

BTECH (CSE)

Academic Year: 2021-2025 Syllabus

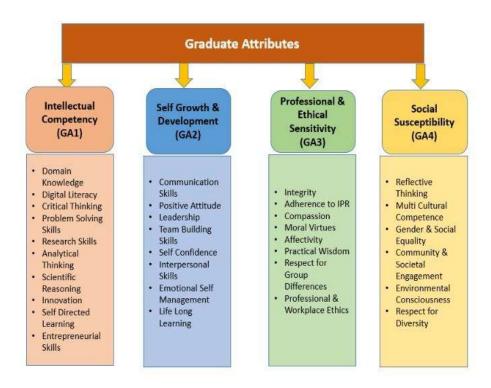
Vision of the University

The vision envisages augmenting the cause of education at all levels. As a catalyst for developing engaged and employable workforce, JRU envisions making a compelling transformation to the world through education, research and innovation that will make difference to the society and mankind.

Mission of the University

We endeavor to create the best possible learning environment for our students through dynamic research, rigorous training and efficient mentorship and are committed to the cause of making higher education accessible to all irrespective of caste, color or creed. To create an atmosphere of rigor and discipline through innovative education that helps students to understand all aspects of societal challenges and enable them to works in team to tackle multifarious problems that directly benefit society.

Graduate Attributes



Department Computer Science & Information Technology

Vision

To develop the Department of Computer Science & Information Technology as a Center for Excellence to produce leading Professionals who can serve the society with innovative skills, Computer Experts, Researchers to meet the needs of the software industry in national /global scenario responding to the challenges of ever changing world.

Mission

- We endeavor to provide the best possible learning environment to enhance innovations, research capabilities, problem solving skills, leadership qualities, team spirit and ethical responsibilities.
- To nurture the talent of the students to be successful, ethical and effective problem solvers who will contribute positively to the economic growth of the nation and prepare to respond to the challenges.

B. TECH CSE PROGRAMME

Program Educational Objectives (PEOs)

PEOs (Program Educational Objectives) relate to the career and professional accomplishments of passed out students after their graduation from the program. However, keeping the significance of contribution of the curriculum and the assessment opportunities such as examination and evaluation results, placement data, employer feedback and higher education entrance performance etc. are taken as tools for supplementary evidence to assess PEOs.

The program educational objectives of the undergraduate program in Computer Science Engineering take into consideration the university mission and the constituents' needs by producing graduates who will be able to:

PEO1: Develop foundational knowledge, technical skills and competency related to the various core and related areas of IT and ITeS in order to demonstrate good analytical, design and implementation skills.

PEO2: Establish their career in Creativity & Design of Computer Support Systems and impart knowledge and skills with proficiency in analysis, design, coding, testing, deployment, maintenance of the system and application software.

PEO3: Communicate effectively, recognize and incorporate societal needs and constraints in their professional endeavors, and practice their profession with high regard to ethical responsibilities.

PEO4: Drive scientific and societal advancement through technological innovation and entrepreneurship.

PEO5: Recognize the need for adapting to change & engage themselves in independent lifelong learning.

Program Outcome (POs)

Engineering Graduates will be able to:

- **1. Engineering knowledge**: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- **2. Problem analysis**: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- **3. Design/development of solutions**: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- **4. Conduct investigations of complex problems**: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- **5. Modern tool usage**: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- **6. The engineer and society**: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- **7. Environment and sustainability**: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
- **8. Ethics**: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- **9. Individual and team work**: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- **10.** Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
- 11. Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- **12. Life-long learning**: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Program Specific Outcome (PSOs)

The students shall have the

- 1. PSO1: Professional Skills: Ability to understand, analyze and develop computer programs/ application software in the areas related to Software Engineering, Web and Mobile Application, Artificial Intelligence, Cyber Security & Networking and Data Analysis.
- 2. PSO2: Problem Solving Skills: Ability to apply and implement standard practices and strategies in software project development using open-ended programming environments to deliver a quality product for business success.
- **3. PSO3: Successful Career:** Ability to become employable in a variety of IT companies and government sectors and for the betterment of an individual and society at large.
- **4. PSO4**: **Entrepreneurship:** Preparedness to adopt new technology with unprecedented ideas to be a successful entrepreneur or zest for higher studies.

Mapping between PEO and PSO

| Program | Pro | gram Edu | cational O | bjective (P | EO) |
|---------------------------|----------|----------|------------|-------------|------|
| Specific Outcome (PSO) | PEO1 | PEO2 | PEO3 | PEO4 | PEO5 |
| PSO1 | √ | | | | |
| PSO2 | 1 | 1 | | 1 | 1 |
| PSO3 | | | 1 | | 1 |
| PSO4 | 1 | 1 | | 1 | |

Mapping of PEO and PO

| Program | P | rogram Edu | icational Ob | jective (PE | O) |
|--------------|------|------------|--------------|-------------|------|
| Outcome (PO) | PEO1 | PEO2 | PEO3 | PEO4 | PEO5 |
| PO1 | 1 | | | 1 | 1 |
| PO2 | 1 | | | 1 | 1 |
| PO3 | | 1 | | | |
| PO4 | | 1 | | | |
| PO5 | | | ✓ | | |
| PO6 | | ✓ | ✓ | | |
| PO7 | | ✓ | ✓ | ✓ | |
| PO8 | | | ✓ | | |
| PO9 | ✓ | | | ✓ | ✓ |
| PO10 | ✓ | | 1 | | |
| PO11 | | | 1 | 1 | |
| PO12 | | 1 | | | 1 |

Course Component of BTECH program having 120 Credits

COURSE SCHEME

| | | | COURSE SCH | Œ | M] | E | | | | | | |
|----|--|--------------------|---|--------|-----|-----------|------------|--------|--------------|------|------------------|--------|
| | | | BATCH 2021- | 20 | 25 | | | | | | | |
| | BTEC | H IN CO | MPUTER SCIENCE CHOICE BAS | | | D . | ENGINEE. | KIN | G | | | |
| | | | CHOICE BAS CREDIT SYS SEMESTER I | ſΈ | M | | | | | | | |
| S. | CATEGORY | COD | COURSE | | | eri | Evalı | ıatioı | ı Schei | me | Subject | Credit |
| No | CAILGORI | E | TITLE | L | T | | Assignment | TA | Tot | ESE | Total | |
| 1 | Basic ScienceCourse | BSC101 | Physics I | 3 | 1 | 0 | 2 0 | 10 | al 30 | 70 | 100 | 4 |
| 2 | Basic ScienceCourse | BSC102 | Mathematics I | 3 | 1 | 0 | 2 0 | 10 | 30 | 70 | 100 | 4 |
| 3 | Engineering ScienceCourse | ESC101 | Basic ElectricalEngineering | 3 | 1 | 0 | 2 0 | 10 | 30 | 70 | 100 | 4 |
| 4 | Engineering Science Course | ESC102 | Engineering Graphics & Design | 1 | 0 | 0 | 2 0 | 10 | 30 | 70 | 100 | 1 |
| 5 | Humanities and Social Sciences | HSMC101 | English | 2 | | 2 | 2 0 | 10 | 30 | 70 | 100 | 3 |
| 1 | D : G : G | DCC101D | PRACTICAL /S | | | | NAL | | 20 | 1.00 | | 1 1 |
| 2 | Basic Science Course Engineering Science | BSC101P ESC101P | Physics I Lab Basic Electrical | 0 | 0 | 2 | | | 30 | 20 | 50 | 1 |
| 3 | Course Engineering Science | ESC102P | Engineering Lab EngineeringGraphics & | 0 | 0 | 2 | | | 30 | 20 | 50 | 1 |
| | Course | | Design Lab | | | | | | TC | TAL | 6 | 19 |
| | | | | | | | | | | | 5 0 | |
| | | | SEMESTER I | | | | | | | | | |
| S. | CATEGORY | COD | COURSE | | Po | eri Is | Evalı | ıatioı | 1 Schei | me | Subject Total | Credit |
| No | | E | TITLE | L | | P | Assignment | TA | Tot al | ESE | | |
| 1 | Basic ScienceCourse | BSC103 | Chemistry I | 3 | 1 | 0 | 2 | 10 | 30 | 70 | 100 | 4 |
| 2 | Basic ScienceCourse | BSC104 | Mathematics II | 3 | 1 | 0 | 0 2 | 10 | 30 | 70 | 100 | 4 |
| 3 | Engineering | ESC103 | Programming forProblem | 3 | 0 | 0 | 0 2 | 10 | 30 | 70 | 100 | 3 |
| 4 | ScienceCourse Engineering | ESC104 | Solving Workshop Practice | 1 | 0 | 0 | 2 | 10 | 30 | 70 | 100 | 1 |
| 5 | ScienceCourse Mandatory Course | MC101 | **EnvironmentalScienc | 3 | 0 | 0 | 0 2 | 10 | 30 | 70 | 100 | 0 |
| | • | | e DD A C/ELC A L /6 | 1124 | 101 | | 0 | | | | | |
| 1 | Basic ScienceCourse | BSC103P | PRACTICAL /S Chemistry I Lab | 0 0 | 0 | 2 | NAL | | 30 | 20 | 50 | 1 |
| 2 | Engineering Science | ESC103P | Programming for | 0 | 0 | 2 | | | 30 | 20 | 50 | 1 |
| 3 | Course Engineering | ESC104P | Problem SolvingLab Workshop PracticeLab | 0 | 0 | 2 | | | 30 | 20 | 50 | 1 |
| | ScienceCourse | | | | | | | | ТО | TAL | 6 5 0 | 15 |

| | | SEM | ESTER III | | | | | | | | | |
|-------|-------------------------------|-----------------|--|---|-------|----|------------|--------|--------|-----|----------------------|--------|
| C No | CATEGORY | CODE | COURSE TITLE | | Perio | ds | Evalua | tion S | Scheme | | Subject Total | Credit |
| S. No | CATEGORY | CODE | COURSE ITTLE | L | T | P | Assignment | TA | Total | ESE | | |
| 1 | Basic Science Course | BSC201 | MathematicsIII(Probability & Statistics) | 2 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 2 |
| 2 | Basic ScienceCourse | BSC202 | Biological Science for Engineers | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 3 | Engineering Science Course | ESC201 | Analog Electronics Circuit | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 4 | Professional CoreCourse | 3PCCCS201 | Data Structure AndAlgorithms | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 5 | Professional Core Course | 3PCCCS202 | Computer Organization & Architecture | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 6 | Humanities and Social Science | HSMC201 | Effective Technical Communication | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 7 | Mandatory Course | UMCBTCSE 102 | Community Engagement and Social Responsibility | 1 | 0 | 2 | 40 | 10 | 50 | 50 | 100 | 2 |
| | | PRAC | CTICAL /SESSIONAL | | | | | | | | | |
| 1 | Engineering Science Course | ESC201P | Analog Electronics Circuit Lab | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
| 2 | Professional core Course | 3PCCCS201P | Data Structure And Algorithms Lab | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
| 3 | Professional core Course | 3PCCCS202P | ComputerOrganization & Architecture Lab | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
| | | | | | | | | | TOT | AL | 750 | 25 |

| | SEMESTER IV | | | | | | | | | | | |
|----------------|---------------------------------|------------|--|----------------|-------|----------------|-----------------|-----------------|-----------------|-----------------|------------------|----------------|
| S.No. | CATEGORY | CODE | COURSE TITLE |] | Perio | ds | Evalua | tion S | Scheme | | Subject Total | Credit |
| 5.110. | CATEGORI | CODE | COOKSE TITLE | L | T | P | Assignment | TA | Total | ESE | | |
| | | ESC202 | Digital Electronics | <mark>3</mark> | 0 | 0 | <mark>20</mark> | <mark>10</mark> | <mark>30</mark> | <mark>70</mark> | 100 | <mark>3</mark> |
| 2 | Professional CoreCourse | 3PCCCS203 | Object Oriented Programming with JAVA | <mark>3</mark> | 0 | 0 | <mark>20</mark> | 10 | <mark>30</mark> | <mark>70</mark> | 100 | <mark>3</mark> |
| | | 3PCCCS204 | Discrete Mathematics | <mark>3</mark> | 1 | 0 | <mark>20</mark> | <mark>10</mark> | <mark>30</mark> | <mark>70</mark> | 100 | <mark>4</mark> |
| <mark>4</mark> | Professional CoreCourse | 3PCCCS205 | Design & Analysis of Algorithms | <mark>3</mark> | 0 | 0 | <mark>20</mark> | 10 | <mark>30</mark> | <mark>70</mark> | 100 | <mark>3</mark> |
| | Humanities and Social Science | | Professional Practice, Laws and Ethics | <mark>3</mark> | 0 | 0 | <mark>20</mark> | <mark>10</mark> | <mark>30</mark> | <mark>70</mark> | <mark>100</mark> | <mark>3</mark> |
| <mark>6</mark> | Humanities and Social Sciences | HSMC203 | Entrepreneurship | <mark>3</mark> | 0 | 0 | <mark>20</mark> | <mark>10</mark> | <mark>30</mark> | <mark>70</mark> | 100 | <mark>3</mark> |
| <mark>7</mark> | Mandatory Course | MC201 | **DisasterManagement | <mark>2</mark> | 0 | <mark>0</mark> | <mark>20</mark> | <mark>10</mark> | <mark>30</mark> | <mark>70</mark> | 100 | <mark>0</mark> |
| | | PRAC | CTICAL /SESSIONAL | | | | | | | | | |
| 1 | Engineering ScienceCourse | ESC202P | Digital Electronics Lab | 0 | 0 | <mark>4</mark> | | | <mark>30</mark> | <mark>20</mark> | <mark>50</mark> | <mark>2</mark> |
| 2 | Professional Core Course | 3PCCCS205P | Design & Analysis of Algorithms Lab | 0 | 0 | <mark>4</mark> | | | <mark>30</mark> | <mark>20</mark> | 50 | 2 |
| 3 | Professional Core Course | 3PCCCS203P | Object Oriented Programming with JAVA | 0 | 0 | 4 | | | <mark>30</mark> | <mark>20</mark> | <mark>50</mark> | 2 |
| | TOTAL 850 25 | | | | | | | | | | | |

| | | SEM | ESTER V | | | | | | | | | |
|-------|--------------------------|------------|-----------------------------------|---|-------|----|------------|--------------------------|-------|------------|-----|--------|
| S. No | CATEGORY | CODE | COURSE TITLE | | Perio | ds | Evalua | Evaluation Scheme | | | | Credit |
| 5. No | CATEGORY | CODE | COURSE IIILE | L | T | P | Assignment | TA | Total | ESE | | |
| 1 | Professional Core Course | 3PCCCS301 | DatabaseManagement Systems | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 2 | Professional Core Course | 3PCCCS302 | Formal Language & Automata Theory | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 3 | Professional Core Course | 3PCCCS304 | IT Workshop (Sci Lab/MATLAB) | 2 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 2 |
| 4 | Professional Core Course | 3PCCCS305 | Operating Systems | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 5 | Track Elective | | Track Elective - 1 | 3 | 0 | 2 | 20 | 10 | 30 | 70 | 100 | 4 |
| 6 | Mandatory Course | MC301 | **Constitution of India | 2 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 0 |
| | | PRA(| CTICAL /SESSIONAL | | | | | | | | | |
| 1 | Professional Core Course | 3PCCCS301P | Database Management Systems Lab | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
| 3 | Professional Core Course | 3PCCCS304P | IT Workshop (Sci Lab/MATLAB) | 0 | 0 | 2 | | | 30 | 20 | 50 | 1 |
| 4 | Professional CoreCourse | 3PCCCS305P | Operating Systems Lab | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
| | | | | | | • | | | TOTA | AL | 750 | 20 |

| | | SEM | ESTER VI | | | | | | | | | |
|-------|-------------------------|------------|---------------------------|---|------|-----|------------|---------|--------|-----|--------------|--------|
| C No | CATECORY | CODE | COURSE TITLE | | Peri | ods | Evalua | ation S | Scheme | | SubjectTotal | Credit |
| S.No. | CATEGORY | CODE | COURSE IIILE | L | T | P | Assignment | TA | Total | ESE | | |
| 1 | Professional CoreCourse | 3PCCCS306 | Compiler Design | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 2 | Professional CoreCourse | 3PCCCS307 | Computer Networks | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 3 | Track Elective | | Track Elective II | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 4 | Track Elective | | Track Elective III | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 5 | Track Elective | | Track Elective IV | 3 | 0 | 2 | 20 | 10 | 30 | 70 | 100 | 4 |
| 6 | Open ElectiveCourse | | Open Elective I / MOOCs I | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| | | PRA(| CTICAL /SESSIONAL | | | | | | | | | |
| 1 | Professional CoreCourse | 3PCCCS306P | Compiler DesignLab | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
| 2 | Professional CoreCourse | 3PCCCS307P | Computer NetworksLab | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
| 3 | Project | 3PROJCS301 | Project-I | 0 | 0 | 6 | 20 | 10 | 50 | 50 | 100 | 3 |
| | | | | | | | | | TOT | AL | 700 | 26 |

| | | | SEMESTER VII | | | | | | | | | |
|--------|---------------------|------------|-----------------------------|-----|-------|----|------------|---------|--------|-----|--------------|--------|
| S. No | CATEGORY | CODE | COURSE TITLE |] | Perio | ls | Evalua | ation S | Scheme | | SubjectTotal | Credit |
| 5. 110 | CATEGORI | CODE | COURSE TITLE | L | T | P | Assignment | TA | Total | ESE | | |
| 1 | Track Elective | | Track Elective V | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 2 | Track Elective | | Track Elective VI | 3 | 0 | 2 | 20 | 10 | 30 | 70 | 100 | 4 |
| 3 | Track Elective | | Track Elective VII | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 4 | Open ElectiveCourse | | Open Elective II / MOOCs II | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| | | | PRACTICAL /SESSIO | NAI | _ | | | | | | | |
| 2 | Project | 3PROJCS401 | Project-II | 0 | 0 | 8 | | | 100 | 100 | 200 | 4 |
| | | | | | | • | | • | TOTA | AL | 600 | 17 |

| | | | SEMESTER VIII | | | | | | | | | |
|--------|---------------------|------------|-------------------------------|--------|------|-----|-------------------|----|-------|-----|--------------|--------|
| S.No. | CATEGORY | CODE | COURSE TITLE | | Peri | ods | Evaluation Scheme | | | | SubjectTotal | Credit |
| S.1NO. | CATEGORY | CODE | COURSE IIILE | L | T | P | Assignment | TA | Total | ESE | | |
| 1 | Track Elective | | Track Elective VIII | 4 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 4 |
| 2 | Open ElectiveCourse | | Open Elective-III / MOOCs III | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 14 | Humanities and | HSMC402 | **Human Values& Ethics | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| | Social Sciences | | PRACTICAL /SI | ESSION | IAL | | | | | | | |
| 1 | Project | 3PROJCS402 | Project-III | 0 | 0 | 16 | | | 100 | 100 | 200 | 8 |
| | | _ | | | | | | | TOT | AL | 500 | 18 |

| ** NOTE: Qual | lifying Non Credit Course | |
|----------------------------|---------------------------|-----------|
| NOTE: 20% credit earned th | rough MOOC(SWAYAM) in t | he course |
| B.Tech(CSE) | | |
| CHOICE BASED | CREDIT SYSTEM | |
| Semester Wise Cr | redit Distribution | |
| 1 | Semester 1 | 19 |
| 2 | Semester 2 | 15 |
| 3 | Semester 3 | 25 |
| 4 | Semester 4 | 25 |
| 5 | Semester 5 | 20 |
| 6 | Semester 6 | 26 |
| 7 | Semester 7 | 17 |
| 8 | Semester 8 | 18 |
| Total C | redits | 165 |

| | | Track Elec | ctive | | | |
|-----------|-----------|--|-------|---|---|---|
| | CODE | Specialisation in SOFTWARE ENGINEERING | L | Т | P | С |
| | 3TECCS301 | Introduction to Python Programming | 3 | 0 | 2 | 4 |
| SEM V | 3TECCS302 | Fundamentals of Software Engineering | 3 | 0 | 2 | 4 |
| | 3TECCS303 | Software System Architecture | 4 | 0 | 0 | 4 |
| | 3TECCS304 | Economics of Software Engineering | 4 | 0 | 0 | 4 |
| | 3TE3CCS11 | Relational Database Management System | 3 | 0 | 2 | 4 |
| a = 1 | 3TECCS312 | Machine Learning | 3 | 0 | 0 | 3 |
| SEM VI | 3TECCS313 | Web Technology | 3 | 0 | 2 | 4 |
| | 3TECCS314 | Object Oriented Modelling and Design | 3 | 0 | 0 | 3 |
| | 3TECCS315 | Software Design | 3 | 0 | 0 | 3 |
| | 3TECCS316 | Soft Computing | 3 | 0 | 0 | 3 |
| | 3TECCS401 | Internet -of- Things | 3 | 0 | 0 | 3 |
| | 3TECCS402 | Artificial Intelligence | 3 | 0 | 2 | 4 |
| SEM | 3TECCS403 | Software Quality Assurance | 3 | 0 | 0 | 3 |
| VII | 3TECCS404 | Cryptography and Network Security | 3 | 0 | 0 | 3 |
| | 3TECCS405 | Cloud Computing | 3 | 0 | 0 | 3 |
| | 3TECCS406 | AI for games | 3 | 0 | 2 | 4 |
| | 3TECCS414 | Software Security | 4 | 0 | 0 | 4 |
| | 3TECCS415 | Software Testing | 4 | 0 | 0 | 4 |

| SEM | | Software | | T _a | L | 1. |
|-----------|--------------|------------------------------|---|----------------|---|----|
| VIII | 3TECCS416 | Maintenance | 4 | 0 | 0 | 4 |
| | | Software | | | | |
| | 3TECCS417 | Engineering | 4 | 0 | 0 | 4 |
| | | Management | | | | |
| | | Specialisation in | L | T | P | C |
| | CODE | CYBER SECURITY | | | | |
| | | Introduction to | | | | |
| | 3TECCS301 | Python | 3 | 0 | 2 | 4 |
| | | Programming | | | | |
| | | Fundamentals of | | | | |
| SEM V | 3TECCS302 | Software | 3 | 0 | 2 | 4 |
| | | Engineering | | | | |
| | 3TECCS305 | Malware Analysis | 4 | 0 | 0 | 4 |
| | 3TECCS306 | Network Security | 4 | 0 | 0 | 4 |
| | | Relational | | | | |
| | 3TECCS311 | Database | 3 | 0 | 2 | 4 |
| | STECCESTI | Management | 3 | Ŭ | _ | 7 |
| | | System | | | | |
| CEN 6 | 3TECCS312 | Machine | 3 | 0 | 0 | 3 |
| SEM VI | | Learning | | | | |
| VI | 3TECCS313 | Web Technology | 3 | 0 | 2 | 4 |
| | 3TECCS317 | Cryptography Fundamentals | 3 | 0 | 0 | 3 |
| | 3TECCS318 | Data Mining | 3 | 0 | 0 | 3 |
| | 3TECCS316 | Soft Computing | 3 | 0 | 0 | 3 |
| | | Internet -of- | | | | |
| | 3TECCS401 | Things | 3 | 0 | 0 | 3 |
| | 3TECCS402 | Artificial | 3 | 0 | 2 | 4 |
| | 3TECCS407 | Intelligence Cyber Security | 3 | 0 | 2 | 4 |
| SEM | 3TECCS407 | Biometrics | 3 | 0 | 0 | 3 |
| VII | | | | | | |
| | 3TECCS405 | Cloud Computing | 3 | 0 | 0 | 3 |
| | ATTE GGG 100 | Cyber Forensics | 2 | | | |
| | 3TECCS409 | and Investigations | 3 | 0 | 0 | 3 |
| | 3TECCS418 | Web Security | 4 | 0 | 0 | 4 |
| SEM | 3TECCS419 | Android Security | 4 | 0 | 0 | 4 |
| VIII | 3TECCS411 | Deep Learning | 4 | 0 | 0 | 4 |
| A 111 | 3TECCS420 | High Speed | 4 | 0 | 0 | 4 |
| | J1LCCDT2U | Networks | | U | Ü | Ţ |

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|-------------|-------------------|-----------------------------|--------------|----------|-------------|--|
| | | Specialisation in | L | T | P | C |
| | CODE | ARTIFICIAL | | | | |
| | | INTELLIGENC | | | | |
| | | Introduction to | | | | |
| | 3TECCS301 | Python | 3 | 0 | 2 | 4 |
| | | Programming | | | | |
| | | Fundamentals of | | | | |
| | 3TECCS302 | Software | 3 | 0 | 2 | 4 |
| SEM V | 312003302 | Engineering | 3 | | ľ | ľ |
| | | Pattern | | | | |
| | 3TECCS307 | Recognition | 4 | 0 | 0 | 4 |
| | | Intelligent | | | | 1 |
| | 3TECCS308 | systems | 4 | 0 | 0 | 4 |
| | | Relational | | | | 1 |
| | | Database | | | | |
| | 3TECCS311 | Management | 3 | 0 | 2 | 4 |
| | | System | | | | |
| | | Machine | | | 0 2 0 0 0 0 | |
| | 3TECCS312 | Learning | 3 | 0 | 0 | 3 |
| SEM | | | | + | | |
| VI | 3TECCS313 | Web Technology | 3 | 0 | 2 | 4 |
| V I | | Statistics for | | + | | |
| | 3TECCS319 | Artificial | 3 | | 0 | 3 |
| | 31ECC3319 | | 3 | U | U | 3 |
| | ATTE COGGALO | Intelligence | | 0 | 0 | 2 |
| | 3TECCS318 | Data Mining | 3 | 0 | 0 | 3 |
| | 3TECCS320 | Knowledge | 3 | 0 | 0 | 3 |
| | 21200020 | Representation | | Ů | Ŭ | Ü |
| | 3TECCS401 | Internet -of- | 3 | 0 | 0 | 3 |
| | 312005101 | Things | | 0 | Ů | 5 |
| | 3TECCS402 | Artificial | 3 | 0 | 2 | 4 |
| | 312005102 | Intelligence | | 0 | _ | |
| | | Supervised | | | | |
| SEM | 3TECCS410 | Machine | 3 | 0 | 0 | 3 |
| VII | | Learning | | | | |
| | 3TECCS411 | Deep Learning | 3 | 0 | 0 | 3 |
| | | Natural Language | | | | |
| | 3TECCS412 | | 3 | 0 | 0 | 3 |
| | | Processing | | | | |
| | 3TECCS406 | AI for games | 3 | 0 | 2 | 4 |
| | 3TECCS421 | Computer Vision | 4 | | _ | 4 |
| | | UnSupervised | · | | _ | |
| | 3TECCS422 | Machine | 4 | 0 | 0 | 4 |
| arr. | J.12005-22 | Learning | т | ľ | | [|
| SEM | | | | + | - | |
| VIII | 3TECCS423 | Introduction to | 4 | 0 | 0 | 4 |
| | 2.2005.25 | Robotics | • | ľ | | <u> </u> |
| | | | | | | t. |
| | 3TECCS424 | AI/ML Analyst | 4 | 0 | 0 | 4 |
| | | Specialisation in | L | т | P | С |
| | | WEB AND | . | * | • | ľ |
| | CODE | MOBILE | | | | |
| | | APPLICATION | | | | |
| | | Introduction to | | - | | |
| | 3TECCS301 | Python | 3 | 0 | 2 | 1 |
| | 51ECC3501 | | 3 | U | | 4 |
| | | Programming Fundamentals of | | | | <u> </u> |
| | 2TE C C C 2 2 2 2 | Fundamentals of | 2 | | | L |
| SEM V | 3TECCS302 | Software | 3 | ľ | 2 | 4 |
| | amp a aga * - | Engineering | _ | | | ļ. — |
| | 3TECCS309 | Multimedia | 3 | 0 | 2 | 4 |
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| | 3TECCS310 | Website | 3 | 0 | 2 | 4 |
| | 31ECC3310 | | 3 | U | 2 | 4 |
| | | Management Relational | | | | |
| | | Database | | | | |
| | 3TECCS311 | Management | 3 | 0 | 2 | 4 |
| | | System | | | | |
| | | Machine | | | | |
| | 3TECCS312 | Learning | 3 | 0 | 0 | 3 |
| SEM | 3TECCS313 | Web Technology | 3 | 0 | 2 | 4 |
| VI | | 0,0 | - | | | |
| | 2TE C C C 2 1 4 | Object Oriented | 2 | 0 | 0 | 2 |
| | 3TECCS314 | Modelling and | 3 | 0 | 0 | 3 |
| | | Design Computer | | | | |
| | 3TECCS321 | Graphics | 2 | 0 | 2 | 3 |
| | 3TECCS322 | Introduction to | 2 | 0 | 2 | 3 |
| | 31ECC\$322 | PHP | 2 | U | 2 | 3 |
| | 3TECCS401 | Internet -of- | 3 | 0 | 0 | 3 |
| | 31ECC5401 | Things | | U | U | 3 |
| | 3TECCS402 | Artificial | 3 | 0 | 2 | 4 |
| | 51E665.0 2 | Intelligence | | Ŭ | ļ | · |
| SEM | 3TECCS413 | Introduction to | 2 | 0 | 2 | 3 |
| VII | ATTENDED AT 1 | Android Studio | | 0 | 0 | 2 |
| | 3TECCS411 | Deep Learning | 3 | 0 | 0 | 3 |
| | 3TECCS405 | Cloud Computing | 3 | 0 | 0 | 3 |
| | 3TECCS406 | AI for games | 3 | 0 | 2 | 4 |
| | 3TECCS425 | Computer Vision | 4 | 0 | 0 | 4 |
| | 3TECCS419 | Android Security | 4 | 0 | 0 | 4 |
| SEM | 3TECCS418 | Web Security | 4 | 0 | 0 | 4 |
| VIII | | Software | | | | |
| | 3TECCS417 | Engineering | 4 | 0 | 0 | 4 |
| | | Management | | | | |

| | Open Electives | | | | | | | |
|-----|--|---|---|---|----|--|--|--|
| | Select any one in VI, VII, VIII semester | | | | | | | |
| Cod | Course Title | L | T | P | Cr | | | |
| OEC | Cryptography and Network | 3 | 0 | 0 | 3 | | | |
| OEC | Cyber Law and Ethics | 3 | 0 | 0 | 3 | | | |

Open Elective can be opted by MOOCs

The students of B.Tech CSE can opt for any of the courses offered by the other Department



SEMESTER IV



B.TECH IN COMPUTER SCIENCE ANDENGINEERING SEMESTER IV

COURSE SCHEME

| | | | SEMESTER IV | | | | | | | | | |
|--------|--------------------------------|------------|--|---------------------------|---|---------------|------------|-----|-------|-----|-----|-------|
| S.No. | CATEGORY | CODE | COURSE TITLE | Periods Evaluation Scheme | | Subject Total | Credit | | | | | |
| 5.110. | CATEGORY | CODE | COURSE TITLE | L | T | P | Assignment | TA | Total | ESE | - | V Sec |
| 1 | Engineering ScienceCourse | ESC202 | Digital Electronics | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 2 | Professional CoreCourse | 3PCCCS203 | Object Oriented Programming with JAVA | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 3 | Professional CoreCourse | 3PCCCS204 | Discrete Mathematics | 3 | 1 | 0 | 20 | 10 | 30 | 70 | 100 | 4 |
| 4 | Professional CoreCourse | 3PCCCS205 | Design & Analysis of Algorithms | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 5 | Humanities and Social Sciences | HSMC202 | Professional Practice, Laws and Ethics | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 6 | Humanities and Social Sciences | HSMC203 | Entrepreneurship | 3 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 3 |
| 7 | Mandatory Course | MC201 | **DisasterManagement | 2 | 0 | 0 | 20 | 10 | 30 | 70 | 100 | 0 |
| | 7 | | PRACTICAL/SESSIC |)NA | L | 95 | 9 | 8 0 | | 125 | 7 | 95 |
| 1 | Engineering ScienceCourse | ESC202P | Digital Electronics Lab | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
| 2 | Professional Core Course | 3PCCCS205P | Design & Analysis of Algorithms Lab | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
| 3 | Professional Core Course | 3PCCCS203P | Object Oriented Programming with JAVA | 0 | 0 | 4 | | | 30 | 20 | 50 | 2 |
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Course: Digital Electronics Course Code: ESC202

Course Objective:

The objective of this course is:

- Introduce the concept of digital and binary systems.
- Able to design and analyze sequential and combinational logic circuits.
- Reinforce the concepts, working principles and key applications of memory devices.

Course Outcome:

After studying the course, the student will be able to:

- **CO1:** Understand working of logic families and logic gates.
- CO2: Design and implement Combinational and Sequential logic circuits.
- **CO3:** Understand the process of Analog to Digital conversion and Digital to Analog conversion.
- **CO4:** Be able to use PLDs to implement the given logical problem.



| Topics | Hour s |
|--|-----------|
| Module 1: Fundamentals of Digital Systems and logic families | |
| Digital signals, digital circuits, AND, OR, NOT, NAND, NOR and Exclusive-OR operations, Boolean algebra, examples of IC gates, number systems-binary, signed binary, octal hexadecimal number, binaryarithmetic, one's and two's complements arithmetic, codes, error detecting and correcting codes, characteristics of digital ICs, digital logic families, TTL, Schottky TTL and CMOS logic, interfacing CMOS and TTL, Tri-statelogic | 07 |
| Module II: Combinational DigitalCircuits | |
| Standard representation for logic functions, K-map representation, simplification of logic functionsusing K-map, minimization of logical functions. Don't care conditions, Multiplexer, De-Multiplexer/Decoders, Adders, Subtractors, BCD arithmetic, carry look ahead adder, serial adder, ALU, elementary ALU design, popular MSI chips, digital comparator, parity checker/generator, code converters, priority encoders, decoders/drivers for display devices, Q-M method of function realization | 07 |
| Module III: Sequential circuits and systems | |
| A 1-bit memory, the circuit properties of Bistable latch, the clocked SR flip flop, J- K-T andD-typesflipflops,applicationsofflipflops,shiftregisters,applicationsofshiftregisters, serialtoparallel converter, parallel to serial converter, ring counter, sequence generator,ripple(Asynchronous) counters, synchronous counters, counters design using flip flops,specialcounter IC's, asynchronous sequential counters, applications of counters. | 07 |
| Module IV: A/D and D/A Converters | |
| Digital to analog converters: weighted resistor/converter, R-2R Ladder D/A converter, specifications for D/A converters, examples of D/A converter lCs, sample and holdcircuit, analog to digital converters: quantization and encoding, parallel comparator A/D converter, successive approximation A/D converter, counting A/D converter, dual slope A/D converter, A/D converter using voltagetofrequencyandvoltagetotimeconversion, specifications of A/D converters, example of A/D converter lCs | 07 |
| Module V: Semiconductor memories and Programmable logic devices | |
| Memory organization and operation, expanding memory size, classification and characteristics of memories, sequential memory, read only memory (ROM), | 07 |



read and write memory(RAM), content addressable included (CAM), charge de coupled device memory (CCD), commonly used included programmable logic array, Programmable array logic, complex Programmable logic devices (CPLDS), Field Programmable Gate Array (FPGA).

Suggested Reading:

- R. P. Jain, "Modern Digital Electronics", McGraw Hill Education, 2009.
- M. M. Mano, "Digital logic and Computer design", Pearson Education India, 2016.
- A. Kumar, "Fundamentals of Digital Circuits", Prentice Hall India



Course: Digital Electronics lab

Course Code: ESC202P

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List of Experiment:

- 1. To illustrate & verify the working of AND, OR & NOT GATE.
- 2. To illustrate & verify the working of Exclusive OR & Exclusive NOR GATE
- 3. To illustrate & verify the working of NAND & NOR GATE
- **4.** To Demonstrate the De-Morgan's Theorm.
- 5. To illustrate the working of Full adder & Half adder using various logic GATES.
- **6.** To illustrate the working of Full subtractor & Half subtractor using various logic GATES.
- **7.** To study IC 7404, IC 7432& IC 740 and verify the AND, OR & NOT GATE presence in it.



Course: Object Oriented Programming with Java

Course Code: 3PCCCS203

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Course Objective:

- Knowledge of the structure and model of the Java programming language
- Use the Java programming language for various programming technologies
- Evaluate user requirements for software functionality required to decide whether the Java programming language can meet user requirements
- Propose the use of certain technologies, development of code/ software by implementing them in the Java Programming language to solve the given problem

Course Outcome:

After successful completion of the course, the students are able to

- Use the syntax and semantics of java programming language and basic concepts of OOP.
- Develop reusable programs using the concepts of inheritance, polymorphism, interfaces and packages.
- Apply the concepts of Multithreading and Exception handling to develop efficient and error free codes.
- Design event driven GUI and web related applications which mimic the real word scenarios.



| Topics | Hours |
|--|-------|
| Module 1: | |
| JAVA environment. JAVA program structure, Tokens, Statements, JAVA virtual machine, Constant & Variables, Data Types, declaration of Variables, Scope of Variables, Symbolic Constants, Type Casting. Operators: Arithmetic, Relational, Logical Assignments, Increment and Decrement, Conditional, Bitwise, Special. | 05 |
| Module 2: | |
| Expressions & its evaluation. If statement, ifelse statement, Nesting of ifelse statements, elseif Ladder, Switch, ?operators, Loops –While, Do, For, Jumps in Loops, Labeled Loops. Defining a Class, Adding Variables and Methods. | 06 |
| Module 3: | |
| Creating Objects, Accessing Class Members, Constructors, Methods Overloading, Static Members, Nesting of Methods. Inheritance: Extending a Class, Overriding Methods, Final Variables and Methods, Final Classes, Finalize Methods, Abstract methods and Classes, Visibility Control. Arrays: One Dimensional & two Dimensional, strings, Vectors, wrapper Classes, Defining Interface Extending Interface, Implementing Interface, Accessing Interface Variable, System Packages, Using System Package Adding a Class to a Package, Hiding Classes. | 10 |
| Module 4: | |
| Creating Threads, Extending the Threads Class, Stopping and Blocking a Thread, Life Cycle of a Thread, Using Thread Methods, Thread Exceptions, Thread Priority, Synchronization, Implementing the Executable Interface. Local and Remote Applets Vs Applications, Writing Applets, Applets Life Cycle, Creating an Executable Applet, Designing a Web Page, Applet Tag, Adding Applet to HTML File, Running the Applet, Passing Parameters to Applets, Aligning the Display, HTML Tags & Applets, Getting Input from the User. | 09 |

Suggested Readings:

- 1. Programming with Java, E.Balaguruswamy, TMH.
- 2. Core Javafor beginners, RASHMI Kanta Das, Vikas pub.



Course: Object Oriented Programming with Java Lab

Course Code: 3PCCCS203

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List of Experiment:

- 1. Program to find square root of given number
- 2. Program to enter principal, rate & time and find simple interest
- 3. Program to find whether a year is leap year or not
- 4. Program to enter a number from keyboard and find out Fibonacci series
- 5. Program to enter a number from keyboard and find out factorial of the number
- 6. Program to enter a number from keyboard and check whether the number is palindrome or not
- 7. Program to enter a number from keyboard and print the prime numbers present within it
- 8. Program to enter a number from keyboard and determine whether it is Armstrong or not.
- 9. Program to demonstrate switch statement
- 10. To swap two numbers without using third variable
- 11. To find the greatest among 3 numbers
- 12. Program to sort an array in an ascending order
- 13. Program to find out the sum and average of the elements present in an array
- 14. Program to add the elements of two different two dimensional array.
- 15. Program to find out the biggest and smallest number from a matrix.
- 16. Program to implement the concept of final class
- 17. Program to o implement the concept of interface
- 18. Program to reverse a specified string.
- 19. Write a program in java to show the user defined package.
- 20. Program to create an applet
- 21. Program to implement the concept of thread



Course: Discrete mathematics **Course Code**: 3PCCCS205

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Course Objectives:

To expose the students to the following:

- Propositional function, quantifiers, rules of inference.
- Binary relations, posets, Hasse diagram, lattice, Functions, and pigeonhole principle.
- How to generate various types of set, relation and functions recursively and solve them.
- Various concepts in graphs like its representation, planar graphs, graph coloring and trees

Course Outcomes

After successful completion of course the student should be able to:

CO1: Know how to represent various statements using set, relations, functions, permutations and combinations, groups, graphs and trees

CO2: Use logical notations to formulate and reason about fundamental mathematical concepts such as sets, relations, functions and algebraic structures

CO3: Analyse the growth of functions and real world problems using various concepts like recurrence relations, graph coloring, etc.

CO4: Model and solve real world problems using graphs and trees.



| Topics | Hours |
|---|-------|
| Module 1: Sets, Relation and Function Operations and Laws of Sets, Cartesian Products, Binary Relation, Partial Ordering Relation, Equivalence Relation, Image of a Set, Sum and Product of Functions, Bijective functions, Inverse and Composite Function, Size of a Set, Finite and infinite Sets, Countable and uncountable Sets, Cantor's diagonal argument and The Power Set theorem, Schroeder-Bernstein theorem. | 10 |
| Module 2: Principles of Mathematical Induction The Well-Ordering Principle, Recursivedefinition, The Division algorithm: Prime Numbers, The Greatest Common Divisor: Euclidean Algorithm, The Fundamental Theorem of Arithmetic. Basic counting techniques-inclusion and exclusion, pigeon-hole principle, permutation and combination. | 08 |
| Module 3: Propositional Logic Syntax, Semantics, Validity and Satisfiability, Basic Connectives and Truth Tables, Logical Equivalence: The Laws of Logic, Logical Implication, Rules of Inference, The use of Quantifiers. Proof Techniques: Some Terminology, Proof Methods and Strategies, Forward Proof, Proof by Contradiction, Proof by Contraposition, Proof of Necessityand Sufficiency. | 07 |
| Module 4: Algebraic Structures and Morphism Algebraic Structures with one Binary Operation, Semi Groups, Monoids, Groups, Congruence Relation and Quotient Structures, Free and Cyclic Monoids and Groups, Permutation Groups, Substructures, Normal Subgroups, Algebraic Structures with two Binary Operation, Rings, Integral Domain and Fields. Boolean Algebra and Boolean Ring, Identities of Boolean Algebra, Duality, Representation of Boolean Function, Disjunctive and Conjunctive Normal Form | 09 |
| Module 5: Graphs and Trees Graphs and their properties, Degree, Connectivity, Path, Cycle, Sub Graph, Isomorphism, Eulerian and Hamiltonian Walks, Graph Colouring, Colouring maps and Planar Graphs, Colouring Vertices, Colouring Edges, List Colouring, Perfect Graph, definition properties and Example, rooted trees, trees and sorting, weighted trees and prefix codes, Bi- connected component and Articulation Points, Shortest distances. | 06 |

Suggested readings:

- J.P. Tremblay and R. Manohar, Discrete Mathematical Structure and It's Application to Computer Science", TMG Edition, TataMcgraw-Hill
- Norman L. Biggs, Discrete Mathematics, 2nd Edition, Oxford University Press. Schaum's Outlines Series, Seymour Lipschutz, Marc Lipson,
- Discrete Mathematics, Tata McGraw Hill



Course: Design and Analysis of Algorithms

Course Code: 3PCCCS205

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Course Objectives:

- Analyze the asymptotic performance of algorithms. Write rigorous correctness proofs for algorithms. To understand concepts about searching and sorting techniques
- Demonstrate a familiarity with major algorithms and data structures.
- Apply important algorithmic design paradigms and methods of analysis.
- Synthesize efficient algorithms in common engineering design situations.

Course Outcome:

- **CO1:** For a given algorithms analyze worst-case running times of algorithms based on asymptotic analysis and justify the correctness of algorithms.
- CO2: Describe the greedy paradigm and explain when an algorithmic design situation calls for it. For a given problem develop the greedy algorithms.
- CO3: Describe the divide-and-conquer paradigm and explain when an algorithmic design situation calls for it. Synthesize divide-and-conquer algorithms. Derive and solve recurrence relation.
- CO4: Describe the dynamic-programming paradigm and explain when an algorithmic design situation calls for it. For a given problems of dynamic-programming and develop the dynamic programming algorithms, and analyze it to determine its computational complexity.
- CO5: For a given model engineering problem model it using graph and write the corresponding algorithm to solve the problems. Explain the ways to analyze randomized algorithms (expected running time, probability of error). Explain what an approximation algorithm is. Compute the approximation factor of an approximation algorithm (PTAS and FPTAS).



| Topics | Hours |
|--|-------|
| Module 1: Introduction | |
| Introduction: Characteristics of algorithm. Analysis of algorithm: Asymptotic analysis of complexity bounds – best, average and worst-case behavior; Performance measurements of Algorithm, Time and space trade- offs, Analysis of recursive algorithms through recurrence relations: Substitution method, Recursion tree method and Masters' theorem | 08 |
| Module 2: Fundamental Algorithmic Strategies | |
| Fundamental Algorithmic Strategies: Brute -Force, Greedy, Dynamic Programming, Branch-and-Bound and Backtracking methodologies for the design of algorithms; Illustrations of these techniques for Problem-Solving, Bin Packing, Knap Sack TSP. Heuristics – characteristics and their application domains. | 08 |
| Module 3: Graph and Tree Algorithms | |
| Graph and Tree Algorithms:Traversal algorithms:Depth First Search (DFS) and Breadth First Search(BFS), Shortest path algorithms, Transitive closure, Minimum Spanning Tree,Topological sorting, Network Flow Algorithm. | 05 |
| Module 4: Tractable and Intractable Problems | |
| Tractable and Intractable Problems: Computability of Algorithms, Computability classes – P, NP, NP-complete and NP-hard. Cook's theorem, Standard NP-complete problems and Reduction techniques. | 04 |
| Module 5: Advanced Topics | |
| Advanced Topics: Approximation algorithms, Randomized algorithms, Class of problems beyond NP – P SPACE | 05 |



Text/Reference Books:

- Introduction to Algorithms, 4TH Edition, Thomas H Cormen, Charles E Lieserson, Ronald L Rivest and Clifford Stein, MIT Press/McGraw-Hill. Fundamentals of Algorithms E. Horowitz et al.
- Algorithm Design, 1ST Edition, Jon Kleinberg and ÉvaTardos, Pearson. Algorithm Design: Foundations, Analysis, and Internet Examples, Second Edition, Michael T Goodrich and Roberto Tamassia, Wiley. Algorithms—A Creative Approach, 3RD Edition, UdiManber, Addison-Wesley, Reading, MA.



Course: Design and Analysis of Algorithms Lab

Course Code: 3PCCCS205P

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List of Experiment:

- 1. To implement Binary Search.
- 2. To implement Longest Common Subsequence (LCS).
- 3. To implement Matrix Chain Multiplication (MCM).
- 4. To implement Travelling Salesman Problem (TSP)
- 5. To implement MST using Kruskal's algorithm.
- 6. To implement MST using Prim's algorithm.
- 7. To implement DFS on a graph.
- 8. To implement BFS on a graph
- 9. To implement Dijkstra algorithm.
- 10. To implement 0/1 knapsack problem.
- 11. To implement Quick sort.
- 12. To implement Merge sort.
- 13. To implement Huffman Coding technique.
- 14. To implement All Pairs Shortest Path Problem(i.e Floyd-Warshall Algorithm)



Course: Professional Practice, Law & Ethics

Course Code: HSMC202

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Course Objective:

- To make the students understand the types of roles they are expected to play in the society as practitioners of the civil engineering profession.
- To develop some ideas of the legal and practical aspects of their profession.

Course Outcome:

- To familiarise the students to what constitutes professional practice, introduction of various stakeholders and their respective roles; understanding the fundamental ethicsgoverning the profession
- To give a good insight into contracts and contracts management in civil engineering, dispute resolution mechanisms; laws governing engagement of labour
- To give an understanding of Intellectual Property Rights, Patents.
- To make the students understand the types of roles they are expected to play in the society as practitioners of the civil engineering profession
- To develop good ideas of the legal and practical aspects of their profession



| Topics | Hours |
|---|-------|
| Module 1: Professional Practice & Professional Ethics Professional Practice – Respective roles of various stakeholders: Government (constituting regulatory bodies and standardization organizations, prescribing norms to ensure safety of the citizens); Standardization Bodies (ex. BIS, IRC)(formulating standards of practice); professional bodies (ex. Institution of Engineers(India), Indian Roads Congress, IIA/ COA, ECI, Local Bodies/ Planning Authorities) (certifying professionals and offering platforms for interaction); Clients/ owners (role governed by contracts); Developers (role governed by regulations such as RERA); Consultants (role governed by bodies such as CEAI); Contractors (role governed by contracts and regulatory Acts and Standards); Manufacturers/ Vendors/ Service agencies (role governed by contracts and regulatory Acts and Standards) Professional Ethics – Definition of Ethics, Professional Ethics, Business Ethics, Corporate Ethics, Engineering Ethics, Personal Ethics; Code of Ethics as defined in the website ofInstitution of Engineers (India); Profession, Professionalism, Professional Responsibility, Professional Ethics; Conflict of Interest, Gift Vs Bribery, Environmental breaches, Negligence, Deficiencies in state-of-the-art; Vigil Mechanism, Whistleblowing, protected disclosures. | 08 |
| Module 2:General Principles of Contracts Management Indian Contract Act, 1972 and amendments covering General principles of contracting; Contract Formation & Law; Privacy of contract; Various types of contract and their features; Valid & Voidable Contracts; Prime and sub-contracts; Joint Ventures & Consortium; Complex contract terminology; Tenders, Request For Proposals, Bids & Proposals; Bid Evaluation; Contract Conditions & Specifications; Critical /"Red Flag" conditions; Contract award & Notice To Proceed; Variations & Changes in Contracts; Differing site conditions; Cost escalation; Delays, Suspensions & Terminations; Time extensions & Force Majeure; Delay Analysis; Liquidated damages & Penalties; Insurance & Taxation; Performance and Excusable Non-performance; Contract documentation; Contract Notices; Wrong practices in contracting (Bid shopping, Bid fixing, Cartels); Reverse auction; Case Studies; Build-Own-Operate & variations; Public-Private Partnerships; International Commercial Terms | 06 |
| Module 3:Dispute Resolution Mechanisms Arbitration – meaning, scope and types – distinction between laws of 1940 and 1996; UNCITRAL model law – Arbitration and expert determination; Extent of judicial intervention; International commercial arbitration; Arbitration agreements – essential and kinds, validity, reference and interim measures by court; Arbitration tribunal – appointment, challenge, jurisdiction of arbitral tribunal, powers, grounds of challenge, procedure and court assistance; Award including Form and content, Grounds for setting aside an award, Enforcement, Appeal and Revision; Enforcement of foreign awards – New York and Geneva Convention Awards; Distinction between conciliation, negotiation, mediation and arbitration, confidentiality, resort to judicial proceedings, costs; Dispute Resolution Boards; Lok Adalats | 07 |
| Module 4: Labour & other Laws | 04 |

Role of Labour in Civil Engineering; Methods of engaging labour- on rolls, labour sub-contract, piece

rate work; Industrial Disputes Act, 1947; Collective bargaining; Industrial Employment (Standing Orders) Act, 1946; Workmen's Compensation Act, 1923; Building & Other Construction Workers (regulation of employment and conditions of service) Act (1996) and Rules (1998); RERA Act 2017, NBC 2017

Module 5:Intellectual Property Management

Meaning of intellectual property, main forms of IP, Copyright, Trademarks, Patents and Designs, Secrets; Law relating to Copyright in India including Historical evolution of Copy Rights Act, 1957, Meaning of copyright – computer programs, Ownership of copyrights and assignment, Criteria of infringement, Piracy in Internet – Remedies and procedures in India; Law relating to Patents under Patents Act, 1970 including Concept and historical perspective of patents law in India, Patentable inventions with special reference to biotechnology products, Patent protection for computer programs, Process of obtaining patent – application, examination, opposition and sealing of patents, Patent cooperation treaty and grounds for opposition, Rights and obligations of patentee, Duration of patents – law and policy considerations, Infringement and related remedies

05

Text/Reference Books:

- B.S. Patil, Legal Aspects of Building and Engineering Contracts, 1974.
- The National Building Code, BIS, 2017
- RERA Act. 2017
- Meena Rao (2006), Fundamental concepts in Law of Contract, 3rd Edn. ProfessionalOffset
- Neelima Chandiramani (2000), The Law of Contract: An Outline, 2nd Edn. AvinashPublications Mumbai
- Avtarsingh (2002), Law of Contract, Eastern Book Co.
- Dutt (1994), Indian Contract Act, Eastern Law House
- Anson W.R. (1979), Law of Contract, Oxford University Press
- Kwatra G.K. (2005), The Arbitration & Conciliation of Law in India with case law on UNCITRAL Model Law on Arbitration, Indian Council of Arbitration
- Wadhera (2004), Intellectual Property Rights, Universal Law Publishing Co.



Course: Entrepreneurship Course Code: HSMC203

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Course Objective:

- To develop an understanding of the concepts of project, types of projects, project identification, and Project's life cycle, Forms of Project Organization and human aspects of Project Management.
- To help students understand the importance of social cost and benefit analysis and its UNIDO approach. It also includes network technique for project management, scheduling, PERT, CPM model and network cost system.
- To incorporate the understanding of capital budgeting of an organization, including discounted and nondiscounted techniques, cost over- run, Project control and information system.
- To enable learners to understand the Significance of entrepreneurship in economic development qualities of entrepreneur, Entrepreneurship development programs and role of various institutions in developing entrepreneurship, life cycles of new business and steps for setting up a new industry.

Course Outcome:

On completion of the Course, the students will be able to:

- **CO 1:** Understand the Concept of project, characteristics of projects, Identify the type of project and Project's life cycle, as well as steps for Successful Project Implementation.
- **CO 2:** Analyse the project from technical, financial, market- demand and economic feasibility and analyse the difference between the CBA and SCBA. Create and formulate linear programming and integer programming model, project network and estimation of time and critical path in PERT and CPM model.
- **CO 3:** Evaluate capital budgeting system of an organization through discounted and non-discounted techniques like NPV, IRR, Profitability index, ARR and Payback period.
- **CO 4:** Understand entrepreneurship Development and role of institution like SIDO, MDI, EDI, AISSIB, NIESBUD etc. Also the students will analyze all the factors for success and failure of a new business.

| Topics | Hours | | |
|--|-------|--|--|
| Module 1: Introduction to Project Management | | | |
| Concept, characteristics of projects, types of projects, project identification, and Project's life cycle, Forms of Project Organization, Human Aspects of Project Management, Pre-requisites for Successful Project Implementation | 04 | | |
| Module 2:Project Feasibility | | | |
| Market feasibility, technical feasibility, financial feasibility, and economic feasibility, social cost-benefit analysis, project risk analysis Network Analysis, Requirements for Network Analysis, Critical Path Method (CPM), Programme Evaluation and Review Technique (PERT) | 08 | | |
| Module 3: Financial appraisal/evaluation techniques | | | |
| Estimation of Cash Flows, discounted/non-discounted cash flows; Net present values, profitability index, Internal rate of returns; Cost benefits ratio; Accounting rate of return, Payback period, Project implementation; Cost overrun, Project control and information system | 08 | | |
| Module 4: Entrepreneurship Development | | | |
| Significance of entrepreneurship in economic development qualities of entrepreneur, entrepreneurship development programs and role of various institutions in developing entrepreneurship, life cycles of new business, environmental factors affecting success of a new business, reasons for the failure and visible problems for business, Developing effective business plans, Procedural steps in setting up of an industry | 10 | | |

Suggested Reading:

- Chandra P. 2005. Project Management. Tata McGraw Hill.13
- Gopal Krishan P & Nagarajan K. 2005. Project Management. New Age.
- Hisrich RD & Peters MP. 2002. Entrepreneurship. Tata McGraw Hill.
- Kaplan JM. 2003. Patterns of Entrepreneurship. John Wiley & Sons.
- Nandan H. 2007. Fundamentals of Entrepreneurship Management. Prentice Hall.
- Ramamoorthy VE. 2005. Textbook of Project Management. MacMillan



Course: Disaster Management**

Course Code: MC201

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Course Objective:

- Develop an understanding of the key concepts, definitions a key perspectives of All Hazards Emergency Management
- Understand the Emergency/Disaster Management Cycle
- Have a basic understanding for the history of Emergency Management
- Develop a basic under understanding of Prevention, Mitigation, Preparedness, Response and Recovery
- Develop a basic understanding for the role of public a private partnerships.

Course Outcome:

CO1: Understanding foundations of hazards, disasters and associated natural/social phenomena.

CO 2: Familiarity with disaster management theory (cycle, phases)

CO 3: Knowledge about existing global frameworks and existing agreements (e.g. Sendai)

CO 4: Methods of community involvement as an essential part of successful DRR.

| Topics | Hours |
|---|-------|
| Module 1: | |
| Understanding Disasters: Understanding the concepts and definitions of disaster, hazard, vulnerability, risk, importance, dimensions & scope of Disaster Management, Disaster Management cycle and disaster profile of India. | 04 |
| Module 2:Project Feasibility | |
| Types, Trends, Causes, Consequences and Control of Disaster: Geological Disasters (earthquakes, landslides, tsunami, mining);Hydro-Meteorological Disasters (floods, cyclones, lightning, thunder-storms, hail storms, avalanches, droughts, cold and heat waves); Biological Disasters (epidemics, pest attacks, forest fire); Technological Disasters (chemical, industrial, radiological, nuclear, bomb threat, explosion) and Man-made Disasters (building collapse, rural and urban fire, road and rail accidents, nuclear, radiological, chemicals and biological disasters; terrorist attack, , sudden shooting);Global Disaster Trends–Emerging Risks of Disasters–Climate Change and Urban Disasters; Financial emergency(risk of eviction, risk in arrears, sudden health emergency, family emergency, unexpected loss of income). | 08 |
| Module 3: | |
| Prevention and Mitigation of Disaster :Disaster Mitigation: meaning and concept, Disaster Mitigation Strategies Emerging Trends in Disaster Mitigation, Mitigation management, Role of Team and Coordination. Disaster Preparedness: Concept & Nature, Disaster Preparedness Plan, Preventions. Roles & Responsibilities of Different Agencies and Government, Technologies for Disaster Management. Early Warning System; Preparedness, Capacity Development; Awareness during Disaster. | 08 |
| Module 4: | |
| Applications of Science and Technology for Disaster Management & Mitigation: Geo- informatics in Disaster Management (RS, GIS, GPS and RS) Disaster Communication System (Early Warning and Its Dissemination) Land Use Planning and Development, Regulations, Disaster Safe Designs and Constructions, Structural and Non Structural Mitigation of Disasters. | 10 |

Suggested Reading:

- 1. Disaster Management- J. P. Singhal, Laxmi Publications.
- 2. Disaster Management Dr. Mrinalini Pandey, Wiley India Pvt. Ltd.
- 3. Disaster Science and Management- Tushar Bhattacharya, McGraw Hill Education (India) Pvt. I td
- 4. Disaster Management: Future Challenges and Opportunities Jagbir Singh, K W Publishers Pvt. Ltd.