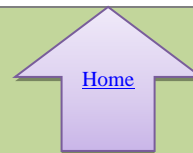


Savitribai Phule Pune University
Third Year of Computer Engineering (2019 Course)
310258:Laboratory Practice II



Teaching Scheme
Practical: 04 Hours/Week

Credit: 02

Examination Scheme and Marks
Term Work: 50 Marks
Practical: 25 Marks

Companion Course: Artificial Intelligence (310253), Elective II (310254)

Course Objectives:

- To learn and apply various search strategies for AI
- To Formalize and implement constraints in search problems
- To understand the concepts of Information Security / Augmented and Virtual Reality/Cloud Computing/Software Modeling and Architectures

Course Outcomes:

On completion of the course, learner will be able to

- **Artificial Intelligence**

CO1: Design a system using different informed search / uninformed search or heuristic approaches

CO2: Apply basic principles of AI in solutions that require problem solving, inference, perception, knowledge representation, and learning

CO3: Design and develop an interactive AI application

- **Information Security**

CO4: Use tools and techniques in the area of Information Security

CO5: Use the cryptographic techniques for problem solving

CO6: Design and develop security solution

OR

- **Augmented and Virtual Reality**

CO4: Use tools and techniques in the area of Augmented and Virtual Reality

CO5: Use the representing and rendering system for problem solving

CO6: Design and develop ARVR applications

OR

- **Cloud Computing**

CO4: Use tools and techniques in the area of Cloud Computing

CO5: Use cloud computing services for problem solving

CO6: Design and develop applications on cloud

OR

- **Software Modeling and Architectures**

CO4: Use tools and techniques in the area Software Modeling and Architectures

CO5: Use the knowledge of Software Modeling and Architectures for problem solving

CO6: Design and develop applications using UML as fundamental tool

Guidelines for Instructor's Manual

The instructor's manual is to be developed as a reference and hands-on resource. It should include prologue (about University/program/ institute/ department/foreword/ preface), curriculum of the course, conduction and Assessment guidelines, topics under consideration, concept, objectives, outcomes, set of typical applications/assignments/ guidelines, and references.

Guidelines for Student's Laboratory Journal

The laboratory assignments are to be submitted by student in the form of journal. Journal consists of Certificate, table of contents, and handwritten write-up of each assignment (Title, Date of Completion, Objectives, Problem Statement, Software and Hardware requirements, Assessment grade/marks and assessor's sign, Theory- Concept in brief, algorithm, flowchart, test cases, Test Data Set(if applicable), mathematical model (if applicable), conclusion/analysis. Program codes with sample output of all performed assignments are to be submitted as softcopy. As a conscious effort and little contribution towards Green IT and environment awareness, attaching printed papers as part of write-ups and

program listing to journal must be avoided. Use of DVD containing students programs maintained by Laboratory In-charge is highly encouraged. For reference one or two journals may be maintained with program prints in the Laboratory.

Guidelines for Laboratory /Term Work Assessment

Continuous assessment of laboratory work should be based on overall performance of Laboratory assignments by a student. Each Laboratory assignment assessment will assign grade/marks based on parameters, such as timely completion, performance, innovation, efficient codes, punctuality and

Guidelines for Practical Examination

Problem statements must be decided jointly by the internal examiner and external examiner. During practical assessment, maximum weightage should be given to satisfactory implementation of the problem statement. Relevant questions may be asked at the time of evaluation to test the student's understanding of the fundamentals, effective and efficient implementation. This will encourage, transparent evaluation and fair approach, and hence will not create any uncertainty or doubt in the minds of the students. So, adhering to these principles will consummate our team efforts to the promising start of student's academics.

Guidelines for Laboratory Conduction

The instructor is expected to frame the assignments by understanding the prerequisites, technological aspects, utility and recent trends related to the topic. The assignment framing policy need to address the average students and inclusive of an element to attract and promote the intelligent students. Use of open source software is encouraged. Based on the concepts learned. Instructor may also set one assignment or mini-project that is suitable to respective branch beyond the scope of syllabus.

Operating System recommended :- 64-bit Windows OS and Linux

Programming tools recommended: -

Information Security : - C/C++/Java

Augmented and Virtual Reality :- Unity, C#, Blender, VRTK, ARTK, Vuforia

VR Devices: HTC Vive, Google Daydream and Samsung gear VR.

Software Modeling and Architectures:-Front end:HTML5, Bootstarp, JQuery, JS etc.

Backend: MySQL /MongoDB/NodeJS

Virtual Laboratory:

Software Modeling and Architectures : <http://vlabs.iitkgp.ernet.in/se>

Information Security : <http://cse29-iiith.vlabs.ac.in>

Part I : Artificial Intelligence

Suggested List of Laboratory Experiments/Assignments

Sr. No.	Group A All assignments are compulsory
1.	Implement depth first search algorithm and Breadth First Search algorithm, Use an undirected graph and develop a recursive algorithm for searching all the vertices of a graph or tree data structure.
2.	Implement A star Algorithm for any game search problem.
3.	Implement Greedy search algorithm for any of the following application: I. Selection Sort II. Minimum Spanning Tree III. Single-Source Shortest Path Problem IV. Job Scheduling Problem V. Prim's Minimal Spanning Tree Algorithm VI. Kruskal's Minimal Spanning Tree Algorithm VII. Dijkstra's Minimal Spanning Tree Algorithm
	Group B
4.	Implement a solution for a Constraint Satisfaction Problem using Branch and Bound and Backtracking for n-queens problem or a graph coloring problem.
5.	Develop an elementary catboat for any suitable customer interaction application.

Group C	
6.	Implement any one of the following Expert System <ol style="list-style-type: none"> Information management Hospitals and medical facilities Help desks management Employee performance evaluation Stock market trading Airline scheduling and cargo schedules
Part II : Elective II	
Suggested List of Laboratory Experiments/Assignments	
Sr. No.	Assignment Name
Information Security (Any five)	
1.	Write a Java/C/C++/Python program that contains a string (char pointer) with a value 'Hello World'. The program should AND or and XOR each character in this string with 127 and display the result.
2.	Write a Java/C/C++/Python program to perform encryption and decryption using the method of Transposition technique.
3.	Write a Java/C/C++/Python program to implement DES algorithm.
4.	Write a Java/C/C++/Python program to implement AES Algorithm.
5.	Write a Java/C/C++/Python program to implement RSA algorithm.
6.	Implement the different Hellman Key Exchange mechanism using HTML and JavaScript. Consider the end user as one of the parties (Alice) and the JavaScript application as other party (bob).
7.	Calculate the message digest of a text using the MD5 algorithm in JAVA.
Cloud Computing (All assignments are compulsory)	
1.	Case study on Microsoft azure to learn about Microsoft Azure is a cloud computing platform and infrastructure, created by Microsoft, for building, deploying and managing applications and services through a global network of Microsoft-managed data centers. OR Case study on Amazon EC2 and learn about Amazon EC2 web services.
2.	Installation and configure Google App Engine. OR Installation and Configuration of virtualization using KVM.
3.	Creating an Application in Salesforce.com using Apex programming Language.
4.	Design and develop custom Application (Mini Project) using Sales force Cloud.
5.	Mini-Project Setup your own cloud for Software as a Service (SaaS) over the existing LAN in your laboratory. In this assignment you have to write your own code for cloud controller using open-source technologies to implement with HDFS . Implement the basic operations may be like to divide the file in segments/blocks and upload/ download file on/from cloud in encrypted form.
Augmented and Virtual Reality (Assignments 1,2, 3,7 are mandatory, any 2 from 4, 5 & 6)	
1.	Installation of Unity and Visual Studio, setting up Unity for VR development, understanding documentation of the same.
2.	Demonstration of the working of HTC Vive, Google Daydream or Samsung gear VR.
3.	Develop a scene in Unity that includes:

	<p>i. A cube, plane and sphere, apply transformations on the 3 game objects.</p> <p>ii. Add a video and audio source.</p>
4.	Develop a scene in Unity that includes a cube, plane and sphere. Create a new material and texture separately for three Game objects. Change the color, material and texture of each Game object separately in the scene. Write a C# program in visual studio to change the color and material/texture of the game objects dynamically on button click.
5.	Develop and deploy a simple marker based AR app in which you have to write a C# program to play video on tracking a particular marker.
6.	<p>Develop and deploy an AR app, implement the following using Vuforia Engine developer portal:</p> <ul style="list-style-type: none"> i. Plane detection ii. Marker based Tracking(Create a database of objects to be tracked in Vuforia) iii. Object Tracking
7.	<p style="text-align: center;">Mini-Projects/ Case Study</p> <p>Create a multiplayer VR game (battlefield game). The game should keep track of score, no. of chances/lives, levels(created using different scenes), involve interaction, animation and immersive environment.</p> <p style="text-align: center;">OR</p> <p>Create a treasure hunt AR application which should have the following features:</p> <ul style="list-style-type: none"> i. A help button for instruction box to appear. ii. A series of markers which would give hints on being scanned. iii. Involve interaction, sound, and good UI.
<p>Software Modeling and Architectures</p> <p>(Problem statement 1, 2 , 5 are mandatory and any one from 3 and 4)</p>	
1.	Consider a library, where a member can perform two operations: issue book and return it. A book is issued to a member only after verifying his credentials. Develop a use case diagram for the given library system by identifying the actors and use cases and associate the use cases with the actors by drawing a use case diagram. Use UML tool.
2.	<p>Consider online shopping system. Perform the following tasks and draw the class diagram using UML tool.</p> <p>Represent the individual classes, and objects</p> <p>Add methods</p> <p>Represent relationships and other classifiers like interfaces</p>
3.	<p>Consider the online shopping system in the assignment 2.</p> <p>Draw the sequence diagram using UML tool to show message exchanges</p>
4.	<p>Consider your neighboring travel agent from whom you can purchase flight tickets. To book a ticket you need to provide details about your journey i.e., on which date and at what time you would like to travel. You also need to provide your address. The agency has recently been modernized. So, you can pay either by cash or by card. You can also cancel a booked ticket later if you decide to change your plan. In that case you need to book a new ticket again. Your agent also allows you to book a hotel along with flight ticket. While cancelling a flight ticket you can also cancel hotel booking. Appropriate refund as per policy is made in case of cancellation.</p> <p>Perform the following tasks and draw the use case diagram using UML tool.</p> <ul style="list-style-type: none"> a. Identify the use cases from a given non-trivial problem statement. b. Identify the primary and secondary actors for a system. c. Use to generalization of use cases and «include» stereotypes to prevent redundancy in the coding phase

Mini-Projects

5. Select a moderately complex system and narrate concise requirement Specification for the same. Design the system indicating system elements organizations using applicable architectural styles and design patterns with the help of a detailed Class diagram depicting logical architecture. Specify and document the architecture and design pattern with the help of templates. Implement the system features and judge the benefits of the design patterns accommodated.

Learning Resources

Text Books:

Artificial Intelligence

1. Stuart Russell and Peter Norvig, “Artificial Intelligence: A Modern Approach”, Third edition, Pearson, 2003, ISBN :10: 0136042597
2. Deepak Khemani, “A First Course in Artificial Intelligence”, McGraw Hill Education(India), 2013, ISBN : 978-1-25-902998-1
3. Elaine Rich, Kevin Knight and Nair, “Artificial Intelligence”, TMH, ISBN-978-0-07-008770-5

Information Security

1. Atul Kahate, “Cryptography and Network Security”, 3e, McGraw Hill Education
2. Prakash C. Gupta, “Cryptography and Network Security”, PHI
3. V.K. Pachghare, “Cryptography and Information Security”, PHI Learning

Cloud Computing

1. A. Srinivasan, J. Suresh,” Cloud Computing: A Practical Approach for Learning and Implementation”, Pearson, ISBN: 978-81-317-7651-3
2. Rajkumar Buyya, Christian Vecchiola, S. Thamarai Selvi, “Mastering Cloud Computing”, McGraw Hill Education, ISBN-13:978-1-25-902995-0

Augmented and Virtual Reality

1. William R Sherman and Alan B Craig, “Understanding Virtual Reality: Interface, Application and Design”, (The Morgan Kaufmann Series in Computer Graphics). Morgan Kaufmann Publishers, San Francisco, CA, 2002
2. Alan B Craig, “Understanding Augmented Reality, Concepts and Applications”, Morgan Kaufmann Publishers, ISBN:978-0240824086

Software Modeling and Architectures

1. Jim Arlow, Ila Neustadt, “UML 2 and the unified process –practical object-oriented analysis and design”, Addison Wesley, Second edition, ISBN 978-0201770605
2. Len Bass, Paul Clements, Rick Kazman, "Software Architecture in Practice", Second Edition, Pearson ,ISBN 978-81-775-8996-2
3. Hassan Gomaa, “Software Modeling and Design- UML, Use cases, Patterns and Software Architectures”, Cambridge University Press, 2011, ISBN 978-0-521-76414-8
4. Erich Gamma, “Design Patterns”, Pearson, ISBN 0-201-63361-2

Reference Books:

1. Nilsson Nils J , “Artificial Intelligence: A new Synthesis”, Morgan Kaufmann Publishers Inc. San Francisco, CA, ISBN: 978-1-55-860467-4
2. Patrick Henry Winston, “Artificial Intelligence”, Addison-Wesley Publishing Company, ISBN: 0-201-53377-4
3. Andries P. Engelbrecht, “Computational Intelligence: An Introduction”, 2nd Edition-Wiley India-

ISBN: 978-0-470-51250-0

Information Security

1. William Stallings, Lawrie Brown, “Computer Security Principles and Practice”, 3rd_Edition, Pearson
2. William Stallings, “Cryptography and Network Security Principals and Practice”, Fifth edition, Pearson
3. Nina Godbole, Sunit Belapure, “Cyber Security”, Wiley, ISBN: 978-81-265-2179-1

Augmented and Virtual Reality

1. Steven M. LaValle, “Virtual Reality”, Cambridge University Press, 2016
2. Alan B Craig, William R Sherman and Jeffrey D Will, “Developing Virtual Reality Applications: Foundations of Effective Design”, Morgan Kaufmann, 2009.
3. Schmalstieg / Hollerer, “Augmented Reality: Principles & Practice”, Pearson Education India; First edition (12 October 2016), ISBN-10: 9332578494
4. Sanni Siltanen, “Theory and applications of marker-based augmented reality”, Julkaisija – Utgivare Publisher. 2012. ISBN 978-951-38-7449-0

Cloud Computing

1. James Bond , “The Enterprise Cloud”, O'Reilly Media, Inc. ISBN: 9781491907627
2. Dr. Kris Jamsa, “Cloud Computing: SaaS, PaaS, IaaS, Virtualization and more”, Wiley Publications, ISBN: 978-0-470-97389-9
3. Anthony T. Velte Toby J. Velte, Robert Elsenpeter, “Cloud Computing: A Practical Approach”, 2010, The McGraw-Hill.

Software Modeling and Architectures

1. Gardy Booch, James Rumbaugh, Ivar Jacobson, “The unified modeling language user guide” , Pearson Education, Second edition, 2008, ISBN 0-321-24562-8.
2. Lan Sommerville, “Software Engineering”, 9th edition, ISBN-13: 978-0-13-703515-1 ISBN-10: 0-13-703515-2.

@The CO-PO Mapping Matrix

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	-	2	-	3	-	-	2	2	2	1	2
CO2	1	-	2	2	3	2	-	2	2	2	1	2
CO3	1	-	2	2	3	2	-	2	2	2	2	2
CO4	1	-	2	-	3	-	-	2	2	2	2	2
CO5	1	-	2	-	3	-	-	2	2	2	2	2
CO6	1	-	2	-	3	-	-	2	2	2	2	2

Savitribai Phule Pune University
Third Year of Engineering (2019 Course)
310259: Audit Course 6


[Home](#)

In addition to credits, it is recommended that there should be audit course, in preferably in each semester starting from second year in order to supplement students' knowledge and skills. Student will be awarded the bachelor's degree if he/she earns specified total credit [1] and clears all the audit courses specified in the curriculum. The student will be awarded grade as AP on successful completion of audit course. The student may opt for one of the audit courses per semester, starting in second year first semester. Though not mandatory, such a selection of the audit courses helps the learner to explore the subject of interest in greater detail resulting in achieving the very objective of audit course's inclusion. List of options offered is provided. Each student has to choose one audit course from the list per semester. Evaluation of audit course will be done at institute level itself. Method of conduction and method of assessment for audit courses are suggested.

Criteria

The student registered for audit course shall be awarded the grade AP (Audit Course Pass) and shall be included such AP grade in the Semester grade report for that course, provided student has the minimum attendance as prescribed by the Savitribai Phule Pune University and satisfactory performance and secured a passing grade in that audit course. No grade points are associated with this 'AP' grade and performance in these courses is not accounted in the calculation of the performance indices SGPA and CGPA. Evaluation of audit course will be done at institute level itself [1]

Guidelines for Conduction and Assessment (Any one or more of following but not limited to):

- | | |
|---|---|
| <ul style="list-style-type: none"> Lectures/ Guest Lectures Visits (Social/Field) and reports Demonstrations | <ul style="list-style-type: none"> Surveys Mini-Project Hands on experience on focused topic |
|---|---|

Course Guidelines for Assessment (Any one or more of following but not limited to):

- Written Test
- Demonstrations/ Practical Test
- Presentations, IPR/Publication and Report

Audit Course 6 Options

Audit Course Code	Audit Course Title
310259(A)	Digital and Social Media Marketing
310259(B)	Sustainable Energy Systems
310259(C)	Leadership and Personality Development
310259(D)	Foreign Language (one of Japanese/Spanish/French/German). Course contents for Japanese (Module 4) are provided. For other languages institute may design suitably.
310259(E)	Learn New Skills - Software Development Using Agility Approach

Note: It is permitted to opt one of the audit courses listed at SPPU website too, if not opted earlier.
<http://collegecirculars.unipune.ac.in/sites/documents/Syllabus%202017/Forms/AllItems.aspx>
http://www.unipune.ac.in/university_files/syllabi.htm

Savitribai Phule Pune University
Third Year of Engineering (2019 Course)
Audit Course 6
310259(A): Digital and Social Media Marketing


[Home](#)

Prerequisites: Internet Technologies

Course Objectives:

- To understand the importance of digital marketing
- To understand the social media and marketing

To understand the effective marketing strategies and ways

Course Outcomes:

On completion of the course, learners will be able to

CO1: Understand the fundamentals and importance of digital marketing

CO2: Use the power of social media for business marketing

CO3: Analyze the effectiveness of digital marketing and social media over traditional process

Course Contents

1. A Framework for Digital Marketing
2. Domain Names, Email, and Hosting
3. Yes, You need a Website
4. The Three Components of a Modern Website: Mobile, Fast, and Accessible
5. Lock It Down: Digital Privacy, Data Security, and the Law
6. Social Media
7. Email Marketing
8. Online Advertising

Reference Books :

1. Avery Swartz, "See You on the Internet: building your small business with Digital Marketing", ISBN 978-1-989603-08-6.
2. Social Media Marketing Workbook (2021): How to Use Social Media for Business (2021 Social Media Marketing 1).

@The CO-PO Mapping Matrix

CO\PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	1	-	1	-	1	-	1	-	-	-	-
CO2	-	1	2	-	1	-	-	-	-	-	1	-
CO3	2	-	2	2	1	-	1	-	-	-	-	-

Savitribai Phule Pune University
Third Year of Engineering (2019 Course)
Audit Course 6
310259(B): Sustainable Energy Systems


[Home](#)

Prerequisites: General awareness of environment and natural resources of energy

Course Objectives:

- To understand the importance of sustainable energy systems development
- To create awareness about renewable energy sources and technologies
- To learn about adequate inputs on a variety of issues in harnessing renewable energy
- To recognize current and possible future role of renewable energy sources

Course Outcomes:

On completion of the course, learners will be able to

CO1: Comprehend the importance of Sustainable Energy Systems

CO2: Correlate the human population growth and its trend to the natural resource degradation and develop the awareness about his/her role towards Sustainable Energy Systems protection

CO3: Identify different types of natural resource pollution and control measures

CO4: Correlate the exploitation and utilization of conventional and non-conventional resources

Course Contents

1. **Wind Energy:** Power in the Wind, Types of Wind Power Plants (WPPs), Components of WPPs, Working of WPPs, Siting of WPPs, Grid integration issues of WPPs.
2. **Solar Pv and Thermal Systems:** Solar Radiation, Radiation Measurement, Solar Thermal Power Plant, Central Receiver Power Plants, Solar Ponds, Thermal Energy storage system with PCM, Solar Photovoltaic systems: Basic Principle of SPV conversion, Types of PV Systems, Types of Solar Cells, Photovoltaic cell concepts: Cell, module, array, PV Module I-V Characteristics, Efficiency and Quality of the Cell, series and parallel connections, maximum power point tracking, Applications.
3. **Other Energy Sources:** Tidal Energy: Energy from the tides, Barrage and Non Barrage Tidal power systems. Wave Energy: Energy from waves, wave power devices. Ocean Thermal Energy Conversion (OTEC), Hydrogen Production and Storage. Fuel cell: Principle of working, various types, construction and applications. Energy Storage System, Hybrid Energy Systems.

Reference Books :

1. Joshua Earnest, Tore Wizeliu, "Wind Power Plants and Project Development", PHI Learning Pvt.Ltd, New Delhi, 2011.
2. D.P.Kothari, K.C Singal, Rakesh Ranjan, "Renewable Energy Sources and Emerging Technologies", PHI Learning Pvt .Ltd, New Delhi, 2013.
3. A.K.Mukerjee and Nivedita Thakur, "Photovoltaic Systems: Analysis and Design", PHI Learning Private Limited, New Delhi, 2011

@The CO-PO Mapping Matrix

CO\PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO 11	PO12
CO1	-	-	-	-	-	-	1	-	-	-	-	-
CO2	-	-	-	-	-	-	2	-	-	-	-	1
CO3	-	-	-	-	-	-	1	-	-	-	-	-
CO4	-	-	-	-	-	2	2	-	-	-	-	2

Savitribai Phule Pune University
Third Year of Engineering (2019 Course)

Audit Course 6

310259(C): Leadership and Personality Development

[Home](#)

Prerequisites: General awareness of communication and relationship.

Course Objectives:

- To understand the importance of communication
- To create awareness about teamwork and people skills
- To know thyself
- To recognize current and possible future of new-age thinking

Course Outcomes:

On completion of the course, learners will be able to

CO1: Express effectively through communication and improve listening skills

CO3: Develop effective team leadership abilities.

CO4: Explore self-motivation and practicing creative/new age thinking.

CO5: Operate effectively in heterogeneous teams through the knowledge of team work, people skills and leadership qualities.

Course Contents

1. Communication :

Listening Skills, Communication - 7 C's, Vision and Charisma, Planning and Organizing - Complex Tasks and Ideas --> Actionable Tasks, Presentation Skills.

2. Teamwork and People Skills :

Talent Picking skills, Strong networking and Employee engagement, Coach and Mentor the team, Influencing, Delegate and Empower, Generous, open communicator, Patience and Clarity of Mind, Inspire and Motivate, Ensure Team Cohesion, Empathy, Trust and Reliability.

3. New-age Thinking :

Strategic Thinking, Critical and Lateral Thinking, Problem Solving Skills, Flexibility, Change Management – VUCA.

4. Self-Awareness :

What is Self? – Real, Ideal and Social Self, Concepts related to Self - Self Concept, Self-Presentation, Self-Regulation and Impression Management, Definition and Causes of Prejudice, Relationship between Prejudice, Discrimination and Exclusion, Application – Attitudinal Change and Reducing Prejudices, Self Esteem and Self Awareness, SWOT – JOHARI, Self Esteem Quiz, Introduce Your Partner, Self Introduction - How to sell yourself?-appearance, voice modulation, verbal(simple language), Motivation and Optimism, Positive Emotions and Success.

Reference Books :

1. Paul Sloane, "The Leader's Guide to Lateral Thinking Skills Unlocking the Creativity and Innovation in You and Your Team", 2006
2. Ronald Bennett, Elaine Millam, "Leadership for engineers : the magic of mindset"
3. Urmila Rai and S.M. Rai, "Business Communication", Himalay Publication House
4. Baron R, Byrne D, Branscombe N, BharadwajG (2009), "Social Psychology, Indian adaptation", Pearson , New Delhi
5. Baumgartner S.R, Crothers M.K. (2009) "Positive Psychology", Pearson Education.

@The CO-PO Mapping Matrix

COP O	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	-	-	-	-	2	-	1	1	3	-	2
CO2	-	-	-	-	-	-	-	1	-	2	1	2
CO3	-	-	-	-	-	1	-	-	2	1	-	1
CO4	-	-	-	-	-	-	-	1	-	-	2	1

Savitribai Phule Pune University
Third Year of Engineering (2019 Course)

Audit Course 6

310259(D): Foreign Language (Japanese) Module 4

[Home](#)

Prerequisites: We recommend that candidates should have previously completed AC3-V(210251) , AC4-V (210260) and AC-5(310250)

Course Objectives:

- To open up more doors and job opportunities
- To introduce to Japanese society, culture and entertainment

Course Outcomes:

On completion of the course, learner will be able to

CO1: Have the ability to communicate confidently and clearly in the Japanese language

CO2: Understand the nature of Japanese script

CO3: Get introduced to reading, writing and listening skills

CO4: Develop interest to pursue further study, work and leisure

Course Contents

1. Introduction to types of adjectives (i and na)
2. Formation of adjectives (according to tense / negative / affirmative)
3. Introduction to more particles
4. Making sentences using various particles / verbs / adjectives
5. Topic based vocabulary (Places / Train travel related / Technical Katakana words)
6. More verb forms (te form, ta form, nai form, root verb etc.)
7. Question words
8. Further 25 Kanjis
9. Scenario based conversation practice / skits / role plays (At the market, At the hospital etc.)

Reference Books :

1. Minna No Nihongo, “JapaneseforEveryone”,ElementaryMainTextbook1-1(IndianEdition),GoyalPublishers and Distributors Pvt.Ltd.
2. <http://www.tcs.com>(http://www.tcs.com/news_events/press_releases/Pages/TCS-Inaugurates-Japan-centric-Delivery-Center-Pune.aspx)
3. Kazuko Karasawa, Mikiko Shibuya, “Nihongo Challenge N4 N5 Kannji Tomoko Kigami”, ISBN-10 4872177576,Ask Publishing Co.,Ltd.

@The CO-PO Mapping Matrix

COP O	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO 10	PO 11	PO 12
CO1	-	-	-	-	-	-	-	-	1	3	1	1
CO2	-	-	-	-	1	-	-	-	-	3	1	1
CO3	-	-	-	-	1	-	-	-	-	3	2	2
CO4	-	-	-	-	-	-	-	-	-	1	-	1

Savitribai Phule Pune University Third Year of Engineering (2019 Course)

Audit Course 6

310259(E): Learn New Skill- 'Software Development Using Agility Approach'


[Home](#)

Prerequisites: Software Engineering (210253)

Course Objectives:

- To understand the fundamentals of Dev Ops
- To understand the Agility and ways of Agility
- To understand the software development using Agility approach

Course Outcomes:

On completion of the course, learner will be able to

CO1: Illustrate the agility and principles

CO2: Understand the software development using agile methodology

CO3: Apply Dev Ops for the software product development

CO4: Develop software products for early delivery through continual feedback and learning

Course Contents

1. **THE THREE WAYS** :Agile, continuous delivery and the three ways, The First Way: The Principles of Flow, The Second Way: The Principle of Feedback, The Third Way: The Principles of Continual Learning.
2. **WHERE TO START** :Selecting which value stream to start with, Understanding the work in our value stream..., How to design our organization and architecture, How to get great outcomes by integrating operations into the daily work for development.
3. **THE FIRST WAY: THE TECHNICAL PRACTICES OF FLOW** : Create the foundations of our deployment pipeline, Enable fast and reliable automated testing, Enable and practice continuous integration, Automate and enable low-risk releases, Architect for low-risk releases.
4. **THE SECOND WAY: THE TECHNICAL PRACTICES OF FEEDBACK** :Create telemetry to enable seeing and solving problems, Analyze telemetry to better anticipate problems, Enable feedback so development and operation can safely deploy code, Integrate hypothesis-driven development and A/B testing into our daily work, Create review and coordination processes to increase quality of our current work.
5. **THE THRID WAY: THE TECHNICAL PRACTICES OF CONTINUAL LEARNING** : Enable and inject learning into daily work, Convert local discoveries into global improvements, Reserve time to create organizational learning, Information security as everyone's job, every day, Protecting the deployment pipeline.

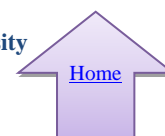
Reference Books :

1. Gene Kim, Jez Humble, Petrick Debois, "The Dev Ops Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations"
2. Len Bass, Ingo Weber, Liming Zhu, "Dev Ops: A Software Architect's Perspective " Publisher(s): Addison-Wesley Professional, ISBN: 9780134049885

Note: This is sample contents for Software Development Using Agility Approach, however the course instructor may design suitable course giving opportunity to the students for learning new skills.

@The CO-PO Mapping Matrix

CO\PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO 10	PO 11	PO 12
CO1	1	1	2	1	3	1	-	1	-	1	-	-
CO2	-	3	2	2	1	-	-	-	1	1	-	1
CO3	2	3	1	1	-	1	1	-	-	-	-	1
CO4	2	1	1	3	1	-	1	1	-	1	1	1



Acknowledgement

It is with great pleasure and honor that I share the curriculum for Third Year of Computer Engineering (2019 Course) on behalf of Board of Studies (BoS), Computer Engineering. We, members of BoS are giving our best to streamline the processes and curricula design at both UG and PG programs.

It is always the strenuous task to balance the curriculum with the blend of core courses, current developments and courses to understand social and human values. By considering all the aspects with adequate prudence the contents are designed satisfying most of the necessities as per AICTE guidelines and to make the graduate competent enough as far as employability is concerned. I sincerely thank all the minds and hands who work adroitly to materialize these tasks. I really appreciate everyone's contribution and suggestions in finalizing the contents.

Success is sweet. But it's sweeter when it's achieved thorough co-ordination, cooperation and collaboration. I am overwhelmed and I feel very fortunate to be working with such a fabulous team- the Members of Board of Studies, Computer Engineering!

Even in these anxious situation, during the time of this unfortunate pandemic, each and every person, including the course coordinators and their team members, have worked seamlessly to come up with this all-inclusive curriculum for Third Year of Computer Engineering.

Thank you to all of you for delivering such great teamwork. I don't think it would have been possible to achieve the goal without each and every one of your efforts! I would like to express my deep gratitude to **Dr. Pramod D. Patil (Dr. D. Y. Patil Institute of Technology, Pimpri), member BoS, Computer Engineering**, for coordinating the complete activity and getting it to completion in a smooth manner.

I deeply appreciate and thank the managements of various colleges affiliated to SPPU for helping us in this work. These colleges have helped us by arranging sessions for preliminary discussion in the initial stage and at the same time in conducting Faculty Development Programs for various courses of the revised curriculum. All your support is warmly appreciated.

I sincerely appreciate, the hard work put in by the course coordinators and their team members, without your intellectual work and creative mind, and it would have not been possible to complete this draft. You have been a valuable member of our team!

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Thank you for all your efforts!

Professor (Mrs.) Dr. Varsha H. Patil, Chairman, and
Members- Dr. Shirish Sane, Dr. Sunil Bhirud, Dr. Manik Dhore, Dr. Pramod Patil, Dr. Girish Khilari, Dr. Sachin Lodha, Dr. Parikshit Mahalle, Dr. Venkatesharan, Dr. Geetanjali Kale, Dr. Suhasini Itkar, Dr. R. V. Patil and Dr. P. M. Yawalkar.

**Board of Studies (BoS), Computer Engineering, Faculty of Science and Technology,
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[Home](#)

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[Back to Table of Contents](#)