CS Computer Science and Information Technology

Section 1: Engineering Mathematics

Discrete Mathematics: Propositional and first order logic. Sets, relations, functions, partial orders and lattices. Monoids, Groups. Graphs: connectivity, matching, coloring. Combinatorics: counting, recurrence relations, generating functions.

Linear Algebra: Matrices, determinants, system of linear equations, eigenvalues and eigenvectors, LU decomposition.

Calculus: Limits, continuity and differentiability. Maxima and minima. Mean value theorem. Integration.

Probability and Statistics: Random variables. Uniform, normal, exponential, poisson and binomial distributions. Mean, median, mode and standard deviation. Conditional probability and Bayes theorem.

Computer Science and Information Technology

Section 2: Digital Logic

Boolean algebra. Combinational and sequential circuits. Minimization. Number representations and computer arithmetic (fixed and floating point).

Section 3: Computer Organization and Architecture

Machine instructions and addressing modes. ALU, data-path and control unit. Instruction pipelining, pipeline hazards. Memory hierarchy: cache, main memory and secondary storage; I/O interface (interrupt and DMA mode).

Section 4: Programming and Data Structures

Programming in C. Recursion. Arrays, stacks, queues, linked lists, trees, binary search trees, binary heaps, graphs.

Section 5: Algorithms

Searching, sorting, hashing. Asymptotic worst case time and space complexity. Algorithm design techniques: greedy, dynamic programming and divide-and-conquer. Graph traversals, minimum spanning trees, shortest paths

Section 6: Theory of Computation

Regular expressions and finite automata. Context-free grammars and push-down automata. Regular and contex-free languages, pumping lemma. Turing machines and undecidability.

Section 7: Compiler Design

Lexical analysis, parsing, syntax-directed translation. Runtime environments. Intermediate code generation. Local optimisation, Data flow analyses: constant propagation, liveness analysis, common subexpression elimination.

Section 8: Operating System

System calls, processes, threads, inter-process communication, concurrency and synchronization. Deadlock. CPU and I/O scheduling. Memory management and virtual memory. File systems.

Section 9: Databases

ER-model. Relational model: relational algebra, tuple calculus, SQL. Integrity constraints, normal forms. File organization, indexing (e.g., B and B+ trees). Transactions and concurrency control.

Section 10: Computer Networks

Concept of layering: OSI and TCP/IP Protocol Stacks; Basics of packet, circuit and virtual circuit-switching; Data link layer: framing, error detection, Medium Access Control, Ethernet bridging; Routing protocols: shortest path, flooding, distance vector and link state routing; Fragmentation and IP addressing, IPv4, CIDR notation, Basics of IP support protocols (ARP, DHCP, ICMP), Network Address Translation (NAT); Transport layer: flow control and congestion control, UDP, TCP, sockets; Application layer protocols: DNS, SMTP, HTTP, FTP, Email.

Name of Department:- Computer Science and Engineering

1. Subject Code: TCS 756 Course Title: **Human Computer Interaction**
2. Contact Hours: L: 3 T: - P: -
3. Semester: VII

4. Pre-requisite: Fundamentals of Computer architecture

5. Course Outcomes: After completion of the course students will be able to

1. Explain the capabilities of both humans and computers from the viewpoint of human information processing.
2. Describe typical human–computer interaction (HCI) models, styles, and various historic HCI paradigms.
3. Apply an interactive design process and universal design principles to designing HCI systems.
4. Describe and use HCI design principles, standards and guidelines.
5. Analyze and identify user models, user support, socio-organizational issues, and stakeholder requirements of HCI systems.
6. Discuss tasks and dialogs of relevant HCI systems based on task analysis and dialog design.

6. Detailed Syllabus

UNIT	CONTENTS	Contact Hrs
Unit - I	Introduction : Importance of user Interface – definition, importance of good design. Benefits of good design. A brief history of Screen design.The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface	**8**
Unit - II	Design process – Human interaction with computers, importance of human characteristics human consideration, Human interaction speeds, understanding business junctions	**8**
Unit – III	Screen Designing : Design goals – Screen planning and purpose, organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design	**9**
Unit – IV	Windows – New and Navigation schemes selection of window, selection of devices based and screen based controls.	**8**

	Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors	
Unit – V	Software tools – Specification methods, interface – Building Tools. Interaction Devices – Keyboard and function keys – pointing devices – speech recognition digitization and generation – image and video displays – drivers	**8**
	Total	**41**

.Text Books :

1. "The essential guide to user interface design", Wilbert O Galitz, Wiley DreamaTech.

2. "Designing the user interface". 3rd Edition Ben Shneidermann , Pearson Education Asia.

Reference Book:

1. "Human – Computer Interaction". ALAN DIX, JANET FINCAY, GRE GORYD, ABOWD, RUSSELL BEALG, PEARSON.