UNIVERSITY OF MUMBAI

Bachelor of Engineering

in

Computer Engineering

REV- 2019 'C' for Direct Second Year
Academic Year 2021 – 22

Under

FACULTY OF SCIENCE & TECHNOLOGY

Program Structure for Second Year Computer Engineering
UNIVERSITY OF MUMBAI (With Effect from 2021-2022) Semester III

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract.	Tut.	Theory	Pract.	Tut.	Total
CSC301	Engineering Mathematics-III	3	--	1*	3	--	1	4
CSC302	Discrete Structures and Graph Theory	3		--	3		--	3
CSC303	Data Structure	3	--	--	3	--	--	3
CSC304	Digital Logic & Computer Architecture	3	--	--	3	--	--	3
CSC305	Computer Graphics	3	--	--	3	--	--	3
CSL301	Data Structure Lab	--	2	--	--	1	--	1
CSL302	Digital Logic & Computer Architecture Lab	--	2	--	--	1	--	1
CSL303	Computer Graphics Lab	--	2	--	--	1	--	1
CSL304	Skill base Lab course: Object Oriented Programming with Java	--	2+2*	--	--	2	--	2
CSM301	Mini Project – 1 A		4$			2		2
Total		**15**	**14**	**1**	**15**	**07**	**1**	**23**

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract & oral	Total
		Internal Assessment			End Sem. Exam	Exam. Duration (in Hrs)			
		Test 1	Test 2	Avg					
CSC301	Engineering Mathematics-III	20	20	20	80	3	25	--	125
CSC302	Discrete Structures and Graph Theory	20	20	20	80	3	--	--	100
CSC303	Data Structure	20	20	20	80	3	--	--	100
CSC304	Digital Logic & Computer Architecture	20	20	20	80	3	--	--	100
CSC305	Computer Graphics	20	20	20	80	3	--	--	100
CSL301	Data Structure Lab	--	--	--	--	--	25	25	50
CSL302	Digital Logic & Computer Archit Lab	--	--	--	--	--	25	--	25
CSL303	Computer Graphics Lab	--	--	--	--	--	25	25	50
CSL304	Skill base Lab course: Object Oriented Programming with Java	--	--	--	--	--	50	25	75
CSM301	Mini Project – 1 A						25	25	50
Total		**--**	**--**	**100**	**400**	**--**	**175**	**100**	**775**

*Should be conducted batch wise and$ indicates workload of Learner (Not Faculty), Students can form groups with minimum 2 (Two) and not more than 4 (Four), Faculty Load: 1 hour per week per four groups

Course Code	Course Name	Credits
CSC301	Engineering Mathematics-III	4

Pre-requisite: Engineering Mathematics-I, Engineering Mathematics-II	
Course Objectives: The course aims:	
1	To learn the Laplace Transform, Inverse Laplace Transform of various functions, its applications.
2	To understand the concept of Fourier Series, its complex form and enhance the problem-solving skills.
3	To understand the concept of complex variables, C-R equations with applications.
4	To understand the basic techniques of statistics like correlation, regression, and curve fitting for data analysis, Machine learning, and AI.
5	To understand some advanced topics of probability, random variables with their distributions and expectations.
Course Outcomes: On successful completion, of course, learner/student will be able to:	
1	Understand the concept of Laplace transform and its application to solve the real integrals in engineering problems.
2	Understand the concept of inverse Laplace transform of various functions and its applications in engineering problems.
3	Expand the periodic function by using the Fourier series for real-life problems and complex engineering problems.
4	Understand complex variable theory, application of harmonic conjugate to get orthogonal trajectories and analytic functions.
5	Apply the concept of Correlation and Regression to the engineering problems in data science, machine learning, and AI.
6	Understand the concepts of probability and expectation for getting the spread of the data and distribution of probabilities.

Module	Detailed Contents		Hours
1	**Laplace Transform**		7
	1.1	Definition of Laplace transform, Condition of Existence of Laplace transform.	
	1.2	Laplace Transform (L) of standard functions like $eat, sin(at), cos(at), sinh(at), cosh(at)$ and $tn, n \geq 0$.	
	1.3	Properties of Laplace Transform: Linearity, First Shifting Theorem, Second Shifting Theorem, Change of Scale, Multiplication by *t*, Division by *t*, Laplace Transform of derivatives and integrals (Properties without proof).	
	1.4	Evaluation of real improper integrals by using Laplace Transformation.	
	1.5	**Self-learning Topics:** Laplace Transform: Periodic functions, Heaviside's Unit Step function, Dirac Delta Function, Special functions (Error and Bessel)	

2	**Inverse Laplace Transform**		7
	2.1	Definition of Inverse Laplace Transform, Linearity property, Inverse Laplace Transform of standard functions, Inverse Laplace transform using derivatives.	
	2.2	Partial fractions method to find Inverse Laplace transform.	
	2.3	Inverse Laplace transform using Convolution theorem (without proof)	
	2.4	**Self-learning Topics:** Applications to solve initial and boundary value problems involving ordinary differential equations.	
3	**Fourier Series:**		7
	3.1	Dirichlet's conditions, Definition of Fourier series and Parseval's Identity (without proof).	
	3.2	Fourier series of periodic function with period 2π and $2l$.	
	3.3	Fourier series of even and odd functions.	
	3.4	Half range Sine and Cosine Series.	
	3.5	**Self-learning Topics:** Orthogonal and orthonormal set of functions, Complex form of Fourier Series, Fourier Transforms.	
4	**Complex Variables:**		7
	4.1	Function *f(z)*of complex variable, Limit, Continuity and Differentiability of*f(z),* Analytic function: Necessary and sufficient conditions for *f(z)* to be analytic (without proof).	
	4.2	Cauchy-Riemann equations in Cartesian coordinates (without proof).	
	4.3	Milne-Thomson method: Determine analytic function *f(z)*when real part (u), imaginary part (v) or its combination (u+v / u-v) is given.	
	4.4	Harmonic function, Harmonic conjugate and Orthogonal trajectories.	
	4.5	**Self-learning Topics:** Conformal mapping, Linear and Bilinear mappings, cross ratio, fixed points and standard transformations.	
5	**Statistical Techniques**		6
	5.1	Karl Pearson's coefficient of correlation (r)	
	5.2	Spearman's Rank correlation coefficient (R) (with repeated and non-repeated ranks)	
	5.3	Lines of regression	
	5.4	Fitting of first- and second-degree curves.	
	5.5	**Self-learning Topics:** Covariance, fitting of exponential curve.	
6	**Probability**		6
	6.1	Definition and basics of probability, conditional probability.	
	6.2	Total Probability theorem and Bayes' theorem.	
	6.3	Discrete and continuous random variable with probability distribution and probability density function.	
	6.4	Expectation, Variance, Moment generating function, Raw and central moments up to 4^{th} order.	
	6.5	**Self-learning Topics:** Skewness and Kurtosis of distribution (data).	

References:	
1	Higher Engineering Mathematics, Dr. B. S. Grewal, Khanna Publication.
2	Advanced Engineering Mathematics, Erwin Kreyszig, Wiley Eastern Limited.

3	Advanced Engineering Mathematics, R. K. Jain and S. R. K. Iyengar, Narosa Publication.
4	Complex Variables and Applications, Brown and Churchill, McGraw-Hill Education.
5	Probability, Statistics and Random Processes, T. Veerarajan, McGraw-Hill Education.
6	Theory and Problems of Fourier Analysis with applications to BVP, Murray Spiegel, Schaum's Outline Series.

Term Work:	
General Instructions:	
1	Batch wise tutorialshave to be conducted. The number of students per batch will be as per University pattern for practical.
2	Students must be encouraged to write at least 6 class tutorials on the entire syllabus.
3	A group of 4-6 students should be assigned a self-learning topic. Students should prepare a presentation/problem solving of 10-15 minutes. This will be considered as a mini project in Engineering Mathematics. This project will be graded out of 10 marks depending on the performance of the students.

The distribution of Term Work marks will be as follows:		
1	Attendance (Theory and Tutorial)	05 marks
2	Class Tutorials on entire syllabus	10 marks
3	Mini project	10 marks

<u>Assessment</u>:	
Internal Assessment Test:	
The assessment consists of two class tests of 20 marks each. The 1stclass test (Internal Assessment I) has to be conducted when approximately 40% of the syllabus is completed. The 2^{nd} class test has to be conducted(Internal Assessment II) when an additional 35% syllabus is completed. The duration of each test will be for one hour.	
End Semester Theory Examination:	
1	The question paper will comprise a total of 6 questions, each carrying 20 marks.
2	Out of the 6 questions, 4 questions have to be attempted.
3	Question 1, based on the entire syllabus, will have 4sub-questions of 5 marks each and is compulsory.
4	Question 2 to Question 6 will have 3 sub-questions, each of 6, 6, and 8 marks, respectively.
5	Each sub-question in (4) will be from different modules of the syllabus.
6	Weightage of each module will be proportional to the number of lecture hours, as mentioned in the syllabus.

Course Code	Course Name	Credits
CSC302	Discrete Structures and Graph Theory	3

Pre-requisite: Basic Mathematics	
Course Objectives: The course aims:	
1	Cultivate clear thinking and creative problem solving.
2	Thoroughly train in the construction and understanding of mathematical proofs. Exercise common mathematical arguments and proof strategies.
3	To apply graph theory in solving practical problems.
4	Thoroughly prepare for the mathematical aspects of other Computer Engineering courses
Course Outcomes: On successful completion, of course, learner/student will be able to:	
1	Understand the notion of mathematical thinking, mathematical proofs and to apply them in problem solving.
2	Ability to reason logically.
3	Ability to understand relations, functions, Diagraph and Lattice.
4	Ability to understand and apply concepts of graph theory in solving real world problems.
5	Understand use of groups and codes in Encoding-Decoding
6	Analyze a complex computing problem and apply principles of discrete mathematics to identify solutions

Module	Detailed Contents		Hours
1	**Logic**		6
		Propositional Logic, Predicate Logic, Laws of Logic, Quantifiers, Normal Forms, Inference Theory of Predicate Calculus, Mathematical Induction.	
2	**Relations and Functions**		6
	2.1	Basic concepts of Set Theory	
	2.2	**Relations:** Definition, Types of Relations, Representation of Relations, Closures of Relations, Warshall's algorithm, Equivalence relations and Equivalence Classes	
	2.3	**Function**s: Definition, Types of functions, Composition of functions, Identity and Inverse function	
3	**Posets and Lattice**		5
		Partial Order Relations, Poset, Hasse Diagram, Chain and Anti chains, Lattice, Types of Lattice, Sub lattice	
4	**Counting**		6
	4.1	Basic Counting Principle-Sum Rule, Product Rule, Inclusion-Exclusion Principle, Pigeonhole Principle	
	4.2	Recurrence relations, Solving recurrence relations	
5	**Algebraic Structures**		8
	5.1	**Algebraic structures with one binary operation:** Semi group, Monoid, Groups, Subgroups, Abelian Group, Cyclic group, Isomorphism	
	5.2	**Algebraic structures with two binary operations:** Ring	
	5.3	**Coding Theory**: Coding, binary information and error detection, decoding and error correction	

6	**Graph Theory**		**8**
		Types of graphs, Graph Representation, Sub graphs, Operations on Graphs, Walk, Path, Circuit, Connected Graphs, Disconnected Graph, Components, Homomorphism and Isomorphism of Graphs, Euler and Hamiltonian Graphs, Planar Graph, Cut Set, Cut Vertex, Applications.	

Textbooks:	
1	Bernad Kolman, Robert Busby, Sharon Cutler Ross, Nadeem-ur-Rehman, "Discrete Mathematical Structures", Pearson Education.
2	C. L. Liu "Elements of Discrete Mathematics", second edition 1985, McGraw-Hill Book Company. Reprinted 2000.
3	K. H. Rosen, "Discrete Mathematics and applications", fifth edition 2003, TataMcGraw Hill Publishing Company
References:	
1	Y N Singh, "Discrete Mathematical Structures", Wiley-India.
2	J. L. Mott, A. Kandel, T. P. Baker, "Discrete Mathematics for Computer Scientists and Mathematicians", second edition 1986, Prentice Hall of India.
3	J. P. Trembley, R. Manohar "Discrete Mathematical Structures with Applications to Computer Science", Tata McGraw-Hill
4	Seymour Lipschutz, Marc Lars Lipson, "Discrete Mathematics" Schaum"s Outline, McGraw-Hill Education.
5	Narsing Deo, "Graph Theory with applications to engineering and computer science", PHI Publications.
6	P. K. Bisht, H.S. Dhami, "Discrete Mathematics", Oxford press.

Assessment:	
Internal Assessment Test:	
The assessment consists of two class tests of 20 marks each. The 1st class test (Internal Assessment I) has to be conducted when approximately 40% ofthe syllabus is completed. The 2nd class test has to be conducted(Internal Assessment II) when an additional 40% syllabus is completed. The duration of each test will be for one hour.	
End Semester Theory Examination:	
1	The question paper will comprise a total of 6 questions, each carrying 20 marks.
2	Out of the 6 questions, 4 questions have to be attempted.
3	Question 1, based on the entire syllabus, will have 4sub-questions of 5 marks each and is compulsory.
4	Question 2 to Question 6 will have 3 sub-questions, each of 6, 6, and 8 marks, respectively.
5	Each sub-question in (4) will be from different modules of the syllabus.
6	Weightage of each module will be proportional to the number of lecture hours, as mentioned in the syllabus.

Useful Links	
1	https://www.edx.org/learn/discrete-mathematics
2	https://www.coursera.org/specializations/discrete-mathematics
3	https://nptel.ac.in/courses/106/106/106106094/
4	https://swayam.gov.in/nd1_noc19_cs67/preview

Course Code	Course Name	Credit
CSC303	Data Structure	03

Pre-requisite: C Programming	
Course Objectives: The course aims:	
1	To understand the need and significance of Data structures as a computer Professional.
2	To teach concept and implementation of linear and Nonlinear data structures.
3	To analyze various data structures and select the appropriate one to solve a specific real-world problem.
4	To introduce various techniques for representation of the data in the real world.
5	To teach various searching techniques.
Course Outcomes:	
1	Students will be able to implement Linear and Non-Linear data structures.
2	Students will be able to handle various operations like searching, insertion, deletion and traversals on various data structures.
3	Students will be able to explain various data structures, related terminologies and its types.
4	Students will be able to choose appropriate data structure and apply it to solve problems in various domains.
5	Students will be able to analyze and Implement appropriate searching techniques for a given problem.
6	Students will be able to demonstrate the ability to analyze, design, apply and use data structures to solve engineering problems and evaluate their solutions.

Module		Detailed Content	Hours
1		**Introduction to Data Structures**	**1**
	1.1	Introduction to Data Structures, Concept of ADT	
2		**Stack and Queues**	**4**
	2.1	Introduction, ADT of Stack, Applications of Stack-Well form-ness of Parenthesis	
	2.2	Introduction of Double Ended Queue, Applications of Queue.	
3		**Linked List**	**5**
	3.1	Introduction of-Linked List v/s Array, Types of Linked List, Circular Linked List, Doubly Linked List, Operations on- Doubly Linked List, Stack and Queue using Singly Linked List, Singly Linked List Application-Polynomial Representation and Addition.	
4		**Trees**	**5**
	4.1	Introduction, Tree-Operations on Binary Search Tree, Applications of Binary Tree, Huffman Encoding, Search Trees-AVL, rotations in AVL Tree, operations on AVL Tree, Introduction of B Tree, B+ Tree.	
5		**Graphs**	**3**

	5.1	Introduction of Graph Terminologies ,Graph Traversals-Depth First Search (DFS) and Breadth First Search (BFS), Graph Application-Topological Sorting.	
6		**Searching Techniques**	**2**
	6.1	Hashing-Concept, Hash Functions, Collision resolution Techniques	

Textbooks:	
1	Aaron M Tenenbaum, Yedidyah Langsam, Moshe J Augenstein, "Data Structures Using C", Pearson Publication.
2	Reema Thareja, "Data Structures using C", Oxford Press.
3	Richard F. Gilberg and Behrouz A. Forouzan, "Data Structures: A Pseudocode Approach with C", 2nd Edition, CENGAGE Learning.
4	Jean Paul Tremblay, P. G. Sorenson, "Introduction to Data Structure and Its Applications", McGraw-Hill Higher Education
5	Data Structures Using C, ISRD Group, 2nd Edition, Tata McGraw-Hill.
References:	
1	Prof. P. S. Deshpande, Prof. O. G. Kakde, "C and Data Structures", DreamTech press.
2	E. Balagurusamy, "Data Structure Using C", Tata McGraw-Hill Education India.
3	Rajesh K Shukla, "Data Structures using C and C++", Wiley-India
4	GAV PAI, "Data Structures", Schaum's Outlines.
5	Robert Kruse, C. L. Tondo, Bruce Leung, "Data Structures and Program Design in C", Pearson Edition

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to beconducted when approx. 40% syllabus is completed and second class test when additional40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will consist of 6 questions, each carrying 20 marks.
2	The students need to solve a total of 4 questions.
3	Question No.1 will be compulsory and based on the entire syllabus.
4	Remaining question (Q.2 to Q.6) will be selected from all the modules.

Useful Links	
1	https://nptel.ac.in/courses/106/102/106102064/
2	https://www.coursera.org/specializations/data-structures-algorithms
3	https://www.edx.org/course/data-structures-fundamentals
4	https://swayam.gov.in/nd1_noc19_cs67/preview

Course Code	Course Name	Credit
CSC304	Digital Logic & Computer Organization and Architecture	3

Pre-requisite: Knowledge on number systems	
Course Objective:	
1	To have the rough understanding of the basic structure and operation of basic digital circuits and digital computer.
2	To discuss in detail arithmetic operations in digital system.
3	To discuss generation of control signals and different ways of communication with I/O devices.
4	To study the hierarchical memory and principles of advanced computing.
Course Outcome:	
1	To learn different number systems and basic structure of computer system.
2	To demonstrate the arithmetic algorithms.
3	To understand the basic concepts of digital components and processor organization.
4	To understand the generation of control signals of computer.
5	To demonstrate the memory organization.
6	To describe the concepts of parallel processing and different Buses.

Module		Detailed Content	Hours
1		**Computer Fundamentals**	**2**
	1.1	Overview of computer organization and architecture.	
	1.2	Basic Organization of Computer and Block Level functional Units, Von-Neumann Model.	
2		**Data Representation and Arithmetic algorithms**	**4**
	2.2	Booths Multiplication Algorithm, Restoring and Non-restoring Division Algorithm.	
	2.3	IEEE-754 Floating point Representation.	
3		**Processor Organization and Architecture**	**3**
	3.1	Introduction to Flip Flop	
	3.3	Register Organization, Instruction Formats, Addressing modes, Instruction Cycle, Interpretation and sequencing.	
4		**Control Unit Design**	**5**
	4.1	Hardwired Control Unit: State Table Method, Delay Element Methods.	
	4.2	Microprogrammed Control Unit: Micro Instruction-Format, Sequencing and execution, Micro operations, Examples of microprograms.	
5		**Memory Organization**	**5**
	5.1	Introduction and characteristics of memory	
	5.2	Cache Memory: Concept, locality of reference, Design problems based on mapping techniques, Cache coherence and write policies. Interleaved and Associative Memory.	
6		**Principles of Advanced Processor and Buses**	**6**
	6.1	Basic Pipelined Data path and control, data dependencies, data hazards, branch hazards, delayed branch, and branch prediction, Performance measures-CPI, Speedup, Efficiency, throughput, Amdhal's law.	
	6.2	Flynn's Classification, Introduction to multicore architecture.	
	6.3	Introduction to buses: ISA, PCI, USB. Bus Contention and Arbitration.	

explain pipelining hazards
sum on performance amdhal'slaw

Textbooks:	
1	R. P. Jain, “Modern Digital Electronic”, McGraw-Hill Publication, 4th Edition.
2	William Stalling, “Computer Organization and Architecture: Designing and Performance”, Pearson Publication 10TH Edition.
3	John P Hayes, “Computer Architecture and Organization”, McGraw-Hill Publication, 3RD Edition.
4	Dr. M. Usha and T. S. Shrikanth, “Computer system Architecture and Organization”, Wiley publication.
References:	
1	Andrew S. Tanenbaum, “Structured Computer Organization”, Pearson Publication.
2	B. Govindarajalu, “Computer Architecture and Organization”, McGraw-Hill Publication.
3	Malvino, “Digital computer Electronics”, McGraw-Hill Publication, 3rd Edition.
4	Smruti Ranjan Sarangi, “Computer Organization and Architecture”, McGraw-Hill Publication.

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of 6 questions, each carrying 20 marks.
2	The students need to solve total 4 questions.
3	Question No.1 will be compulsory and based on entire syllabus.
4	Remaining question (Q.2 to Q.6) will be selected from all the modules.

Useful Links	
1	https://www.classcentral.com/course/swayam-computer-organization-and-architecture-a-pedagogical-aspect-9824
2	https://nptel.ac.in/courses/106/103/106103068/
3	https://www.coursera.org/learn/comparch
4	https://www.edx.org/learn/computer-architecture

Course Code	Course Name	Credits
CSC305	Computer Graphics	3

Prerequisite: Knowledge of C Programming and Basic Mathematics**.**	
Course Objectives	
1	To equip students with the fundamental knowledge and basic technical competence in the field of Computer Graphics.
2	To emphasize on implementation aspect of Computer Graphics Algorithms.
3	To prepare the student for advance areas and professional avenues in the field of Computer Graphics
Course Outcomes: At the end of the course, the students should be able to	
1	Describe the basic concepts of Computer Graphics.
2	Demonstrate various algorithms for basic graphics primitives.
3	Apply 2-D geometric transformations on graphical objects.
4	Use various Clipping algorithms on graphical objects
5	Explore 3-D geometric transformations, curve representation techniques and projections methods.
6	Explain visible surface detection techniques and Animation.

Module		Detailed Content	Hours
1		**Introduction and Overview of Graphics System:**	**01**
	1.1	Definition and Representative uses of computer graphics.	
2		**Output Primitives:**	**05**
	2.1	Scan conversions of point, line, midpoint algorithm for ellipse drawing (Mathematical derivation for above algorithms is expected)	
	2.2	Aliasing, Antialiasing techniques like Pre and post filtering, super sampling, and pixel phasing).	
	2.3		
3		**Two Dimensional Geometric Transformations**	**3**
	3.1	Basic transformations: Translation, Scaling, Rotation	
	3.2	Matrix representation and Homogeneous Coordinates	
4		**Two-Dimensional Viewing and Clipping**	**3**
	4.1	Viewing transformation pipeline and Window to Viewport coordinate transformation	
	4.2	Clipping operations: Point clipping, Line	
5		**Three Dimensional Geometric Transformations, Curves and Fractal Generation**	**3**
	5.1	3D Transformations: Translation, Rotation, Scaling and Reflection	
6		**Visible Surface Detection and Animation**	**5**
	6.1	Visible Surface Detection: Classification of Visible Surface Detection algorithm, Back Surface detection method, Depth Buffer method, Area Subdivision method	
	6.2	Animation: Introduction to Animation, Traditional Animation Techniques, Principles of Animation, Key framing: Character and Facial Animation, Deformation, Motion capture	

Textbooks:	
1	Hearn &Baker, “Computer Graphics C version”, 2nd Edition, Pearson Publication
2	James D. Foley, Andries van Dam, Steven K Feiner, John F. Hughes, “Computer Graphics Principles and Practice in C”, 2nd Edition, Pearson Publication
3	Samit Bhattacharya, “Computer Graphics”, Oxford Publication

References:	
1	D. Rogers, “Procedural Elements for Computer Graphics”, Tata McGraw-Hill Publications.
2	Zhigang Xiang, Roy Plastock, “Computer Graphics”, Schaum‟s Outlines McGraw-Hill Education
3	Rajesh K. Maurya, “Computer Graphics”, Wiley India Publication.
4	F.S.Hill, “Computer Graphics using OpenGL”, Third edition, Pearson Publications.

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of 6 questions, each carrying 20 marks.
2	The students need to solve total 4 questions.
3	Question No.1 will be compulsory and based on entire syllabus.
4	Remaining question (Q.2 to Q.6) will be selected from all the modules

Useful Links	
1	https://www.classcentral.com/course/interactivegraphics-2067
2	https://swayam.gov.in/nd2_ntr20_ed15/preview
3	https://nptel.ac.in/courses/106/106/106106090/
4	https://www.edx.org/course/computer-graphics-2

Lab Code	Lab Name	Credit
CSL301	Data Structures Lab	1

Prerequisite: C Programming Language.	
Lab Objectives:	
1	To implement basic data structures such as arrays, linked lists, stacks and queues
2	Solve problem involving graphs, and trees
3	To develop application using data structure algorithms
4	Compute the complexity of various algorithms.
Lab Outcomes:	
1	Students will be able to implement linear data structures & be able to handle operations like insertion, deletion, searching and traversing on them.
2	Students will be able to implement nonlinear data structures & be able to handle operations like insertion, deletion, searching and traversing on them
3	Students will be able to choose appropriate data structure and apply it in various problems
4	Students will be able to select appropriate searching techniques for given problems.

Suggested Experiments: Students are required to complete at least 6-7 experiments.

Sr. No.	Name of the Experiment
1	Implement Stack ADT using array.
2	Convert an Infix expression to Postfix expression using stack ADT.
3	Evaluate Postfix Expression using Stack ADT.
4	Applications of Stack ADT.
5	Implement Priority Queue ADT using array.
6	Implement Doubly Linked List ADT.
7	Implement Stack / Linear Queue ADT using Linked List.
8	Implement Graph Traversal techniques:) Depth First Search b) Breadth First Search
9	Applications of Binary Search Technique.
Useful Links:	
1	www.leetcode.com
2	www.hackerrank.com
3	www.cs.usfca.edu/~galles/visualization/Algorithms.html
4	www.codechef.com

Term Work:	
1	Term work should consist of 6-7 experiments.
2	Journal must include at least 1 assignment.
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks)
Oral & Practical exam	
	Based on the entire syllabus of CSL301and CSC303

Lab Code	Lab Name	Credit
CSL302	Digital Logic & Computer Organization and Architecture Lab	1

Prerequisite: C Programming Language.	
Lab Objectives:	
1	To implement operations of the arithmetic unit using algorithms.
2	Design and simulate different digital circuits.
3	To design memory subsystem including cache memory.
4	To demonstrate CPU and ALU design.
Lab Outcomes:	
1	To understand the basics of digital components
2	Design the basic building blocks of a computer: ALU, registers, CPU and memory
3	To recognize the importance of digital systems in computer architecture
4	To implement various algorithms for arithmetic operations.

Suggested Experiments: Students are required to complete at least 6-7 experiments.	
Sr. No.	**Name of the Experiment**
1	To verify the truth table of various logic gates using ICs.
2	To implement Booth's algorithm.
3	To implement restoring division algorithm.
4	To implement non restoring division algorithm.
5	To implement ALU design.
6	To implement CPU design.
7	To implement memory design.
8	To implement cache memory design.

Note:	
1	Any Four experiments from Exp. No. 1 to Exp. No. 7 using hardware.
2	Any Six experiments from Exp. No. 8 to Exp. No. 16 using Virtual Lab, expect Exp. No 10,11 and 12.
3	Exp. No. 10 to Exp. No. 12 using Programming language.
Digital Material:	
1	Manual to use Virtual Lab simulator for Computer Organization and Architecture developed by the Department of CSE, IIT Kharagpur.
2	Link http://cse10-iitkgp.virtual-labs.ac.in/

Term Work:	
1	Term work should consist of 6-7 experiments.
2	Journal must include at least 1 assignments on content of theory and practical of "Digital Logic &Computer Organization and Architecture"
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks)

Course Code	Lab Name	Credits
CSL303	Computer Graphics Lab	1

Prerequisite: C Programming Language.	
Lab Objectives:	
1	Understand the need of developing graphics application
2	Learn algorithmic development of graphics primitives like: line, circle, polygon etc.
3	Learn the representation and transformation of graphical images and pictures
Lab Outcomes: At the end of the course, the students should be able to	
1	Implement various output and filled area primitive algorithms
2	Apply transformation, projection and clipping algorithms on graphical objects.
3	Perform curve and fractal generation methods.
4	Develop a Graphical application/Animation based on learned concept

Suggested Experiments: Students are required to complete at least 6-7 experiments.

Sr. No.	Name of the Experiment
1	Implement Line Drawing algorithm
2	Implement midpoint Ellipse algorithm.
3	Implement Area Filling Algorithm:
4	Implement Scan line Polygon Filling algorithm.
5	Implement Curve: Bezier for n control points, B Spline (Uniform)(at least one)
6	Implement 2D Transformations:.
7	Program to perform 3D transformation.
8	Program to perform projection of a 3D object on Projection Plane: Parallel and Perspective.
9	Program to perform Animation (such as Rising Sun, Moving Vehicle, Smileys, Screen saver etc.)

Term Work:	
1	Term work should consist of 6-7 experiments.
2	Journal must include at least 1 assignments
3	Mini Project to perform using C /C++/Java/OpenGL/Blender/ any other tool (2/3 students per group).Possible Ideas: Animation using multiple objects, Game development, Graphics editor: Like Paint brush, Text editor etc.
4	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
5	Total 25 Marks (Experiments: 10-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks, Mini Project: 5-marks)
Oral & Practical exam	
Based on the above contents and entire syllabus of CSC305 Computer Graphics	

Lab Code	Lab Name	Credits
CSL304	Skill based Lab Course: Object Oriented Programming with Java	2

Prerequisite: Structured Programming Approach	
Lab Objectives:	
1	To learn the basic concepts of object-oriented programming
2	To study JAVA programming language
3	To study various concepts of JAVA programming like multithreading, exception Handling, packages, etc.
4	To explain components of GUI based programming.
Lab Outcomes: At the end of the course, the students should be able to	
1	To apply fundamental programming constructs.
2	To illustrate the concept of packages, classes and objects.
3	To elaborate the concept of strings, arrays and vectors.
4	To implement the concept of inheritance and interfaces.
5	To implement the concept of exception handling and multithreading.
6	To develop GUI based application.

Module		Detailed Content	Hours
1		**Introduction to Object Oriented Programming**	**1**
	1.1	OOP concepts: Objects, class, Encapsulation, Abstraction, Inheritance, Polymorphism, message passing.	
2		**Class, Object, Packages and Input/output**	**1**
	2.1	Overview of Class, object, data members, member functions Overview Method overloading	
3		**Array, String and Vector**	**2**
	3.1	Array, Strings, Vectors	
4		**Inheritance**	**2**
	4.1	Types of inheritance, Method overriding,	
5		**Exception handling and Multithreading**	**3**
	5.1	Overview of Exception handling methods	
6		**GUI programming in JAVA**	**3**
	6.1	Applet and applet life cycle, creating applets, AWT: working with windows, using AWT controls for GUI design Swing class in JAVA Introduction to JDBC,	

Textbooks:	
1	Herbert Schildt, 'JAVA: The Complete Reference', Ninth Edition, Oracle Press.
2	E. Balagurusamy, 'Programming with Java', McGraw Hill Education.
References:	
1	Ivor Horton, "Beginning JAVA", Wiley India.
2	DietalandDietal, "Java: How to Program", 8th Edition,PHI .
3	"JAVA Programming", Black Book, Dreamtech Press.
4	"Learn to Master Java programming", Staredu solutions

Digital material:	
1	www.nptelvideos.in
2	www.w3schools.com
3	www.tutorialspoint.com
4	https://starcertification.org/Certifications/Certificate/securejava

Suggested Experiments: Students are required to complete at least 6-7 experiments.

Sr. No.	Name of the Experiment
1	Programs on class and objects
2	Program on Packages
3	Program on 2D array, strings functions
4	Program on String Buffer and Vectors
5	Program on Multiple Inheritance
6	Program on abstract class and abstract methods.
7	Program using super and final keyword
8	Program on Exception handling
9	Program on Graphics class
10	Program on applet class
11	Program to create GUI application
*Mini Project based on the content of the syllabus(Group of 2-3 students)	

Term Work:	
1	Term work should consist of 6-7 experiments.
2	Journal must include at least 1 assignments
3	Mini Project based on the content of the syllabus(Group of 2-3 students)
4	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
5	Total 50-Marks (Experiments: 15-marks, Attendance: 05-marks, Assignments: 05-marks, Mini Project: 20-marks, MCQ as a part of lab assignments: 5-marks)

Oral & Practical exam
Based on the entire syllabus of CSL 304: **Skill based Lab Course: Object Oriented Programming with Java**

Course code	Course Name	Credits
CSM301	Mini Project A	02

Objectives	
1	To acquaint with the process of identifying the needs and converting it into the problem.
2	To familiarize the process of solving the problem in a group.
3	To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
4	To inculcate the process of self-learning and research.
Outcome: Learner will be able to…	
1	Identify problems based on societal /research needs.
2	Apply Knowledge and skill to solve societal problems in a group.
3	Develop interpersonal skills to work as member of a group or leader.
4	Draw the proper inferences from available results through theoretical/ experimental/simulations.
5	Analyze the impact of solutions in societal and environmental context for sustainable development.
6	Use standard norms of engineering practices
7	Excel in written and oral communication.
8	Demonstrate capabilities of self-learning in a group, which leads to lifelong learning.
9	Demonstrate project management principles during project work.
Guidelines for Mini Project	
1	Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
2	Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
3	Students shall submit implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini project.
4	A logbook to be prepared by each group, wherein group can record weekly work progress, guide/supervisor can verify and record notes/comments.
5	Faculty supervisor may give inputs to students during mini project activity; however, focus shall be on self-learning.
6	Students in a group shall understand problem effectively, propose multiple solution and select best possible solution in consultation with guide/ supervisor.
7	Students shall convert the best solution into working model using various components of their domain areas and demonstrate.
8	The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai.
9	With the focus on the self-learning, innovation, addressing societal problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality to be carried out in two semesters by all the groups of the students. i.e. Mini Project 1 in semester III and IV. Similarly, Mini Project 2 in semesters V and VI.
10	However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on case by case basis.

Term Work

The review/ progress monitoring committee shall be constituted by head of departments of each institute. The progress of mini project to be evaluated on continuous basis, minimum two reviews in each semester.

In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.

	Distribution of Term work marks for both semesters shall be as below:	**Marks**
1	Marks awarded by guide/supervisor based on logbook	10
2	Marks awarded by review committee	10
3	Quality of Project report	05

Review / progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines

One-year project:

1	In first semester entire theoretical solution shall be ready, including components/system selection and cost analysis. Two reviews will be conducted based on presentation given by students group. • First shall be for finalisation of problem • Second shall be on finalisation of proposed solution of problem.
2	In second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester. • First review is based on readiness of building working prototype to be conducted. • Second review shall be based on poster presentation cum demonstration of working model in last month of the said semester.

Half-year project:

1	In this case in one semester students' group shall complete project in all aspects including, • Identification of need/problem • Proposed final solution • Procurement of components/systems • Building prototype and testing
2	Two reviews will be conducted for continuous assessment, • First shall be for finalization of problem and proposed solution • Second shall be for implementation and testing of solution.

Assessment criteria of Mini Project.

Mini Project shall be assessed based on following criteria;

1	Quality of survey/ need identification
2	Clarity of Problem definition based on need.
3	Innovativeness in solutions
4	Feasibility of proposed problem solutions and selection of best solution
5	Cost effectiveness
6	Societal impact
7	Innovativeness

8	Cost effectiveness and Societal impact
9	Full functioning of working model as per stated requirements
10	Effective use of skill sets
11	Effective use of standard engineering norms
12	Contribution of an individual's as member or leader
13	Clarity in written and oral communication
	In **one year, project**, first semester evaluation may be based on first six criteria's and remaining may be used for second semester evaluation of performance of students in mini project.
	In case of **half year project** all criteria's in generic may be considered for evaluation of performance of students in mini project.

Guidelines for Assessment of Mini Project Practical/Oral Examination:

1	Report should be prepared as per the guidelines issued by the University of Mumbai.
2	Mini Project shall be accessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organizations having experience of more than five years approved by head of Institution.
3	Students shall be motivated to publish a paper based on the work in Conferences/students competitions.

Mini Project shall be assessed based on following points;

1	Quality of problem and Clarity
2	Innovativeness in solutions
3	Cost effectiveness and Societal impact
4	Full functioning of working model as per stated requirements
5	Effective use of skill sets
6	Effective use of standard engineering norms
7	Contribution of an individual's as member or leader
8	Clarity in written and oral communication