJS Forms and Forms validation, Select using ng-option, AngularJS AJAX.		
UNIT-V	**Connecting Angular js with MongoDB**	**8 Hours**
Environment Setup of Mongodb, data modeling, The current SQL/NoSQL landscape, Create collection in Mongodb, CRUD Operations in MongoDB. Mongo's feature set, Introduction to Mongoose, understanding mongoose schemas and datatypes, Connecting Angular with mongoDB using API.		

Course outcome: After completion of this course students will be able to

CO 1	Explain, analyze and apply the role of server-side scripting language like Nodejs in the workings of the web and web applications.	K2, K3
CO 2	Demonstrate web application framework i.e., Express is to design and implement typical dynamic web pages and interactive web based applications.	K3, K6
CO 3	Apply the knowledge of Typescript that are vital in understanding angular is, and analyze the concepts, principles and methods in current client-side technology to implement angular application over the web.	K3, K6
CO 4	Analyze build and develop single page application using client-side programming i.e. angular js and also develop a static web application.	K3, K4

CO 5	Understand the impact of web designing by database connectivity with Mongodb in the current market place where everyone use to prefer electronic medium for shoping, commerce, and even social life also.	K2, K3

Text books:

1. Amos Q. Haviv (Author), Adrian Mejia (Author), Robert Onodi (Author), "Web Application Development with MEAN",3rdIllustrated Edition 2017,Packt Publications.
2. Simon Holmes (Author), Clive Herber (Author), "Getting MEAN with Mongo, Express, Angular, and Node", 2nd Edition 2016, Addison Wesley Publication.
3. Dhruti Shah, "Comprehensive guide to learn Node.js", 1st Edition, 2018 BPB Publications.
4. Christoffer Noring, Pablo Deeleman, "Learning Angular",3rd Edition,2017
5. Packt publications.

Reference Books:

1. Anthony Accomazzo, Ari Lerner, and Nate Murray, "Fullstack Angular: The Complete Guide to AngularJS and Friends",4th edition, 2020 International Publishing.
2. David Cho, "Full-Stack Angular, Type Script, and Node: Build cloud-ready web applications using Angular 10 with Hooks and GraphQL",2nd edition, 2017 Packt Publishing Limited.
3. Richard Haltman & Shubham Vernekar, "Complete node.js: The fast guide: Learn complete backend development with node.js"5th edition, 2017 SMV publication.
4. Glenn Geenen,Sandro Pasquali , Kevin Faaborg, "Mastering Node.js: Build robust and scalable real-time server-side web applications efficiently" 2nd edition Packt Publishing Limited.
5. Greg Lim,"Beginning Node.js, Express & MongoDB Development ,kindle edition, international publishing.
6. Daniel Perkins, "AngularJS Master Angular.js with simple steps, guide and instructions" 3rd edition, 2015 SMV publication.
7. Peter Membrey, David Hows, Eelco Plugge, "MongoDB Basics", 2nd edition,2018 International Publication.

NPTEL/ YouTube/ Faculty Video Link:

Unit-1	https://youtu.be/BLl32FvcdVM https://youtu.be/fCACk9ziarQ https://youtu.be/YSyFSnisip0 https://youtu.be/mGVFltBxLKU https://youtu.be/bWaucYA1YRI
Unit-2	https://youtu.be/7H_QH9nipNs https://youtu.be/AX1AP83CuK4 https://youtu.be/SccSCuHhOw0 https://youtu.be/lY6icfhap2o https://youtu.be/z7ikpQCWbtQ
Unit-3	https://youtu.be/0LhBvp8qpro https://youtu.be/k5E2AVpwsko https://youtu.be/SQJkj0WYWOE?list=PLvQjNLQMdagP3OzoBMfBT48uJ-SPfSsWj https://youtu.be/0eWrpsCLMJQ?list=PLC3y8-rFHvwhBRAgFinJR8KHIrCdTkZcZ https://youtu.be/ZSB4JcLLrIo
Unit-4	https://youtu.be/0LhBvp8qpro https://youtu.be/k5E2AVpwsko https://youtu.be/SQJkj0WYWOE?list=PLvQjNLQMdagP3OzoBMfBT48uJ-SPfSsWj https://youtu.be/0eWrpsCLMJQ?list=PLC3y8-rFHvwhBRAgFinJR8KHIrCdTkZcZ https://youtu.be/ZSB4JcLLrIo
Unit-5	https://youtu.be/Kvb0cHWFkdc https://youtu.be/pQcV5CMara8 https://youtu.be/c3Hz1qUUIyQ https://youtu.be/Mfp94RjugWQ https://youtu.be/SyEQLbbSTWg

B. TECH THIRD YEAR (ELECTIVE- III)

Course code	ACSAI0614		L T P	Credits
Course title	DEVELOPMENT IN SWIFT EXPLORATIONS AND DATA COLLECTIONS		3 0 0	3

Course objective: The objective of this course is to provide the ability to design and develop iOS Apps managing static as well as dynamic data. Also, this course is designed to understand the mindset of developers through app design process: brainstorming, planning, prototyping, and evaluating an app of their own.

Pre-requisites: Basic understanding of Swift and Project Development

Course Contents / Syllabus		
UNIT-I	**TABLES AND PERSISTENCE**	**8 Hours**
Protocols, App Anatomy and Life Cycle, Model-View-Controller, Scroll Views, Table Views, Intermediate Table Views, Saving Data, System View Controllers, Complex Input Screens		
UNIT-II	**WORKING WITH THE WEB**	**8 Hours**
Closures, Extensions, Practical Animation, Working with the web: HTTP and URL session; decoding JSON; Concurrency.		
UNIT-III	**ADVANCED-DATA DISPLAY**	**8 Hours**
Collection Views, Swift Generics, Dynamic Data, Compositional Layout, Advanced Compositional Layout.		
UNIT-IV	**THE DESIGN LIFE CYCLE**	**8 Hours**
Brainstorm, Plan: define the problem; Create the persona; Create Feature Set, Prototype: Formalize the prototype, Evaluate, Iterate, Create Higher Quality Prototype.		
UNIT-V	**GUIDED PROJECTS**	**8 Hours**
BouncyBall App, ChatBot, Rock-Paper-Scissors, MemeMaker.		

Course outcome: After completion of this course students will be able to		
CO 1	Expand on the knowledge and skills they developed in Fundamentals by extending their work in iOS app development and create more complex and capable apps.	K1
CO 2	Work with data from a server and analyze new iOS APIs that allow for much richer app experiences.	K4
CO 3	Learn to display large collections of data in multiple formats.	K1
CO 4	Learn how to turn an idea into a concrete app design through brainstorming, planning, iterative prototyping, and user interviews	K1
CO 5	Apply tsshe advanced concepts of Swift and XCode to build the projects	K3

Textbooks:

1) Develop in Swift Data Collections, XCode 12 or Higher, Apple Inc.

2) Develop in Swift Explorations, XCode 12 or Higher, Apple Inc.

Reference Books:

1) Develop in Swift Data Collections, XCode 12 or Higher, Apple Inc.

2) Develop in Swift Explorations, XCode 12 or Higher, Apple Inc.

Links: NPTEL/ Youtube/ Faculty Video Link:

https://youtu.be/g0kOJk4hTnY

https://youtu.be/WK5vrOD1zCQ

https://developer.apple.com/videos/play/wwdc2021/10134/

B. TECH THIRD YEAR (ELECTIVE-IV)				
Course code	ACSAI0620	**L T P**		**Credits**
Course title	AUGMENTED REALITY AND VIRTUAL REALITY	3 0 0		3

Course objective: The objective of this course is to understand the basics of AR and VR. It will focus on understanding Unreal Engine. The course will cover the top platform for game development and the creation of cutting-edge real-time 3D environments. It will explore the understanding of essential tools driving important fields like VR/AR, training, and architectural visualization.

Pre-requisites: None

Course Contents / Syllabus		
UNIT-I	**INTRODUCTION TO VIRTUAL REALITY & AUGMENTED REALITY**	**8 Hours**

Introduction to Virtual Reality & Augmented Reality. Difference between VR and AR, History of VR.
Learn the basics - The differences between VR&AVR. Why are these technologies so popular now?, key players in this space, Popular VR & AR Devices? How do we create VR/AR experiences, Benefits of VR-AR, Challenges in VR, AR, and Careers related to VR, AR.
Platforms and Paradigms**:** VR-AR Developer Platforms -Demystifying the jargons- FOV- Degrees of freedom VR, Sensors required for VR devices, Evolution of VR-AR, Learn about the Multidisciplinary stream that combines various techniques to create VR-AR experiences, World of 360º videos.

UNIT-II	**VR-AR TECHNOLOGY COMPONENTS, APPLICATIONS**	**8 Hours**

Principles of AR/VR - Immersion, Teleportation, Interaction, Sensors, Haptics, 360-degree view, Motion & Orientation, Accelerometer, Gyroscope, Magnetometer, Depth sensing, Azure Kinect; Challenges – Realistic sense, Nausea, Depth, Non interfering sensors, Ergonomics.
Introduction to Headsets and SW tools required to create VR-AR applications. Basic steps required to create VR-AR experience.
AR, VR Applications, Platforms, Devices – HMD, Smart Glasses, Smart Phone based systems; Intro to Vuforia ; Examples - Gaming, Manufacturing, Oil & Gas, E-Commerce, Entertainment, Facebook, Snapchat, Instagram filters and much more, Education, Training (VMT, Disti), Medical, Fundamental surgery, Military

UNIT-III	**UNREAL BASICS, MESH TYPES, INPUTS AND COLLISIONS IN UNREAL ENGINE**	**8 Hours**

Installing Unreal Engine & Account Setup, Unreal Engine Overview and Resources, Editor Interface Overview, Templates & Creating Your First Project, View Modes & Navigation Basics.
Mesh Types, Inputs, and Collisions in Unreal Engine: Importing Meshes Collisions, Mesh Editor & Mesh Types, Greyboxing, Static Mesh vs. Skeletal Meshes and Other Mesh Import Types, Brief Blueprint Basics, View Modes, Snapping, and Hotkeys, Skydomes, Lights (Overview) & Rendering Quality, Rendering & Performance Basics.

UNIT-IV	**Lighting and Materials in Unreal**	**8 Hours**

Lighting Overview: Science, Optimization & Measurement, Lighting Design & Terminology, Setting Up Your Scene to Light, Light Types, Use Cases: Static, Stationary & Moveable, Lights Baking Lighting & Lightmap Resolution, Real Time Lighting & Shadows, Lighting Effects: IES / Light Rays / Volumetrics. External: Sun & Sky Actor Location & Time of Day. The Road to Real-Time Raytracing.
Materials in Unreal: Materials Overview, Creating Your First Material, Shading Models, Masks Material Expressions Textures: Texture Map Types. Instances & Master Materials. Material: Parameters & Blueprints, Non-UV Based Material Tools External: Quixel, Substance Designer Workflows. Profiling & Baking Down.

UNIT-V	**Physics, Rigid Simulation and Post-Process Volumes**	**8 Hours**

Physics Content Examples. Physics Bodies: Mass, Gravity. Physics Forces: Motors, Forces, Constraints. Physics Volumes Collisions &Complexity. Introduction to Skeletal Physics & Rag Dolls. PPVs Key Settings, Lens & Film Effects, Tone Mapping, LUTs, Materials for UI, Rendering & Stylization. Visual FX Use Cases & Visual Warping Example.

Course outcome: After completion of this course students will be able to:

CO 1	Analyze various requirements and capabilities of modern augmented and virtual reality systems.	K4
CO 2	Describe augmented and virtual reality applications to suit a wide variety of needs.	K2
CO 3	Describe the capabilities and limitations of the techniques that make virtual and augmented reality possible.	K2
CO4	Identify audit and logging needs in application development, Describe the background of augmented and virtual reality and apply counter measures.	K1
CO 5	Demonstrate and use emerging technologies and tools for Augmented and Virtual reality analysis to provide the best Application.	K3

Textbooks:

1.	Alan B. Craig, Understanding Augmented Reality, Concepts and Applications, Morgan Kaufmann, 2013.
2.	Burdea, G. C. and P. Coffet. Virtual Reality Technology, Second Edition. Wiley-IEEE Press, 2003/2006.

Reference Books:

1. Jason Jerald. *The VR Book: Human-Centered Design for Virtual Reality*.Morgan& Claypool:2015

2. Jack Donovan. *Mastering Oculus Rift Development*. Packt Publishing:2017

3. Michael Wohl. *A 360 Video Handbook - A step by step guide to creating video for VR*.Michael Wohl:2017

Links:

Unreal Online Learning Courses Introducing Unreal Engine Introducing Unreal Engine (https://www.unrealengine.com/en-US/onlinelearning-courses/introducing-unreal-engine)
Lighting in Unreal Engine Lighting Essential Concepts and Effects (https://dev.epicgames.com/community/learning/courses/Xwp/lighting-essential-concepts-and-effects/0ax/lighting-essential-concepts-and-effects-introduction)
Materials Unreal Editor Fundamentals - Materials (https://dev.epicgames.com/community/learning/courses/pm/material-editor-fundamentals-for-game-development/V1X/introduction-to-the-course

	B. TECH. THIRD YEAR 5th/ 6th			
Course code	**ANC0602**	**L T P**		**Credits**
Course Title	**ESSENCE OF INDIAN TRADITIONAL KNOWLEDGE**	**2 0 0**		**2**

Course objective: This course aims to provide basic knowledge about different theories of society, state and polity in India, Indian literature, culture, Indian religion, philosophy, science, management, cultural heritage and different arts in India

Pre-requisites: Computer Organization and Architecture

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Course Contents / Syllabus

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UNIT-I	SOCIETY STATE AND POLITY IN INDIA	8 Hours

State in Ancient India: Evolutionary Theory, Force Theory, Mystical Theory Contract Theory, Stages of State Formation in Ancient India, Kingship , Council of Ministers Administration Political Ideals in Ancient India Conditions' of the Welfare of Societies, The Seven Limbs of the State, Society in Ancient India, Purusārtha, Varnāshrama System, Āshrama or the Stages of Life, Marriage, Understanding Gender as a social category, The representation of Women in Historical traditions, Challenges faced by Women.

UNIT-II	INDIAN LITERATURE, CULTURE, TRADITION, AND PRACTICES	8 Hours

Evolution of script and languages in India: Harappan Script and Brahmi Script. The Vedas, the Upanishads, the Ramayana and the Mahabharata, Puranas, Buddhist And Jain Literature in Pali,Prakrit And Sanskrit, Sikh Literature, Kautilya's Arthashastra, Famous Sanskrit Authors, Telugu Literature, Kannada Literature,Malayalam Literature ,Sangama Literature Northern Indian Languages & Literature, Persian And Urdu ,Hindi Literature

UNIT-III	INDIAN RELIGION, PHILOSOPHY, AND PRACTICES	8 Hours

Pre-Vedic and Vedic Religion, Buddhism, Jainism, Six System Indian Philosophy, Shankaracharya, Various Philosophical Doctrines, Other Heterodox Sects, Bhakti Movement, Sufi movement, Socio religious reform movement of 19th century, Modern religious practices.

UNIT-IV	SCIENCE, MANAGEMENT AND INDIAN KNOWLEDGE SYSTEM	8 Hours

Astronomy in India, Chemistry in India, Mathematics in India, Physics in India, Agriculture in India, Medicine in India, Metallurgy in India, Geography, Biology, Harappan Technologies, Water Management in India, Textile Technology in India ,Writing Technology in India Pyrotechnics in India Trade in Ancient India/,India's Dominance up to Pre-colonial Times.

UNIT-V	CULTURAL HERITAGE AND PERFORMING ARTS	8 Hours

Indian Architect, Engineering and Architecture in Ancient India, Sculptures, Pottery, Painting, Indian Handicraft, UNESCO'S List of World Heritage sites in India, Seals, coins, Puppetry, Dance, Music, Theatre, drama, Martial Arts Traditions, Fairs and Festivals, UNESCO'S List of Intangible Cultural Heritage, Calenders, Current developments in Arts and Cultural, Indian's Cultural Contribution to the World. Indian Cinema.

COURSE OUTCOMES: After completion of this course students will be able to		
CO 1	Understand the basics of past Indian politics and state polity.	K2
CO 2	Understand the Vedas, Upanishads, languages & literature of Indian society.	K2

CO 3	Know the different religions and religious movements in India.	K4
CO 4	Identify and explore the basic knowledge about the ancient history of Indian agriculture, science & technology, and ayurveda.	K4
CO 5	Identify Indian dances, fairs & festivals, and cinema.	K1

Text Books:

3. Sivaramakrishna (Ed.), Cultural Heritage of India-Course Material, Bharatiya Vidya Bhavan, Mumbai, 5th Edition, 2014.

4. S. Baliyan, Indian Art and Culture, Oxford University Press, India

5. Nitin Singhania, Indian Art and Culture: for civil services and other competitive Examinations,3rd Edition,Mc Graw Hill

Reference Books:

1. Romila Thapar, Readings In Early Indian History Oxford University Press, India
2. Basham, A.L., The Wonder that was India (34th impression), New Delhi, Rupa & co.

B. TECH. THIRD YEAR 5th/ 6th				

Course code	**ANC0601**	**L T P**		**Credits**
Course Title	**CONSTITUTION OF INDIA, LAW AND ENGINEERING**	**2 0 0**		**2**

Course objective: To acquaint the students with legacies of constitutional development in India and help them to understand the most diversified legal document of India and philosophy behind it.

Pre-requisites: Computer Organization and Architecture

Course Contents / Syllabus		
UNIT-I	**INTRODUCTION AND BASIC INFORMATION ABOUT INDIAN CONSTITUTION**	**8 Hours**

Meaning of the constitution law and constitutionalism, Historical Background of the Constituent Assembly, Government of India Act of 1935 and Indian Independence Act of 1947,Enforcement of the Constitution, Indian Constitution and its Salient Features, The Preamble of the Constitution, Fundamental Rights, Fundamental Duties, Directive Principles of State Policy, Parliamentary System, Federal System, Centre-State Relations, Amendment of the Constitutional Powers and Procedure, The historical perspectives of the constitutional amendments in India, Emergency Provisions: National Emergency, President Rule, Financial Emergency, and Local Self Government – Constitutional Scheme in India.

UNIT-II	**UNION EXECUTIVE AND STATE EXECUTIVE**	**8 Hours**

Powers of Indian Parliament Functions of Rajya Sabha, Functions of Lok Sabha, Powers and Functions of the President, Comparison of powers of Indian President with the United States, Powers and Functions of Vice-President, Powers and Functions of the Prime Minister, Judiciary – The Independence of the Supreme Court, Appointment of Judges, Judicial Review, Public Interest Litigation, Judicial Activism, LokPal, Lok Ayukta, The Lokpal and Lok ayuktas Act 2013, State Executives – Powers and Functions of the Governor, Powers and Functions of the Chief Minister, Functions of State Cabinet, Functions of State Legislature, Functions of High Court and Subordinate Courts.

UNIT-III	**INTRODUCTION AND BASIC INFORMATION ABOUT LEGAL SYSTEM**	**8 Hours**

The Legal System: Sources of Law and the Court Structure: Enacted law -Acts of Parliament are of primary legislation, Common Law or Case law, Principles taken from decisions of judges constitute binding legal rules. The Court System in India and Foreign Courtiers (District Court, District Consumer Forum, Tribunals, High Courts, Supreme Court). Arbitration: As an alternative to resolving disputes in the normal courts, parties who are in dispute can agree that this will instead be referred to arbitration. Contract law, Tort, Law at workplace.

UNIT-IV	**INTELLECTUAL PROPERTY LAWS AND REGULATION TO INFORMATION**	**8 Hours**

Intellectual Property Laws: Introduction, Legal Aspects of Patents, Filing of Patent Applications, Rights from Patents, Infringement of Patents, Copyright and its Ownership, Infringement of Copyright, Civil Remedies for Infringement, Regulation to Information, Introduction, Right to Information Act, 2005, Information Technology Act, 2000, Electronic Governance, Secure Electronic Records and Digital Signatures, Digital Signature Certificates, Cyber Regulations Appellate Tribunal, Offences, Limitations of the Information Technology Act.

UNIT-V	**BUSINESS ORGANIZATIONS AND E-GOVERNANCE**	**8 Hours**

Sole Traders, Partnerships: Companies: The Company's Act: Introduction, Formation of a Company, Memorandum of Association, Articles of Association, Prospectus, Shares, Directors, General Meetings and Proceedings, Auditor, Winding up. E-Governance and role of engineers in E-Governance, Need for reformed engineering serving at the Union and State level, Role of I.T. professionals in Judiciary, Problem of Alienation and Secessionism in few states creating hurdles in Industrial development.

COURSE OUTCOMES: After completion of this course students will be able to

CO 1	Identify and explore the basic features and modalities about Indian constitution.	K1
CO 2	Differentiate and relate the functioning of Indian parliamentary system at the center and state level.	K2
CO 3	Differentiate different aspects of Indian Legal System and its related bodies.	K4
CO 4	Discover and apply different laws and regulations related to engineering practices.	K4
CO 5	Correlate role of engineers with different organizations and governance models	K4

Text Books:

1. M Laxmikanth: Indian Polity for civil services and other State Examination,6th Edition, Mc Graw Hill
2. Brij Kishore Sharma: Introduction to the Indian Constitution, 8th Edition, PHI Learning Pvt. Ltd.
3. Granville Austin: The Indian Constitution: Cornerstone of a Nation (Classic Reissue), Oxford University Press.

Reference Books:

1. Madhav Khosla: The Indian Constitution, Oxford University Press.
2. PM Bakshi: The Constitution of India, Latest Edition, Universal Law Publishing.
3. V.K. Ahuja: Law Relating to Intellectual Property Rights (2007)