

## **Syllabus**

B. Tech. Information Technology (Third Year Semester V and VI)

## From Academic Year 2022–23 (SVU 2020)

Approved by FOET 06/05/2022 and Academic Board 06/07/2022 TY B.Tech./IT/Revision 1.0



K. J. Somaiya College of Engineering, Vidyavihar, Mumbai – 77 (A Constituent college of Somaiya Vidyavihar University)

(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

It is notified for information of all concerned that the Board of Studies at its meeting held on 19/04/2022 and the subsequent meeting of Faculty of Engineering & Technology held on 06/05/2022 and the Academic Council held on 06/07/2022 amended the syllabus of TY B.Tech. in Information Technology and same be brought in to force from Academic Year 2022-23 with immediate effect. The notification and revised syllabus is uploaded on website.

Date: 08/07/2022 HOD, IT

(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

#### Preamble

Technology is an integral part of everyday life. An Engineering education in Information Technology gives broad exposure to various technical subjects that develop skills that are transferable to most industries such as problem solving, decision making, innovation, project management, team working and communication which will contribute to a rapidly changing technological environment.

Academic Autonomy conferred by the University of Mumbai from the Academic Year 2014-15, gave us the freedom to develop and implement our own curriculum KJSCE2014 with features such as inclusion of choice based Interdisciplinary Course (IDC), Audit Courses, Add on Credit Courses, Add on Audit Courses, Exposure Courses, etc. Our revision in syllabus KJSCE2018, was introduced from the academic year 2018-19, has been designed based on the revised AICTE guidelines as well as various accrediting bodies. Some of the highlights of the KJSCE2018 syllabus are: more focus on hands on, wide choice for branch specific electives, more number of open or interdisciplinary electives, streamlined courses based on thrust areas, increased opportunity for internships, etc. Laboratory courses like Programming labs will enhance the practical skills of the students.

With the formulation of Somaiya Vidyavihar University, the curriculum of SVU 2020 started from the academic year 2020-2021. Some of the highlights are introduction of Minor degree, Honor degree. More option for programming Laboratory courses including a course of Competitive Programming laboratories to prepare the students better in terms of programming skills.

We at IT department of KJSCE endeavor continuously to enable our students to move forward and confidently embrace change rather than follow; to innovate rather than stagnate and to initiate rather respond to become efficient technocrats and dynamic entrepreneurs.

Dr. Ujwala Bhangale Head, Chairperson Board of Studies Department of Information Technology

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#### **Department of Information Technology**

#### Vision

To become a center of excellence for holistic education by preparing world class professionals in the dynamic field of Information Technology.

### **Mission**

Providing quality education to,

- Develop competent IT professionals with ethical values and enable them in lifelong learning
- Promote conducive ambience for research and creativity

### **Program Educational Objectives (PEO)**

A graduate of Information Technology will

**PEO1:** Excel in professional career and contribute to social needs through Information Technology

PEO2: Pursue higher education, conduct research, demonstrate professionalism and ethics

**PEO3:** Exhibit innovation, adaptability, team work, leadership and communication skills

### **Program Outcomes (PO):**

Engineering Graduates will be able to:

- **PO1: Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- **PO2: 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.
- **PO3: 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.
- **PO4:** 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.
- **PO5:** 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.
- **PO6:** The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, cultural, environmental, health, safety and legal issues relevant to the professional engineering practice; understanding the need of sustainable development.
- **PO7:** Multidisciplinary competence: Recognize/ study/ analyze/ provide solutions to real-life problems of multidisciplinary nature from diverse fields.
- **PO8: Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- **PO9: Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

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#### **Department of Information Technology**

- **PO10:** 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.
- **PO11: 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.
- **PO12: 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 Outcomes**

- **PSO 1:** Articulate, design, implement reliable, scalable, secure IT based solutions using latest practices and technologies.
- **PSO 2:** Demonstrate competency of data analytics, interpretation, artificial intelligence in design and development of software systems.

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Acron	ym for category of courses	Acrony	ms used in syllabus document
Acronym	Definition	Acronym	Definition
BS	Basic Science Course	CA	Continuous Assessment
ES	Engineering Science	ESE	End Semester Exam
HS	Humanities and Social Sciences including Management Course	IA	Internal Assessment
PC	Professional Core Course	0	Oral
PE	Professional Elective Course	P	Practical
OE	Open Elective Course	P&O	Practical and Oral
LC	Laboratory Course	TH	Theory
PR	Project	TUT	Tutorial
AC	Audit Course	TW	Term work
AOCC	Add on Credit Course	ISE	In semester exam
AOAC	Add on Audit Course	CO	Course Outcome
AVAC	Add on Value Audit Course	PO	Program Outcome
EX	Exposure Course	PSO	Program Specific Outcome
I	Interdisciplinary Course		

### Acronyms used in Course Code e.g. 116U04C501

Acronym	Definition
Serially as per code	
1	First revision after Somaiya Vidyavihar University
	(First revision SVU 2020)
16	College code for KJSCE
U	Undergraduate
04	Department of Information Technology
C	Core Course
L	Laboratory Course
P	Project
E	Elective
T	Tutorial
S	Common to all
M	Mandatory Non Credit Course
5	5- Semester 5 / 6- Semester 6
01	Course Number

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### Semester V Credit Scheme

Course Code	Course Name	Teaching Scheme (Hrs.) TH – P – TUT	Total (Hrs.)	Credits Assigned TH – P – TUT	Total Credits	Course Category
116U04C501	Theory of Computation	3-0-1	04	3 - 0 - 1	4	PC
116U04C502	Operating System	3 - 0 - 0	03	3 - 0 - 0	3	PC
116U04C503	Information and Network Security	3-0-0	03	3-0-0	3	PC
116U04E5XX	Departmental Elective- I	3-0-0	03	3-0-0	3	PE
116U06O5XX	Open elective Technical	3-0-0	03	2 - 0 - 0	2	OE
116U06H5XX	Open Elective Humanities/ Management	2-0-0	02	2-0-0	2	HS
116U04L501	Web Programming - II (Server Side)	0-4-0	04	0 - 2 - 0	2	PC
116U04L502	Operating System Laboratory	0 - 2 - 0	02	0 - 1 - 0	1	PC
116U04L503	Information and Network Security Laboratory	0-2-0	02	0 - 1 - 0	1	PC
116U04L5XX	Departmental Elective-I Laboratory	0-2-0	02	0 - 1 - 0	1	PE
,	Total	17 - 10 - 01	28	16 - 05 - 01	22	

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## Core electives streams (Semester V to Semester VII)

Streams	ELECTIVE – I Sem V	ELECTIVE – II Sem VI	ELECTIVE – III Sem VII	ELECTIVE-IV Sem VII
Artificial Intelligence	Artificial Intelligence	Exploratory Data Analytics	Machine Learning	Deep Learning
Information Security	Cyber Laws	Vulnerability Analysis And Penetration Testing	Digital Forensic	Malware analysis
Computer Vision	Computer Graphics And Virtual Reality	Digital Signal And Image Processing	Computer Vision	Applications Of Image Processing
Application Development	UI Programming	Development Frameworks 1 Development Frameworks 2	Digital Marketing	DevOps
Data And Network Infrastructure	Advanced Computer Network	Internet Of Things	Massive Online Data analytics	High Performance Computing
				Cyber Physical Systems And Security

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### **Semester V Departmental Elective-I Courses**

<b>Course Code</b>	Name of the course
116U04E511	Artificial Intelligence
116U04E512	Cyber Laws
116U04E513	Computer Graphics and Virtual Reality
116U04E514	UI Programming
116U04E515	Advanced Computer Network

### Semester V Open Elective Courses (Technical) offered by I.T. Department

Course Code	Name of the course
116U06O541	Development with Go
116U06O542	Fundamentals of Cloud Computing
116U06O543	Foundations of Cyber Security
116U06O544	E-Business

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## <u>Semester V</u> <u>Examination Scheme</u>

<b>Course Code</b>	Course Name	Examination Scheme								
				Marks						
		C	A	ESE	TW	0	P	P&O	Total	
		ISE	IA	ESE	1 **	O	1			
116U04C501	Theory of Computation	30	20	50	25				125	
116U04C502	Operating System	30	20	50	1			1	100	
116U04C503	Information and Network Security	30	20	50					100	
116U04E5XX	Departmental Elective- I	30	20	50	-1			1	100	
116U06O5XX	Open elective Technical	30	20						50	
116U06H5XX	Open Elective Humanities/ Management	30	20	1	- 1		1	1	50	
116U04L501	Web Programming – II (Server Side)			-	50			50	100	
116U04L502	Operating System Laboratory			-	25	25			50	
116U04L503	Information and Network Security Laboratory				25		25		50	
116U04L5XX	Departmental Elective-I Laboratory				25	25			50	
	Total	180	120	200	150	50	25	50	775	

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### Semester VI **Credit Scheme**

Course Code	Course Name	Teaching Scheme (Hrs.) TH – P – TUT	Total (Hrs.)	Credits Assigned TH – P – TUT	Total Credits	Course Category
116U04C601	Object Oriented Software Engineering	3-0-0	03	3-0-0	3	PC
116U04C602	Modeling and Simulation	3-0-0	03	3-0-0	3	PC
116U04C603	Cloud Computing	3-0-0	03	3-0-0	3	PC
116U04E6XX	Departmental Elective-II	3-0-0	03	3-0-0	3	PE
116U06O6XX	Open Elective Technical	3-0-0	03	2-0-0	2	OE
116U06H6XX	Open Elective Humanities/ Management	2-0-0	02	2-0-0	2	HS
116U04L601	Object Oriented Software Engineering Laboratory	0 - 2 - 0	02	0-1-0	1	PC
116U04L602	Modeling and simulation Laboratory	0-2-0	02	0-1-0	1	PC
116U04L603	Cloud Computing Laboratory	0 - 2 - 0	02	0 - 1 - 0	1	PC
116U04L6XX	Departmental Elective-II Laboratory	0 - 2 - 0	02	0-1-0	1	PE
116U04P601	Mini project	0 - 2 - 0	02	0 - 2 - 0	2	PR
116U06N5XX	Mandatory Non Credit Course	1 - 0 - 0	01	0-0-0		MNCC
	Total	18 - 10 - 0	28	16 - 06 - 0	22	

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### **Semester VI Departmental Elective-II Courses**

Course code	Name of the Course
116U04E611	Exploratory Data Analytics
116U04E612	Vulnerability Analysis And Penetration Testing
116U04E613	Digital signal and Image Processing
116U04E614	Development Framework 1
116U04E615	Internet of Things
116U04E616	Development Framework 2

### Semester VI Open Elective Courses offered by I.T. Department

Couse code	Name of the Course
116U06O641	User Interface Design and User Experience
116U06O642	Tools and Techniques for Ethical hacking
116U06O643	Blockchain
116U06O644	Software Program Management

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## Semester VI Examination Scheme

					Mark	KS			
<b>Course Code</b>	Course Name	C	A	FIGE			_	P	
		ISE	IA	ESE	TW	O	P	& O	Total
116U04C601	Object Oriented Software Engineering	30	20	50		-	-	1	100
116U04C602	Modeling and Simulation	30	20	50					100
116U04C603	Cloud Computing	30	20	50				1	100
116U04E6XX	Departmental Elective-II	30	20	50	-1	1	1	1	100
116U06O6XX	Open Elective Technical	30	20	1		1	1	1	50
116U04H6XX	Open Elective Humanities/ Management	30	20	1	-	1	1	1	50
116U04L601	Object Oriented Software Engineering Laboratory	1	1	1	25	1	1	25	50
116U04L602	Modeling and Simulation Laboratory	1	1	I	25	25	1	1	50
116U04L603	Cloud Computing Laboratory	-	-		25	-	-	50	75
116U04L6XX	Departmental Elective-II Laboratory				25	25		1	50
116U04P601	Mini project				25	25			50
116U06N5xx	Mandatory Non Credit Course								
	Total	180	120	200	125	75		75	775

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## **Semester V**

## TY B. Tech. Information Technology

(KJSCE SVU 2020)

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#### **Department of Information Technology**

Course Code	Course Title							
116U04C501	Theory of Computation						ion	
		TH				TUT*		Total
Teaching Scheme(Hrs.)		3				1		4
Credits Assigned		3					1	4
	Marks							
Examination Scheme	C	CA		TW		0 0	D. C.	Total
Examination Scheme	ISE	IA	ESE	1 77	О	P	P&O	1 otai
	30	20	50	25				125

**Course prerequisites:** Discrete Mathematics

**Course Objectives:** The course introduces students to the basics behind the modern age computer. Theory of Computer Science covers concepts and designing of basic as well as advanced mathematical models for computing. It also introduces the concept of undecidability and intractable problems

#### **Course Outcomes:**

### At the end of successful completion of the course the student will be able to

CO1: Design mathematical models of computation

CO2: Comprehend significance of regular expressions, grammars and its equivalence with automata

CO3: Understand advanced concepts in computation

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Module No.	Unit No.	Details	Hrs.	CO		
1	Introdu	action to Finite Automata	10	CO1		
	• The concept of Automata, Computability and Complexity. Formal definition of a finite automaton					
	1.2					
	1.3					
	1.4	Equivalence of DFAs and NFAs, DFA Minimization				
2	Regula	r Expressions and Languages	08	CO2		
	2.1 Formal Definition of Regular Languages					
	2.2	Equivalence with Finite Automata				
	2.3	Regular Languages Properties				
	2.4	Chomsky Hierarchy, Pumping Lemma for Regular Languages				
3	3 Context Free Languages		09	CO1, CO2		
	3.1	Formal definition of Context Free Grammars, Designing Context Free Grammars, Ambiguity				
	3.2	Chomsky Normal Form, Greibach Normal Form				
	3.3	Introduction to Pushdown Automata				
	3.4	Equivalence with Context Free Grammars, Pumping Lemma for Context Free Languages				
4	Introd	uction to Turing Machines	09	CO1, CO3		
	4.1	The idea of Universal Computing Machine				
	4.2	Turing Machine definition, Variations of Turing Machines				
	4.3 Church's thesis, Halting Problem					
	4.4	• The Definition of Algorithm: Hilbert's problems, Terminology for describing Turing machines.				
5	Un-dec	idability and Intractable Problems	09	CO3		

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5.1	Decidability : Decidable Languages		
5.2	A Language that is Not Recursively Enumerable, An Undecidable Problem That is RE		
5.3	Undecidable Problems About Turing Machine, Post's Correspondence Problem		
5.4	•The Classes P and NP		
	Total	45	

# Term Work will consist of Tutorials covering entire syllabus. Students will be graded based on continuous assessment of their term work.

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### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publication
1.	John E. Hopcroft, Rajeev Motwani, Jefrey D. Ullman	Automata Theory, Languages, and Computation	Pearson Education, India	3 <sup>rd</sup> Edition, 2009
2.	Michael Sipser	Introduction to the Theory of Computation	Cengage Learning Publications, India	3 <sup>rd</sup> Edition, 2013
3.	Kavi Mahesh	Theory of Computation: A problem solving approach	Wiley India Pvt. Ltd.	1 <sup>st</sup> Edition 2012

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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#### **Department of Information Technology**

Course Code	Course Title							
116U04C502	Operating Systems							
	TH			P		TUT		Total
Teaching Scheme(Hrs.)	03		03					03
Credits Assigned	03							03
	Marks							
Examination Scheme	CA		ECE	TW		D	De O	Total
Examination Scheme	ISE	IA	ESE	1 77	O	P	P&O	Total
	30	20	50					100

### **Course prerequisites:**

Fundamentals of Computers.

### **Course Objectives:**

In this course students will understand the basic structure of modern operating system. They will study the process management and demonstrate use of inter process communication, and will also understand the I/O management, memory management and file management system. They are also able to demonstrate open source operating systems like Linux.

#### **Course Outcomes:**

### At the end of successful completion of the course the student will be able to

CO1: Understand basic structure of modern operating system.

CO2: Demonstrate use of inter process communication.

CO3: Understand I/O management, memory management and file management.

CO4: Demonstrate open source standards usage.

Module	Unit	Details	Hrs.	CO				
No.	No.		06	CO1				
1	1.1	riew of Operating System  Introduction to OS: Interaction of OS and hardware,	06	CO1				
	Goals of OS, Basic functions of OS, OS Services, System Calls, Types of system calls.							
	1.2							
		<b>Types of OS</b> : Batch, Multiprogramming, Time sharing, Parallel, Distributed & Real-time OS.						
	1.3	<b>Structures of OS</b> : Monolithic, Layered, Virtualization-Virtual Machines, Microkernels						
	1.4	Modern UNIX systems						
2		ss Management	10	CO2				
	2.1	<b>Processes:</b> Process Concept, process creation, suspension and termination, Process States: 2, 5, 7 state models, Process Description, Process Control block.						
	2.2	<b>Threads</b> : Multithreading models, Thread implementations – user level and kernel level threads, Symmetric Multiprocessing.						
	2.3 Uniprocessor Scheduling: Scheduling Criteria, Types of Scheduling: Preemptive, No preemptive, Long-term, Medium-term, Short-term schedulers.  Scheduling Algorithms: FCFS, SJF, SRTF, RR, Priority.							
	2.4	Multiprocessor Scheduling: Granularity, Design Issues, Process Scheduling. Thread Scheduling, Real Time Scheduling						
	2.5	Process Security						
3	Inter	process Communication	09	CO2				
	3.1	<b>Concurrency</b> : Issues with concurrency, Principles of Concurrency, critical section and race condition, Pipe and types of pipe.						
	3.2	Mutual Exclusion: Hardware and Software approaches, OS/Programming Language support: Semaphores, Mutex and Monitors.						
	3.3	Classical Problems of Synchronization: Readers- Writers problem, Producer Consumer problem, Dining Philosopher problem						
	3.4	<b>Deadlock</b> : Principles of deadlock, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, Deadlock Recovery						
4	Mem	ory Management	12	CO3				
	4.1	Memory Management concepts: Memory Management requirements, Memory Partitioning: Fixed, Dynamic Partitioning, Buddy Systems, Fragmentation, Paging, Segmentation, Address translation.						
	4.2	Placement Strategies: First Fit, Best Fit, Next Fit and						

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		Worst Fit.		
	4.3	Virtual Memory: Cache memory organization, Cache architecture (L1, L2, L3), address mapping techniques. Cache Coherence, Swapping issues, Thrashing, VM with Paging, Page Table Structure, Inverted Page Table, Translation Lookaside Buffer, Page Size, VM with Segmentation, VM with combined paging and segmentation.		
	4.4	Page Replacement Policies: FIFO, LRU, Optimal		
	4.5	Windows/Linux memory management		
5	Input	Output and File Management	08	CO3, CO4
	5.1	<b>I/O management:</b> I/O Devices - Types, Characteristics of devices, OS design issues for I/O management, I/O Buffering.		
	5.2	Disk scheduling: Disk scheduling algorithms		
	5.3	File Management: Concepts, File Organization and access, File Directories, File Sharing, File allocation, Secondary Storage Management, Free Space management, Security.		
	5.4	• Windows file system : FAT, FAT32, NTFS, ReFS		
	5.5	• Linux file system : ext-2,3,4, reiserFS, XFS, JFS		
		Total	45	

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## K. J. Somaiya College of Engineering, Mumbai -77 (A Constituent College of Somaiya Vidyavihar University)

### **Department of Information Technology**

### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publication
1.	Silberschatz A, Galvin P, Gagne G,	Operating System Concepts	Wiley	VIIIth Edition, 2011.
2.	William Stallings	Operating Systems:- Internals & Design Principles	Pearson	VII <sup>th</sup> Edition, , 2012.
3.	Andrew S. Tanenbaum, Herbert Bos,	Modern Operating Systems	Prentice Hall,	IVth Edition, 2014.
4.	D M Dhamdhere	Operating System Programming and Operating Systems	Tata McGraw IInd Revised Edition, 2012	
5.	Richard Blum and Christine Bresnahan,	Linux Command Line & Shell Scripting	Wiley	IInd Edition edition, , 2012.

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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<b>Course Code</b>	Course Title							
116U04C503	Information and Network Security						rity	
		P	ı		TUT	Total		
Teaching Scheme(Hrs.)	3					3		
Credits Assigned	3		3					3
				N	Iark	S		
Examination Scheme	C	A	ECE	TEXX?		п	De O	Tr-4-1
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total
	30	20	50					100

Course prerequisites: Fundamentals of Number theory, Networking, Software development and Web development.

Course Objectives: Information is one of the most important organization assets. For an organization, information is valuable and should be appropriately protected. So Information security goals, vulnerabilities, threats and various attacks are covered in this course. Cryptography in digital world offers three core areas that protect us and our data from attempt theft, theft or an unauthorized use of our data and possible fraud. This course describes basics of cryptography, types of cryptography and Hash functions. Access to any type of information should be authenticated by some means. This course helps to understand different Authentication methods, protocols and Authorization methods. Different software, web and network security issues are also covered in this course.

#### **Course Outcomes:**

#### At the end of successful completion of the course the student will be able to

CO1: Describe the basics of Information Security

CO2: Illustrate different cryptographic algorithms for security.

CO3: Describe various access control policies and models.

CO4: Understand Security issues related to Software, Web and Networks.

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Module No.	Unit No.	Details	Hrs.	CO
1	Intro	duction	2	CO1
	1.1	Information Security and its goals – CIA.		
	1.2	Threats, Vulnerabilities and Attacks. OSI security		
		architecture: Security Services and Mechanisms. Mapping		
		of goals to security services and mechanisms.		
2	,	tography	16	CO 2
	2.1	Basics of Cryptography - Shannon's characteristics of good cipher, confusion and diffusion, concepts of encryption, decryption, non-repudiation. Historical background, Transposition - Row transposition, Column transposition and Double transposition cipher, Substitution- Mono-alphabetic Ciphers - shift cipher or additive cipher, multiplicative cipher, affine cipher, Polyalphabetic Ciphers - Playfair, Vignere.		
	2.2	Classification of cipher algorithms, Stream Ciphers-RC4, A5/1, Block Ciphers: Festal structure, DES, AES, problems with symmetric key cryptography, compare and contrast ciphers, shared key generation using Diffie-Hellman key exchange protocol, Asymmetric key cryptography: concept and applications, RSA: Key generation, encryption/decryption, concept of digital signature.		
	2.3	Cryptographic Hash Function: Properties, avalanche effect, Message Digest-MD5, SHA-1, MAC.		
		earning: 3DES, attacks on Diffie-Hellman and		
		ermeasures, Knapsack cipher. PKI: Functions,		
2		ecture, certificate revocation, HMAC.		
3	Acces	s Control	10	CO 3
	3.1	Basic concepts of Access Control.		
	3.2	Authentication Methods: Password authentication,		
		Token based, Biometric, Single – sign on.		
	3.3	Authentication Protocols:—Introduction to properties of authentication protocols, Needham—Schroeder and Kerberos, Zero-Knowledge Proof.		
	3.4	Authorization: Access Control Matrix, ACLs, MAC, DAC, Role based access control. Covert channel, CAPTCHA		
		earning: Multilevel security models-Bell-La-Padula and		
		s, Multilateral security models.		~
4		rare Security	04	CO 4
	4.1	Software Flaws: Buffer Overflow, Incomplete		
		Mediation, Race Conditions and associated attacks. Salami attack, Linearization attack.		
	4.2			
	4.2	Malwares, malware analysis – approaches, difficulties		

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		and defense against untrusted code.					
5	Netwo	ork and Web Security	13	CO4			
	5.1	TCP/IP vulnerabilities, protocol flaws. Reconnaissance of network, Social Engineering, Packet sniffing and attacks - Session Hijacking and ARP Spoofing, IP spoofing, DoS, DDoS.					
	5.2	Firewall, IDS and Honeypots					
	5.3	Web security basics and secure web programming. SSL/TLS and IPSec protocol					
	Self Learning: OWASP top 10 vulnerabilities, Email Privacy: PGP and S/MIME.						
	•	Total	45				

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### **Recommended Books:**

Sr. No	Name/s of Author/s	Title of Book	Name of Publishe r with country	Edition and Year of Publicatio n
1.	Mark Stamp	Information Security :Principles and Practice	Wiley	2 <sup>nd</sup> Edition 2011
2.	William Stallings	Cryptography and Network Security	Pearson Educatio n	4 <sup>th</sup> Edition 2014
3.	Behrouz A. Forouz an	Cryptography and Network Security	McGraw  – Hill	2 <sup>nd</sup> edition 2008
4.	Atul Kahate	Cryptography and Network Security	McGraw  – Hill	4 <sup>th</sup> Edition 2019
5.	Menezes Bernard	Network Security And Cryptography	Cenange Learning India Pvt. Ltd	Edition 2011

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code		Course Title								
116U04E511	Artificial Intelligence									
		TH				,	TUT	Total		
Teaching Scheme(Hrs.)		03						03		
Credits Assigned		03			03					03
	Marks									
	C	EA		TW	wo	ОР	P&O	Total		
Examination Scheme	ISE	IA	ESE	1 **	U	1	140	Total		
	30	20	50					100		

Course prerequisites: Mathematics- Probability Theory, Data structure, Analysis of Algorithms

**Course Objectives:** This course introduces basic principles, techniques, and applications of Artificial Intelligence. The course coverage includes knowledge representation, logic, inference, problem solving, search algorithms, game theory, perception, learning, planning, and agent design. Students will develop familiarity with programming for AI applications.

#### **Course Outcomes:**

#### At the end of successful completion of the course the student will be able to

- CO1: Understand structure, types and PEAS parameters of an AI (Artificial Intelligence) agent and formalize the problem.
- CO2: Analyze and formalize the problem (as a state space, graph, etc.) and select the appropriate search method and write the algorithm.
- CO3: Ability to formally state the problem and develop the appropriate proof for a given logical deduction problem.
- CO4: Comprehend problems with uncertainty, formalize the problem and understand how solutions are found.
- CO5: Understand fundamentals of learning in AI.

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Module	Unit No.	Details	Hrs.	СО			
No.							
1	Introd	uction to AI and Intelligent Agents	08	CO1			
	1.1	Introduction to AI, AI Problems and AI techniques					
	1.2	0 0 71					
	1.3						
	1.4 Solving problems by searching, Problem Formulation						
2	Uninfo	ormed , Informed and Adversarial Search Techniques	13	CO2			
	2.1	Uninformed search, DFS, BFS, Uniform cost search, Depth Limited Search, Iterative Deepening, Bidirectional search, Comparing different techniques					
	2.2 Informed search, Heuristic functions, Best First Search, Greedy BFS, A* Crypto-Arithmetic Problem, CSP and Backtracking for CSP, Performance Evaluation						
	2.3 •Local search algorithms and optimization problems, Hill Climbing, Simulated Annealing, Genetic algorithms						
	2.4 • Game Playing, Min-Max Search, Alpha Beta pruning						
	2.5	•Defining constraint satisfaction problems(CSP), constraint propagation, backtracking search for CSPs					
3	Knowl	edge and Reasoning	08	CO3			
	3.1	A Knowledge Based Agent, Wumpus world Environment, Logic, Propositional Logic, Propositional theorem proving,					
	3.2	Syntax and semantics of first-order logic, propositional vs. First-order inference, Unification and Lifting					
	3.3	•Forward and Backward Chaining, Resolution					
4	Uncertain Knowledge and Reasoning		08	CO4			
	4.1	Acting under uncertainty, Basic probability notation, Inference using full joint distributions, Bayes' rule and its use.					
	4.2	Representing knowledge in an uncertain domain, Semantics of Bayesian networks, Efficient representation					

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		of conditional distributions		
	4.3	•Exact inference in Bayesian networks		
5	•Lear	ning	08	CO5
		tive and Inductive learning, Supervised learning, Decision nduction Algorithm, Random Forest		
	5.2	Unsupervised Learning, Supervised vs Unsupervised Learning Introduction to fitting		
	5.3	Reinforcement Learning, Markov Decision Process, Q-learning		
	1	Total	45	

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### **Department of Information Technology**

### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publication
1.	Stuart Russell and Peter Norvig	Artificial Intelligence: A Modern Approach	Pearson, 2004	3 <sup>rd</sup> Edition
2.	Luger, George F.	Artificial intelligence: structures and strategies for complex problem solving	Pearson Education, 2009	6 <sup>th</sup> Edition
3.	Jason Brownlee.	Master Machine Learning Algorithms	eBook, 2017	Edition, v1.12
4.	Patrick H. Winston	Artificial Intelligence	Pearson Education, 1992	3rd Edition

<sup>•</sup> Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code	Course Title								
116U04E512		Cyber Laws							
	TH			P		,	TUT	Total	
Teaching Scheme(Hrs.)	03							03	
Credits Assigned	03		03					03	
					Maı	ks			
Examination Scheme	C	4	ECE	TTXX/		Ъ	De O	T-4-1	
Examination Scheme	ISE	IA ESE	TW	O	P	P&O	Total		
	30	20	50					100	

Course prerequisites: Nil

### **Course Objectives:**

The course "Cyber Law" introduces the students to cyber crimes, its categories and cases. Then it talks about the details of Cyber Laws and Policies. It gives the student idea about different laws applicable for the cyber crimes. Also students will understand the need of legal aspects of the digital business and e-commerce.

#### **Course Outcomes:**

#### At the end of successful completion of the course the student will be able to

CO1: Understand Cyber Crime and its types.

CO2: Understand the fundamentals of Cyber laws pertaining to Cyber Crime.

CO3: Relate cyber laws to its applications in business and e-commerce

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Module	Unit No.	Details	Hrs.	CO
No. 1		Luction to Cyber-crime and IT Act 09 CO1	00	CO1
		v	09	CO1
	1.1	Concept of cyber space, Cyber-crime, Classification of		
		Cyber Crime, Categories of Cybercrime		
		Cybercrime – Examples and Cases	_	
	1.2	Need of Cyber Laws, Basics of Information Technology		
	1.2	Laws.	_	
	1.3	IT Act; and Amendments: OFFENCES, UNCITRAL model		
2	Intelled	etual Property Rights(IPR)	09	CO1
	2.1	Introduction to Intellectual property rights ,Copyright, Patents, Trademarks, Trade secrets, Antitrust		
	2.2	Infringement and applicable laws-National and		
		International perspective, Copyright act India, Patent Act		
		India		
	2.3	•Case studies	0.0	~~
3		Security Standards	09	CO2
	3.1	General Data Protection Regulation(GDPR)	-	
	3.2	Children's online privacy protection ACT(COPPA)	_	
	3.3	North American Electric Reliability Corporation Critical		
	2.4	Infrastructure Protection	-	
4	3.4	NIST Cyber Security Framework	00	001
4		urity Law and Policy	09	CO3
	4.1	E-Discovery, Electronic Evidences, Records retention and destruction, Evidence law		
	4.2	Email Retention, Forensics, Privacy Policies		
	4.3	E surveillance, whistle blowing, Vicarious Liability Self study- corporate policies		
5	Contra	cting for Data Security and Digital Transactions	09	CO3
	5.1	Digital Signatures		
	5.2	E-Contract: Click Through Agreements		
	5.3	Contract Formation, Battle of the Forms	1	
		•Case Studies		
	I	Total	45	

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## K. J. Somaiya College of Engineering, Mumbai -77 (A Constituent College of Somaiya Vidyavihar University)

### **Department of Information Technology**

### **Recommended Books:**

Sr.	Name/s of	Title of Book	Name of	Edition and
No.	Author/s		<b>Publisher with</b>	Year of
			country	Publication
1.	Nina	Cyber Security- Understanding	Wiley- India	First, 2011
	Godbole,	Cyber Crimes, Computer		
	Sunit	Forensics and Legal		
	Belapure	Prespectives"		
2.	N. S.	Technology Laws Decoded	LexisNexis	1st, 2017
	Nappinai			
3.	Nandan	Laws relating to Computers,	Universal Law	5 <sup>th</sup> Edition
	Kamath	Internet and E- Commerce	Pub. Co., 2000	2012

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code	Course Title									
116U04E513	Co	Computer Graphics and Virtual Reality								
	TH			P		TUT		Total		
Teaching Scheme(Hrs.)	3							3		
Credits Assigned	3							3		
	Marks									
Examination Scheme	CA ISE IA ESE T		CA		ECE	(DXX)		_	De O	T-4-1
Examination Scheme			TW	O	P	P&O	Total			
	30	20	50					100		

**Course prerequisites:** Basic Mathematics

**Course Objectives:** This course introduces different components of a graphics system to become familiar with building approach of graphics system components and algorithms related with them. Basic principles of 2-D and 3-D computer graphics are covered. It provides an understanding of how to scan convert the basic geometrical primitives, mapping from a world coordinates to device coordinates, clipping, and projections. Overview of virtual reality, underlying technologies, principles, and applications in covered in this course.

#### **Course Outcomes:**

At the end of successful completion of the course the student will be able to

CO1: Understand basic concepts used in computer graphics.

CO2: Illustrate different techniques in 2D transformations.

CO3: Apply various transformations in 3D domain.

CO4: Describe the fundamentals of virtual reality and its related technologies

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Module	Unit	Details	Hrs.	CO
No.	No.			
1		luction to Computer graphics And Scan conversion	12	CO 1
	1.1	Introduction, Display Devices, Bitmap and Vector based		
		graphics, Overview of Coordinate system		
	1.2	Scan Conversion of: point, line using Digital differential		
		analyzer& Bresenham's algorithm, circle using midpoint		
	1.3	approach,  Curve Concretion: Pegier and P. Spline curves. Introduction		
	1.3	Curve Generation: Bezier and B-Spline curves. Introduction to fractals: generation procedure, classification, dimension		
		and Koch Curve		
	1.4	Scan Converting Lines, Mid-point criteria, Problems of		
	1.4	Aliasing, end-point ordering and clipping lines, Scan		
	Converting Circles, Scan Converting Ellipses, Filling			
	Polygons, edge data structure,			
	1.5 Clipping Lines algorithms—Cyrus-Beck, Cohen-Sutherland			
		and Liang Barsky, Clipping Polygons, problem with		
		multiple components.		
2		Dimensional Transformations	12	CO 2
	2.1	Transformations and Matrices, Transformation Conventions,		
	2D Transformations, Homogeneous Coordinates and Matrix Representation of 2D Transformations			
	2.2 Translations and Homogeneous Coordinates, Rotation, Reflection, Scaling, Combined Transformation,			
	2.3 Transformation of Points, Transformation of The Unit Square, Solid Body Transformations, Rotation About an			
		Arbitrary Point, Reflection through an Arbitrary Line, A		
		Geometric Interpretation of Homogeneous Coordinates, The		
		Window-to-Viewport Transformations		
3	Three	-Dimensional Transformations	07	CO 3
	3.1	•Three Dimensional transformations: Translation,		
		Scaling, Rotations, Composite Transformations,		
		Projections: Parallel (Oblique and orthographic),		
		Perspective (one Point)		
	3.2	Three Dimensional Viewing Pipeline, Viewing		
		transformation		
	3.3	•Three-Dimensional object representation: Polygon		
4	₹7• 4	Surfaces, Tables, Meshes	0.0	CO 4
4		al Reality and Virtual Environments	06	CO 4
	4.1	The historical development of VR: Scientific landmarks Computer Graphics, Real-time computer graphics, Flight		
		simulation, Virtual environments, Requirements for VR,		
		benefits of Virtual reality		
	4.2	Hardware Technologies for 3D User Interfaces: Visual		
		Displays Auditory Displays, Haptic Displays, Choosing		
		Output Devices for 3D User Interfaces.		
	4.3	•3D User Interface Input Hardware: Input device		

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		characteristics, Desktop input devices, Tracking Devices, 3D Mice, Special Purpose Input Devices, Direct Human Input, Home - Brewed Input Devices, Choosing Input Devices for 3D Interfaces.		
5	Softwa	are Technologies	08	CO 4
	5.1	Software Technologies: Database - World Space, World Coordinate, World Environment, Objects - Geometry, Position / Orientation, Hierarchy, Bounding Volume, Scripts and other attributes		
	5.2	•VR Environment - VR Database, Tessellated Data, LODs, Cullers and Occluders, Lights and Cameras, Scripts		
	5.3	Interaction - Simple, Feedback, Graphical User Interface, Control Panel, 2D Controls, Hardware Controls, Room / Stage / Area Descriptions, World Authoring and Playback, VR toolkits, Available software in the market		
	5.4	Self Learning Topic- VR Applications : Engineering, Architecture, Education, Medicine, Entertainment, Science, Training		
	•	Total	45	

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## K. J. Somaiya College of Engineering, Mumbai -77 (A Constituent College of Somaiya Vidyavihar University)

### **Department of Information Technology**

### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher	Edition and Year of
			with country	Publication
1.	Donald D Hearn	Computer Graphics with	Pearson	Fourth, 2014
	M. Pauline Baker	Open GL	Education,	
	Warren Carithers		India	
2.	R. K Maurya	Computer Graphics with Virtual Reality	Wiley India	Third, 2018
3.	Alan B Craig, William	Developing Virtual	Morgan	First, 2009
	R Sherman and	Reality Applications:	Kaufmann,	,
	Jeffrey D Will	Foundations of Effective	USA	
		Design		
4.	Doug A Bowman,	3D User Interfaces,	Addison	Second, 2017
	Ernest Kuijff, Joseph J	Theory and Practice	Wesley, USA	
	LaViola, Jr and Ivan			
	Poupyrev			
5.	Gerard Jounghyun	Designing Virtual	Springer	2005
	Kim	Systems: The Structured		
		Approach		

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

### **Department of Information Technology**

<b>Course Code</b>	Course Title								
116U04E514		UI Programming							
	T	TH P TUT Total							
Teaching Scheme(Hrs.)				•			03		
Credits Assigned		3						03	
				Marks					
Examination	CA	CA		TW	0	P	P&O	Total	
Scheme	ISE IA		ESE	1 77	J	ľ	100	Total	
	30	20	50					100	

Course prerequisites: Nil

### **Course Objectives:**

This course introduces concepts of user interface programming from user and programing perspective. The user interface programming broadly considers domain of user interaction and the World Wide Web (WWW or Web) and mobile. The course content imparts knowledge about web and mobile interface design.

### At the end of successful completion of the course the student will be able to

CO1: Comprehend role of user and designer in User Interface Deign

CO2: Apply principles of information organization and navigation along with data handling in web interface design

CO3: Design mobile user interface with UI design patterns

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Module	Unit	Details	Hrs.	CO		
No.	No.					
1		rstanding User Common problems with usability	10	CO1		
	1.1					
	1.2					
	1.3 Ordering of Screen Data and Content  1.4 Screen Navigation and Flow					
	1.4 Screen Navigation and Flow					
	1.5	Visual style and Aesthetics				
2	Orgai	nization and navigation of the content	07	CO2		
	2.1	Information Architecture and Application structure				
		patterns				
	2.2	Navigation, Signposts and wayfinding patterns				
3	Web 1	Interface Design	10	CO2		
	3.1	In-Page Editing				
	3.2	Drag and Drop				
	3.3	Contextual tools				
	3.4	Overlays and Inlays				
	3.5	Static and dynamic invitation				
	3.6	Transition patterns				
4		erface Design for Data Handling	8	CO2		
	4.1	Patterns for information graphics				
	4.2	Patterns with form design				
	4.3	Pattern with social content production				
5	1	rn with mobile interface design	10	CO3		
	5.1	Patterns for page composition				
	5.2	Managing mobile component - Display of information,				
		control and confirmation				
	5.3	Pattern for Lateral access				
	5.4	Pattern for Drill down				
	5.5	Pattern for Labels and Indicators				
	5.6	Patterns for screen, light and sensor	_			
		Total	45			

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### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publication
1.	Wilbert O. Galitz	The Essential Guide to User Interface Design - An Introduction to GUI Design Principles and Techniques	Wiley Computer Publishing	Second Edition, 2002
2.	Jenifer Tidwell	Designing interfaces: Patterns for effective interaction design	O'rielly Media	Second Edition, 2011
3.	Bill Scott, Theresa Neil	Designing Web Interfaces Principles & Patterns for Rich Interaction	O'rielly Media	First Edition, 2009
4.	Steven Hoober, Eric Berkman	Designing Mobile Interfaces: Patterns for Interaction Design	O'rielly Media	First Edition, 2012

• Instructors need to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

### **Department of Information Technology**

Course Code	Course Title									
116U04E515		Advanced Computer Network								
		TH		P	P		ГUТ	Total		
Teaching Scheme(Hrs.)		03						03		
Credits Assigned	0.							03		
				ľ	Mar	ks				
Examination Scheme	C	A	ECE	TX7		P	P&O	Total		
Examination Scheme	ISE	IA	ESE	TW	O	P	P&U	Total		
	30	20	50					100		

Course prerequisites: Data Communication and Networking

### **Course Objectives:**

In this course students understand the advanced data communication and WAN technologies like frame relay and ATM. At Network layer all the unicast and multicast protocols are studied and Next generation IP IPv6 Protocol, IPv6 addressing, Transition from IPv4 to IPv6 also covered. The principles of network design and enable students to setup, configure and interconnect an IP networks and their management. Basics of software defined networking are also introduced.

### **Course Outcomes:**

### At the end of successful completion of the course the student will be able to

CO1: Understand the advanced data communication and WAN technologies.

CO2: Understand the routing principles, addressing and implementation of protocols for IPV4 and IPV6 at network layer.

CO3: Understand issues in the design of network processors and apply them to design and manage network systems.

CO4: Understand the basics of software defined networking.

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Module	Unit	Details	Hrs.	CO
No.	No.		0.6	001
1		Communications	06	CO1
	1.1	Defining Data Communication needs, Transmission		
	1.0	Hierarchy GOVET/GDIV 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		
	1.2	Optical Networks: SONET/SDH standard, Architecture,		
2	TX/ANT	layers and Format.	10	CO1
<u> </u>	2.1	Technology  Eroma Palay : Introduction Architecture and frame relay	10	COI
	2.1	Frame Relay: Introduction, Architecture and frame relay layers		
	2.2	Introducing ATM Technology, Architecture, Need and		
	2,2	Benefit, Faces of ATM		
	2.3	Why ATM, B-ISDN Reference Model, ATM Layer, ATM		
	2.3	Adaptation Layer, ATM Signaling		
3	Netwo	rk Layer	12	CO2
3			14	COZ
	3.1	Unicast routing protocols: Optimization, Intra and Interdomain routing, Distance vector, Link state and path		
		vector routing		
	3.2	Multicast routing protocols:		
	3.2	Multicast routing protocols.  Multicasting Basics, Design requirements of multicasting		
		routing protocol, Classification of multicast routing		
		protocols.		
	3.3	Next generation IP: IPv6 Protocol, IPv6 addressing,		
	3.4	Host Configuration: BOOTP, DHCP		
	3.5	Private Networks, Virtual private networks and Network		
		Address Translation		
4	Netwo	ork Design and Management	12	CO3
	4.1	Designing the network topology and solutions-Top down		
		Approach: PPDIOO – Network Design Layers - Access		
		Layer, Distribution Layer, Core/Backbone Layer, Access		
		Layer Design, Backbone Network Design, Enterprise LAN		
		Design: Ethernet Design Rules and Campus Design best		
		practices, • Virtualisation and Data Center Design, Wireless		
		LAN Design		
	4.2	Network Management : SNMP Concept and format,		
	4.2	Management Components: SMI and MIB, Remote		
		Monitoring Name (Name (N		
		<del></del>		
5	Softwa	re Defined Networking and OpenFlow	05	CO4
	5.1	Introduction to Software Defined Networking, Control and		
		Data Planes, SDN Controllers, Introduction to Openflow		
		Protocol, Network Function Virtualization		
		Total	45	

### **Recommended Books:**

## K. J. Somaiya College of Engineering, Mumbai -77 (A Constituent College of Somaiya Vidyavihar University)

### **Department of Information Technology**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with	Edition and Year of
110.	Addioi7s		country	Publication <b>Publication</b>
1.	William Stallings,	High Performance Networks and Internet, Performance and Quality of Service	Pearson	Fifth Edition.
2.	Behrouz Forouzan	TCP/IP Protocol Suite	McGraw-Hill,	Fifth Edition
3.	Behrouz Forouzan,	Data Communications and Networking	McGraw-Hill,	Fourth Edition
4.	Anthony Bruno, Steve Jordan	Official Cert Guide: CCDA	Cisco Press,	-
5.	Thomas D NAdeau and Ken Grey	Software Defined Networking	O'Reilly	2013

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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### **Department of Information Technology**

Course Code		Course Title								
116U04L501		Web Programming-II								
		TH		P		TUT		Total		
Teaching Scheme(Hrs.)				04				04		
Credits Assigned				02				02		
					Ma	rks				
Examination Scheme	C	4	ECE	TW		P	D. O.	Total		
Dammudon Scheme	ISE	IA	ESE	1 1	О	P	P&O	Total		
		-		50			50	100		

Course prerequisites: Basic knowledge of Programming

Course Objectives: The process of development of web application consists of integration of client-side, server-side and database modules. The objective of this course is to introduce web application development using PHP Technology. In this course, fundamentals of PHP technology will be covered. Further create, read, update and delete operations will be carried out using PHP and MySQL. Session Handling mechanisms shall be incorporated in web applications. Advanced functionalities such as fundamentals of REST architecture and using REST APIs, sending and receiving email and carrying out internationalization and localization will be covered. And finally students will develop web applications using PHP technology.

### **Course Outcomes:**

### At the end of successful completion of the course the student will be able to:-

CO1: Illustrate use of basic PHP concepts to develop applications

CO2: Design forms and use session handling mechanism with web applications

CO3: Carry out database operations using PHP

CO4: Demonstrate the use advanced features such as REST API, email handling, Localization and internationalization in PHP.

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Modul e No.	Unit No.	Details	Hrs.	СО
1	Introdu	action to PHP	6	CO1
	1.1	Introduction, Installation and Configuration, PHP tags,		
		PHP statements, Whitespace, Comments		
	1.2	Variable declaration, datatypes, constants, scope of variables		
	1.3	Operators -Arithmetic, String, Assignment, Comparison, logical, Bitwise, Conditional Statements-if else and switch case, loop statements-for, while, do while and for each loops.		
2	Arrays	and Functions in PHP	8	CO1
	2.1	Numerical Arrays-Initializing and accessing array contents, Associative Arrays - Initializing and accessing array contents, Array operators, Multidimensional arrays, Array functions for sorting array		
	2.2	calling functions, user defined functions, passing parameters, return keyword, recursive functions, scope of variables using function		
	2.3	<b>Self-Learning Topic:</b> String, Date, Time, Math, Image and File handling functions		
3	Form I	Handling and Session Handling in PHP	8	CO2
	3.1	Super globals -\\$_POST, \\$_GET, \\$_REQUEST, \\$_SERVER, include(), require()		
	3.2	Form Validation using regular expressions, in-built functions		
	3.3	Introduction to cookies, setting cookies, using cookies with sessions		
	3.4	Introduction to session handling, starting session, registering session variables, using session variables, unsetting variables and destroying session.		
4	Databa	ase operations using PHP	4	CO3
	4.1	Checking and Filtering Input data, Setting up connection, Choosing Database in MySQL		
	4.2	Querying Database in MySQL, using prepared statements, Retrieving Query results, disconnecting from database.		
	4.3	Introduction to PHP Data Objects (PDO), the PDO class, PDO Exceptions and error handling.		
	4.4	Self-Learning Topic: Introduction to MongoDB, documents and collections, MongoDB queries, PHP-MongoDB database interfacing.		

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5	• Adva	nced Functionalities in PHP	4	CO4					
	5.1	5.1 Introduction to REST Architecture, Create and Consume REST API							
	5.2	Web scraping, sending and receiving email							
	5.3 Internationalization and Localization								
		Total	30						

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### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publication
1	Luke Welling, Laura Thomson	PHP and MySQL Web Development	Addison-Wesley Professional	5th Edition 2016
2.	Peter MacIntyre, Kevin Tatroe	Programming PHP	O'Reilly Media, Inc	4th Edition 2020
3.	Frank M. Kromann	Beginning PHP and MySQL: From Novice to Professional	Apress	1st Edition, 2018

<sup>•</sup> Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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### **Department of Information Technology**

Course Code		Course Title								
116U04L502		Operating System Laboratory								
		TH		P		TUT		Total		
Teaching Scheme(Hrs.)				02				02		
Credits Assigned				01				01		
		Marks								
Examination Scheme	C	CA		TEXX7		ъ	200	T-4-1		
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total		
				25	25			50		

• Term-Work will consist of practical covering entire syllabus of "Operating System" (116U04C502). Students will be graded based on continuous assessment of their term work.

Oral Examination will be based on laboratory work and entire theory syllabus of "Operating System" (116U04C502).

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### **Department of Information Technology**

<b>Course Code</b>		Course Title								
116U04L503	Infor	matic	on and	Netwo	ork S	ecur	ity Labo	oratory		
		TH		P	P		ГUТ	Total		
Teaching Scheme(Hrs.)				02	2			02		
Credits Assigned					01			01		
	Marks									
Examination Scheme	CA	4	ECE	(DXX)		_	De o	TD 4 1		
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total		
				25		25		50		

- Term-Work will consist of practical covering entire syllabus of "Information and Network Security" (116U04C503). Students will be graded based on continuous assessment of their term work.
- Practical Examination will be based on laboratory work and entire theory syllabus of "Information and Network Security" (116U04C503).

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### **Department of Information Technology**

Course Code	Course Title								
116U04L511		Artif	ficial I	ntellig	ence	La	borato	r <b>y</b>	
		TH			P		TUT	Total	
Teaching Scheme(Hrs.)				02	02			02	
Credits Assigned					01			01	
		Marks							
Examination Scheme	C	CA		(E) X X /		Ъ	De o	T-4-1	
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total	
				25	25			50	

- Term-Work will consist of practical covering entire syllabus of "Artificial Intelligence" (116U04E511). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Artificial Intelligence" (116U04E511).

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### **Department of Information Technology**

Course Code		Course Title									
116U04L512		(	Cyber	Laws Laboratory							
	TH			P		TUT		Total			
Teaching Scheme(Hrs.)				02	02			02			
Credits Assigned				01				01			
				Ma	ırks						
Examination Scheme	C	CA		TDXXI		п	De O	TD . 4 . 1			
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total			
				25	25			50			

- Term-Work will consist of practical covering entire syllabus of "Cyber Laws" (116U04E512). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Cyber Laws" (116U04E512).

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### **Department of Information Technology**

Course Code		Course Title									
116U04L513	Comp	Computer Graphics and Virtual Reality Laboratory									
		TH		P	)		TUT	Total			
<b>Teaching Scheme(Hrs.)</b>				02	2			02			
Credits Assigned				01	1			01			
	Marks										
Examination Scheme	CA	CA		(DXX)		ъ	De O	TD . 4 . 1			
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total			
				25	25			50			

- Term-Work will consist of practical covering entire syllabus of "Computer Graphics and Virtual Reality" (116U04E513). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Computer Graphics and Virtual Reality" (116U04E513).

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### **Department of Information Technology**

Course Code	Course Title									
116U04L514		Ul	Progr	ramming Laboratory						
	TH			P		TUT		Total		
Teaching Scheme(Hrs.)				02				02		
Credits Assigned				01				01		
	Marks									
Examination Scheme	CA		EGE	/DXX/		9	De o	7F . 4 . 1		
Dammadon Scheme	ISE	IA	ESE	TW	O	P	P&O	Total		
				25	25			50		

- Term-Work will consist of practical covering entire syllabus of "UI Programming" (116U04E514). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "UI Programming" (116U04E514).

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### **Department of Information Technology**

<b>Course Code</b>		Course Title							
116U04L515	Adv	ance	d Com	puter	Netv	vorl	k Labor	atory	
		TH		P		TUT		Total	
Teaching Scheme(Hrs.)				02	2			02	
Credits Assigned				01	1			01	
	Marks								
Examination Scheme	CA	4	TOT	TXX7		р	De-O	Total	
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total	
				25	25			50	

- Term-Work will consist of practical covering entire syllabus of "Advanced Computer Network" (116U04E515). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Advanced Computer Network" (116U04E515).

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## **Semester VI**

## TY B. Tech. Information Technology

(KJSCE SVU 2020)

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### **Department of Information Technology**

Course Code	Course Title								
116U04C601	Ot	ject	nted S	nted Software Engineering					
	ТН			P		TUT		Total	
Teaching Scheme(Hrs.)		3						3	
Credits Assigned		3						3	
	Marks								
Examination Scheme	C	CA		TW		Ъ	De O	Total	
Zammudon Scheme	ISE	IA	ESE	1 77	O	P	P&O	1 Otal	
	30	20	50					100	

**Course prerequisites:** Object Oriented Concepts

### **Course Objectives:**

This course imparts the knowledge about object oriented approach of software development phases including requirement analysis, modeling, design and testing. The course content emphasizes the significance of project estimation and planning. The course encourages use of design and modeling principles for software development.

### **Course Outcomes:**

### At the end of successful completion of the course the student will be able to

CO1: Comprehend process models.

CO2: Describe software planning and management.

CO3: Demonstrate requirements, modeling and design of a system.

CO4: Demonstrate test case design.

Module No.	Unit No.	Details	Hrs.	СО
1	Introd	Software Engineering, Layered Technology, Process Framework, Capability Maturity Model (CMMI)  Prescriptive Models, Waterfall Model, Incremental, RAD Evolutionary Process Models, Prototyping, Spiral, Tes Driven Development  Agile Process, Scrum- Industry Perspective, •DevOpt Development Practice  Fare Project Planning and Management  Software Estimation, LOC, FP, Basic COCOMO Model Software Project Management Plan (SPMP)  Scheduling, Work Breakdown Structure, Gantt Chart Tracking the Schedule  Risk Identification, Risk Assessment, Risk Projection RMMM Plan  Software Configuration Items, SCM Process, Identification		CO1
	1.1			
	1.2	Prescriptive Models, Waterfall Model, Incremental, RAD, Evolutionary Process Models, Prototyping, Spiral, Test Driven Development		
	1.3	Agile Process, Scrum- Industry Perspective, •DevOps Development Practice		
2	Softwa	are Project Planning and Management	10	CO2
	2.1	Software Estimation, LOC, FP, Basic COCOMO Model, Software Project Management Plan (SPMP)		
	2.2			
	2.3	Risk Identification, Risk Assessment, Risk Projection, RMMM Plan		
	2.4	Software Configuration Items, SCM Process, Identification, Version Control, Change Control, Configuration Audit, Status Reporting		
3	Requi	rements Analysis	4	CO3
	3.1	Requirements Engineering Tasks, OO Requirements		
	3.2	Functional and Non-Functional Requirements		
	3.3	Eliciting Requirements		
	3.4	Software Requirements Specification (SRS)		
4	Mode	ling and Design	20	CO3
	4.1	Importance of Modeling, Conceptual Model of the UML		
	4.2	Use Case Diagram, Activity Diagram, State Diagram, Interaction Diagrams, Class Diagram, Deployment Diagram, Component Diagram, Data Flow Diagram (DFD)		
	4.3	Design Concepts, Analysis Model, Design Model, Design Principles and Concepts, Software Design Document (SDD)		

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	4.4	Software Design, Data Design, EER, Class, Architecture Styles, Data Centered, •MVC, Client Server, User Interface Design Rules and Process, Component Level Design, Component, Views, Effective Modular Design, Cohesion and Coupling, Design Patterns, Singleton, Observer, Adapter, Façade								
5	Softwa	Software Testing and Maintenance								
	5.1	OO Testing Methods, OO Testing Strategies, Test Case Design, Class Level and Interclass Level, Software Test Document (STD)								
	5.2	Software Maintenance, Types, Reverse Engineering, Reengineering								
	•	Total	45							

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### **Recommended Books:**

Sr.	Name/s of	Title of Book	Name of	Edition and
No.	Author/s		Publisher	Year of
			with country	Publication
1.	Roger S.	Software Engineering: A	Tata McGraw	8th Edition,
	Pressman	Practitioners Approach	Hill	2019
2.	Timothy C.	Object-Oriented Software	Tata McGraw-	2nd Edition,
	Lethbridge,	Engineering – A Practical	Hill	2004
	Robert Laganiere	Software Development using		
		UML and Java		
3.	Bernd Bruegge,	Object-Oriented Software	Pearson	3rd Edition,
	Allen H. Dutoit	Engineering using UML,	Education	2009
		Patterns, and Java		
4.	Michael Blaha	Object - Oriented Modeling	Pearson	2nd edition,
	and James	and Design with UML	Education	2007
	Rumbaugh			

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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### **Department of Information Technology**

Course Code				Course Title						
116U04C602			Mode	ling a	ing and Simulation					
	TH			P		r	TUT	Total		
Teaching Scheme(Hrs.)		03						03		
Credits Assigned	03							03		
	Marks									
	C	A	ESE	TW		P	P&O	Total		
Examination Scheme	ISE	IA	LSL	1 77	O	r	P&U	Total		
	30	20	50					100		

**Course prerequisites:** Mathematics- Probability Theory and Statistics

**Course Objectives:** This course introduces system modeling and simulation techniques and its application in real life domain. It imparts the knowledge of random numbers generation and its testing methods. It includes Verification and Validation of simulation model, Input modeling and Analysis of output.

### **Course Outcomes:**

### At the end of successful completion of the course the student will be able to

- CO1: Apply the experimental process of simulation for model building using simulation languages and tool.
- CO2: Generate pseudorandom numbers and perform empirical tests to measure the quality of a pseudo random number generator.
- CO3: Analyze simulation results to reach an appropriate conclusion.

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Module	Unit	Details	Hrs.	CO
No.	No.			
1	Introd	luction to Modeling and Simulation	7	CO1
	1.1	Model Characterization, Model Development		
	1.2	Simulation Studies, Programming Languages		
	1.3	Organization and Terminology		
	1.4	Simulation Examples, Single Server Queue, Simple		
	D 1	Inventory system	0	002
2	Kando	om Number Generation	8	CO2
	2.1	Lehmer Random Number Generators, Monte Carlo Simulation		
	2.2	Empirical tests of Randomness: Kolmogorov-Smirnov, Chi Square, Runs, Gap, Autocorrelation		
3	Discre	te Event Simulation & Statistics	10	CO1
	2.1	D:		
	3.1	Discrete –Event Simulation		
	3.2	Multi-Stream Lehmer Random Number Generators		
	3.3	Discrete-Event Simulation examples		
	3.4	Sample Statistics, Discrete-Data Histogram, Continuous- Data Histogram, Correlation		
	3.5	Next-Event Simulation, Introduction, Terminology, Algorithmic approach, Examples		
	3.6	Event List Management, Introduction, schemes, examples		
	3.7	Overview on a Network of Single-Server Service Nodes		
4	Rando	om Variables and Variates	10	CO1
	4.1	Discrete Random Variables, Introduction, Generation, Algorithmic approach, Applications, Models		
	4.2	Random Sampling and Shuffling		
	4.3	Continuous Random Variables, Introduction, Generation, Algorithmic, approach, Applications, Models		
	4.4	Nonstationary Poisson Processes, Acceptance-Rejection technique		
	4.5	Overview on Birth Death Processes, Finite-State Markov Chains		
5	Verifi	cation, Validation, Input Modeling and Output Analysis	10	CO3
	5.1	Verification, Calibration and Validation of Simulation Models		
	5.2	Input Modeling, Trace-Driven Modeling of stationary Processes, Parametric, Modeling of Stationary Processes, Modeling Non stationary Processes		
	5.3	Output Analysis, Interval Estimation, Monte Carlo Estimation, Finite- Horizon and Infinite-Horizon Statistics, Batch Means, Steady -state Single-Server Node Statistics,		

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Atomicity, Log based recovery, Shadow paging			
	Total	45	

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### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publication
1.	Jerry Banks, John Carson, Barry Nelson, and David M. Nicol	Discrete Event System Simulation	Pearson	5 <sup>th</sup> Edition, 2010
2.	Averill M. Law and W. David Kelton	System Modeling and Analysis	McGraw Hill	5 <sup>th</sup> Edition, 2014
3.	Geoffrey Gordon	System Simulation	Prentice Hall India	2 <sup>nd</sup> Edition, 2006

Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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### **Department of Information Technology**

Course Code		Course Title								
116U04C603			C	loud	ud Computing					
		TH			P '		ГUТ	Total		
Teaching Scheme(Hrs.)		03						03		
Credits Assigned		03						03		
	Marks									
Examination Scheme	C	CA		/DXX/		Ъ	P&O	Total		
L'Admination Scheme	ISE	IA	ESE	TW	O	P	rau	Total		
	30	20	50					100		

Course prerequisites: Nil

### **Course Objectives**

Cloud computing is the on-demand availability of computer system resources, especially data storage and computing power, without direct active management by the user. The term is generally used to describe data centres available to many users over the Internet. To study IOT cloud.

### **Course Outcomes**

### At the end of successful completion of the course the student will be able to

CO1: Understand Virtualization.

CO2:Study the Evolution of Cloud Computing and its models

CO3: Analyze different cloud architectures and IOT-cloud

CO4: Examine various security issues in cloud

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Module	Unit	Details	Hrs.	CO
No.	No.			
1	Under	rstanding Virtualization	12	CO1
	1.1	Introduction to virtualization, Types of virtualization- CPU, Storage, Memory, OS, Hardware, Virtualization of physical computing resources, understanding abstraction, business benefits of virtualization, machine or server level virtualization		
	1.2	Type 1 and type 2 Hypervisors, High level language virtual machine, emulation, advantages and disadvantages of virtualization		
	1.3	Virtualization security threats		
	1.4	Resource Pooling, Sharing and Provisioning		
2	Evolu	tion of Cloud Computing and its models	12	CO 2
	2.1	Evolution and Enabling Technologies: Evolution of Cloud Computing, Comparison between Cluster, Grid and Cloud Computing		
	2.2	Benefit and challenge of Cloud Computing		
	2.3	Weak Cloud Computing models: Standard and Deployment models, choosing the best deployment model		
	2.4	Type Cloud Computing Services: Service delivery models, service abstraction, SPI model, Traditional Vs Cloud system model, Saas, PaaS, IaaS, XaaS		
	2.5	Vertical and Horizontal scaling in cloud		
3	Archit	tecture of Cloud and IOT	12	CO 3
	3.1	Architecture, features, modes of operation of Eucalyptus, OpenStack and Nimbus		
	3.2	•Architecture Diagram, Features, Advantages and Disadvantages and comparison of Closed architectures of cloud like Amazon, Microsoft Azure and Google App Engine		
	3.3	IOT and cloud computing, benefits and functions of IoT cloud, comparison of IoT and cloud computing, role of cloud computing in internet of things		
4		rity in Cloud	14	CO 4
	4.1	Security issues in cloud: Threats, Information Security, Identity management and access control, cloud security design principles, cloud security management frameworks Host and data security in SaaS, PaaS, IaaS		
5		earning Topic: Any research topic in Cloud Computing to be		
		ed in IA		CO4
		Total	45	

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### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher	Edition and Year of
110.			with country	Publication
	Kailash Jayaswal,	KLSI Cloud	Dreamtech	January 2014
1	Jagannath Kallakurchi,	computing Black	Publication	
	Donald J. Houde, Dr.	Book		
	Deven Shah			
	Gautam Shroff	Enterprise	Cambridge	December 2010
2		Cloud	University Press	
		Computing		
3	Antohy T Velte	Cloud	McGraw Hill	1. Edition,
		Computing: A		October 2009
		Practical		
		Approach		
4	Sandeep Bhowmik	Cloud	Cambridge	1 <sub>*</sub> Edition,
		Computing	University Press	2017
5	Stefano Ferretti	QoS–aware	2010 IEEE 3rd	2011
		Clouds	International	
			Conference on Cloud	
			Computing	

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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### **Department of Information Technology**

Course Code		Course Title							
116U04E611		<b>Exploratory Data Analytics</b>							
	TH		P		,	ГUТ	Total		
Teaching Scheme(Hrs.)		03							03
Credits Assigned	03							03	
	Marks								
Examination Scheme	C	CA		TW		P	P&O	Total	
Examination Scheme	ISE	IA	ESE	1 77	О	P	rau	1 Otal	
	30	20	50					100	

### Course prerequisites: Basic concepts of databases

### **Course Objectives:**

This course includes the processes essential to perform initial investigations on data so as to discover patterns, to spot anomalies, to test hypotheses and to check assumptions with the help of summary statistics and visual representations. It attempts to understand the data first and then efforts can be applied to extract as many insights from it.

### **Course Outcomes:**

### At the end of successful completion of the course the student will be able to

CO1: Summarize the data

CO2: Comprehend descriptive and proximity measures of data

CO3: Apply the transformations required on data to make it suitable for mining

CO4: Comprehend various data visualization techniques and its interpretation

Module No.	Unit No.	Details	Hrs.	COs			
1	Introd	luction to data	06	CO1			
	1.1	Understanding data, Types of attributes, Nominal, ordinal, interval, ratio, Discrete and continuous attributes					
	1.2	1.2 Types of datasets: Record data, Graph-based data, Sequence data, time series data, spatial data, General characteristics of datasets					
	1.3	Data quality problems, issues related to applications, •Data transformations to make data suitable for data mining, EDA vs. classical data analytics					
2.	Explo	ring data using descriptive measures	12	CO2			
	2.1	Frequency distribution: simple, grouped, cumulative and relative frequency distribution, graphs for frequency distribution (Histogram, frequency polygon, frequency curve, cumulative frequency curve)					
	2.2	Measures of central tendency: Mean (Arithmetic, weighted and geometric mean), , median, mode, mid range  • Predicting missing data using regression modeling, interpolation					
	2.3	Measures of dispersion: range, inter-quartile range, variance, standard deviation, root mean square deviation, Coefficients of dispersion based upon range, quartile deviation, mean deviation, standard deviation, ANOVA.  •Boxplot, Quantile—Quantile Plot, Scatter Plots and Data Correlation, Covariance, Bregman divergence.  Measures of Skewness: Pearson's coefficient, Bowley's coefficient, coefficient based upon moments					
3.	Data s	similarity and dissimilarity	09	CO2			
	3.1	Similarity measures for numeric data, Minkowski distance, Euclidean distance, Manhattan distance, supremum distance, Mahalanobis distance, Bhattacharyya distance					
	3.2	Similarity measures for symmetric and asymmetric binary data, simple matching coefficient, Jaccard coefficient, hamming distance					
	3.3	Similarity measures for textual data, edit distance, cosine distance, Jaro distance, n-Gram distance, longest common subsequence,					

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		Total	45	
	5.2	Visualizing complex data and Relations, Scoreboard Vs Dashboard, Graph Vs Chart		
	5.1	Pixel Oriented visualization techniques, Geometric projection visualization techniques, Icon based visualization techniques, Hierarchical visualization techniques		
5	• Data	Visualization and interpretation	08	CO4
	4.3	Data reduction, filtering techniques, sampling techniques, attribute subset selection techniques, detecting outliers		
	4.2	Data discretization, Binning, Histogram, discretization using data clustering techniques, discretization using classification techniques		
	4.1	Data Normalization, Min-Max normalization, z-score normalization, Decimal scaling		
4.	Data	a normalization, discretization and reduction techniques	10	CO3
		Dissimilarity between attributes of mixed type		

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### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publicatio n
1.	S.C. Gupta , V. K. Kapoor	Fundamentals of mathematical statistics	Sultan Chand and Sons	2014
2.	P. N. Tan, M. Steinbach, Vipin Kumar,	Introduction to Data Mining	Pearson Education,	2014
3.	Han, Kamber	Data Mining Concepts and Techniques	Morgan Kaufmann	3 <sup>nd</sup> Edition,201
4.	C. B. Gupta, Vijay Gupta	An Introduction to Statistical Methods	Sultan Chand and Sons	23rd Edition, 2004
5.	Michael Berry and Gordon Linoff	Data Mining Techni ques	Wiley Publicati ons	2nd Editio n, 2011

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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### **Department of Information Technology**

Course Code	Course Title										
116U04E612	Vul	ulnerability Analysis and Penetration Testir									
		TH			<b>P</b> 7		TUT	Total			
Teaching Scheme(Hrs.)	03							03			
Credits Assigned	03		03		03		-				03
	Marks										
Examination Scheme	C	CA		reva v		Ъ	D.C.	7D 4 1			
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total			
	30	20	50					100			

### Course prerequisites: NIL

### **Course Objectives:**

This course will introduce concepts of vulnerability analysis and penetration testing. Objectives of course are to introduce vulnerability analysis and penetration testing and to use tools for implementing vulnerability analysis and penetration testing.

### **Course Outcomes:**

### At the end of successful completion of the course a student will be able to

CO 1: Realize that premise of vulnerability analysis and penetration testing (VAPT)

CO 2: Comprehend purpose of Anonymity and Footprinting

CO 3: Understand attack methodology

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Module	Unit	Details	Hrs.	CO
No.	No.			
1	Intro	luction to VAPT premise		
	1.1	Importance and Elements of Security, Phases of an Attack and Types of Hacker Attacks, Hacktivism and Ethical Hackers	12	CO 1
	1.2	Phases of Penetration Testing, Methodologies and Risk, Penetration Testing		
	1.3	Proper and Ethical Disclosure, •OWASP Top Ten attack		
2	Anon	ymity and Footprinting	05	CO 2
	2.1	Anonymity and Censorship Circumvention		
	2.2	Introduction to Footprinting, •Information-Gathering Methodology, vulnerability scanning, Whois Lookups, Dimitry		
	2.3	Port Scanning with Nmap, Nessus, Netcat, Maltego		
3.	Attacl	king Authentication	08	CO2
	3.1	Design Flaws in Authentication, Implementation Flaws in Authentication		
	3.2	Securing Authentication		
	3.3	Hydra, John the Ripper		
4	Attacl	king Session Management	10	CO2
	4.1	The Need for State		
	4.2	Weaknesses in Token Generation : Meaningful Tokens, Predictable Tokens, Encrypted Tokens: ECB		
	4.3	Weaknesses in Session Token Handling, Securing Session Management		
5	Attacl	king Users and Data Store	10	CO2
	5.1	Cross-Site Scripting basics, Anatomy of a XSS exploitation, Types of XSS, Finding XSS, XSS Exploitation, XSS, Browsers and same origin policy, Cookie stealing through XSS, Defacement, • Advanced phishing attacks		
	5.2	SQL Injection Basics, Types of SQL Injection, SQL Injection Exploitation		
	5.3	Analyzing Network Traffic, performing Man-in-Middle Attack		
		Total	45	

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#### **Recommended Books:**

Sr.	Name/s of	Title of Book	Name of Publisher	Edition and Year
No.	Author/s		with country	of Publication
1.	Dafydd	The Web Application	Wiley Publications,	Second Edition,
	Stuttard	Hacker's Handbook,	Inc	2011
	Marcus Pinto	Finding and		
		Exploiting Security		
		Flaws		
2.	Joseph Muniz	Web Penetration	Packt Publishing	2013
	Aamir	Testing with		
	Lakhani	Kali Linux		
3.	Thomas	Professional	Elsevier Inc	2010
	Wilhelm	Penetration Testing		
		Creating and		
		Operating		
		a Formal Hacking Lab		

• Instructors need to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code	Course Title								
116U04E613	Digital signal and Image Processing							essing	
		TH		P		ŗ	ГUТ	Total	
Teaching Scheme(Hrs.)		3						3	
Credits Assigned		3						3	
	Marks								
Examination Scheme	CA		ESE	TXX		_	Da o	Total	
Dammudon Scheme	ISE	IA	ESE	TW	О	P	P&O	Total	
	30	20	50					100	

Course prerequisites: NIL

#### **Course Objectives:**

This course provides the student with an intuitive and practical understanding of the fundamental concepts of discrete-time signal processing. This course covers all the fundamentals in 2-D digital image processing with emphasis on image processing techniques, image filtering design and applications. Through this course, students will get acquainted with the necessary background for taking advanced level courses in signal and image processing.

#### **Course Outcomes:**

### At the end of successful completion of the course the student will be able to

CO1: Understand the basic concepts of digital signal processing.

CO2: Apply Z transform and DFT on 1-D signals.

CO3: Illustrate the fundamental concepts of digital image processing.

CO4: Apply various Image Processing techniques like enhancement, object extraction, object representation & description on images.

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Module No.	Unit No.	Details	Hrs.	СО		
1	Introd	luction to discrete time signals	05	CO 1		
	1.1	Analog, discrete, and digital signals, Conversion from analog to digital, Classification of signals.				
	1.2	Discrete time signals: Representation, classification & operations				
	1.3	Discrete-Time systems- Memoryless systems, Linear systems, Time-Invariant systems, Causality, Stability				
	1.4	LTI Systems, Properties of LTI systems, Convolution and Correlation- need, methods and examples 1-D Discrete Fourier Transform, properties				
2	The z-	- Transform	10	CO 2		
	2.1	Introduction, z- Transform, Properties of the region of convergence for the z-Transform				
	2.2	Inverse z-Transform- Inspection method, Partial Fraction Expansion, Power Series Expansion				
	2.3	Properties of z-Transform				
3	Discre	ete Fourier Transform	05	CO 2		
	3.1	1-D DFT				
	3.2	Properties				
	3.3	Radix-2 DIT-FFT and DIF-FFT Algorithms				
4	Introd	luction to digital image processing	13	CO 3		
	4.1	Introduction: Definition of digital image, Generation of digital image, steps in digital image processing, 2-D sampling, spatial and tonal resolution, Pixel connectivity, elements of digital image processing systems				
	4.2					
	4.3	Image enhancement in Frequency Domain- Introduction to image in frequency domain, Concept of basis images, Two dimensional D.F.T. and its properties, Two dimensional F.F.T., Filtering in the frequency domain: smoothening,				

		sharpening and homomorphic filtering.		
5	Image	e segmentation, representation, and description	12	CO 4
	5.1	•Segmentation- Detection of discontinuities, Edge linking and boundary detection: Local Processing, Global Processing: Hough Transform, Graph Theoretic Technique, Segmentation based on Thresholding, Region based segmentation		
	5.2	Representation and description, Boundary descriptors: Run length code, Shape number, Fourier descriptor, Area Descriptors: Statistical moments, Morphological Operators, Fundamental Operations in Morphology: Dilation Erosion, Opening & Closing, Hit or Miss Transform, other basic Morphological Algorithms		
	1	Total	45	

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#### **Recommended Books:**

Sr.	Name/s of Author/s	Title of Book	Name of	Edition and
No.			Publisher with	Year of
			country	Publication
1.	A.V.Oppenheim and	Discrete Time Signal	Pearson	3 <sup>rd</sup> Edition, 2014
	R.W. Schafer	Processing	Education,	
			India	
2.	John G. Proakis	Digital Signal	Pearson	4th Edition, 2007
	Dimitris K	Processing- Principles,	Education,	
	Manolakis	Algorithms and	India	
		Applications		
3.	Gonzalez &	Digital Image	Pearson	4th Edition, 2018
	Woods,	Processing	Education,	
			India	
4.	William K. Pratt	Digital Image	Wiley	4th Edition, 2007
		Processing	Publication	
5.	A.K.Jain	Fundamentals of Image	Prentice-Hall	1st Edition, 1995
		processing,	of India Pvt.Ltd	

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code	Course Title							
116U04E614	Development Frameworks-1						s-1	
		TH		P		TUT		Total
Teaching Scheme(Hrs.)		03					-	03
Credits Assigned		03						03
	Marks							
Examination Scheme	CA		ESE	(B) X X /		P	P&O	Total
Dammud Scheme	ISE	IA	ESE	TW	О	r	Pau	1 Otai
	30	20	50					100

**Course prerequisites:** Basic knowledge of PHP and Java (PL-I Java course)

Course Objectives: The process of application development is carried out using framework for some specific technology. Frameworks provide a structural design for application development and speed up the process of development. In this course, PHP technology based framework Laravel and Java technology based framework Spring Boot is covered. Students will learn full-stack application development using Laravel and Spring Boot Frameworks. At the end of this course, students will be able to develop applications using Laravel and Spring Boot Framework

#### **Course Outcomes:**

#### At the end of successful completion of the course the student will be able to

CO1: Describe the architecture and working of Laravel/ Spring Boot Frameworks

CO2: Illustrate the use of different components in Laravel / Spring Boot Frameworks

CO3: Develop web applications using Laravel / Spring Boot Frameworks

Module	Unit	Details	Hrs.	CO	
No.	No.				
1	Basics	s of Frameworks and Introduction to Laravel	10	CO1	
	1.1	Components of a Software, History of web frameworks,			
		Understanding Web Framework and need for			
	1.1 Components of a Software, History of web frameworks, Understanding Web Framework and need for Frameworks  1.2 Laravel Features, Installation and Configuration  1.3 Architecture of Laravel and Components, Creating Laravel application  1.4 Configuration: Web Server, Directory  2 Laravel Fundamentals  2.1 MVC in Laravel: Model, Events, Views: Understanding Views, Passing Data to Views, Sharing Data with views, Blade Templates  2.2 Request and Response Handling, Cookie and Session  2.3 Middleware, Controllers, Front end: templates  3 Database Migration  3.1 Query Builder: Retrieving, Saving and Deleting Data  3.2 Migrations, Raw SQL Queries, Eloquent ORM  3.3 Redirections, Error Handling  4 Spring Boot Framework Fundamentals  4.1 Introduction to Servlet and JSP, Spring Boot basics and features, MVC fundamentals and workflow of Spring web MVC  4.2 Components of Spring Boot - Spring boot starter Parent POM, Spring Boot actuator  4.3 Installing Spring Boot CLI, Spring Initializer, Enabling Actuator, Analyzing actuator's endpoints, customizing endpoints				
	1.2	Laravel Features, Installation and Configuration			
	1.3				
			=		
2	Larav	vel Fundamentals	10	CO2, CO3	
	2.1				
		_			
			-		
		^			
3	Datab	pase Migration	10	CO2, CO3	
	3.1	Query Builder: Retrieving, Saving and Deleting Data			
	3.2	Migrations, Raw SQL Queries, Eloquent ORM			
	3.3	Redirections, Error Handling			
4	Sprin	ng Boot Framework Fundamentals	06	CO1	
	4.1	features, MVC fundamentals and workflow of Spring web			
	4.2	POM, Spring Boot auto-configuration, Spring boot CLI,			
		Actuator, Analyzing actuator's endpoints, customizing endpoints			
5		g Boot Restful Web Services and Thymeleaf view	09	CO2, CO3	
	5.1	JSP, using CSS, javascript and images with Spring Boot web application			
	5.2	Spring Data JPA fundamentals, CRUD operations using Spring Data JPA			
	5.3	Build Spring Boot Restful Services API Application			
	5.4	Thymeleaf View, Form Handling using Thymeleaf			
		Total	45		

### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publication
1.	Martin Bean	Laravel 5 Essentials	Packt Publishing	First Edition,2015
2.	Matt Stauffer	Laravel: Up and Running: A Framework for Building Modern PHP Apps	OReilly Publication	Second Edition, 2019
3.	Dinesh Rajput	Mastering Spring Boot 2.0	Packt Publishing	First Edition,2018
4.	Mohamed Shazin Sadakath	Spring Boot 2.0 Projects	Packt Publishing	First Edition,2018
5.	Craig Walls Foreword by Andrew Glover	Spring Boot in Action	Manning Publication	First Edition,2015

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code		Course Title						
116U04E615		Internet of Things						
		TH		P	P		TUT	Total
Teaching Scheme(Hrs.)		3			ı			03
Credits Assigned		3						03
					Maı	rks		
	C	A						
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total
	30	20	50					100

### Course prerequisites: Nil

### **Course Objectives:**

This course introduces basic concepts of Internet of Things (IoT). The course offers context of move from machine to Machine (M2M) towards IoT. The course covers different application domain verticals ranging agriculture, healthcare, manufacturing, construction, water, which are presently accommodating requirements to support IoT.

#### **Course Outcomes:**

### At the end of successful completion of the course the student will be able to

CO1: Understand journey of IoT from M2M communication and its perceived applications

CO2: Comprehend IoT architecture, enabling technologies and protocols CO3: Realize design process of IoT applications and IoT challenges

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Module	Unit	Details	Hrs.	CO
No.	No.			
1		uction to the Internet of Things (IoT)	10	CO1
	1.1	From M2M to IoT, M2M towards IoT-the global context,		
		A use case example, Differing Characteristics, M2M and		
		IoT value chains		
	1.2	M2M and IoT Technology fundamentals		
	1.3	•Domain Specific IoT applications- Home Automation,		
		Industry Automation, Energy, Cities, Environment, Retail,		
	T 700 A	Agriculture		004
2		chitectures	8	CO2
	2.1	IoT Architecture – State of the Art		
	2.2	IoT Reference model		
	2.3	IoT Reference Architecture - Functional		
		view, Information view, Deployment and operational		
	- III	view, Other relevant architectural views	40	004
3		ng Technologies and Protocols	10	CO2
	3.1	RFID – Introduction, Role in IoT Environment		
	3.2	Wireless Sensor Network - Introduction, Role in IoT		
		Environment		
	3.3	Cloud Computing - Introduction, Role in IoT Environment		
	3.4	Embedded Systems - Introduction, Role in IoT		
		Environment		
	3.5	•IoT Protocols at Link, Network, Transport and		
		Application Layer		
4	Design	of IoT application	10	CO3
	4.1	Logical Design of IoT- IoT Functional Blocks, IoT		
		Communication Models, IoT Communication API		
	4.2	IoT levels and Deployment Templates		
	4.3	IoT Design Methodologies		
	4.4	Real-world design constraints		
	4.5	•Case study on IoT system		
5	IoT Ch	nallenges	07	CO3
	5.1	Problem of Interoperability		
	5.2	Problem of Standardization - Importance		
	5.3	Security, Privacy, Trust	1	
		Total	45	

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#### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publication
01	Jan Holler, Vlasios Tsiatsis, Catherine Mulligan	From Machine-to-Machine to the Internet of Things: Introduction to a New Age of Intelligence	Academic Press, Elsevier	2014
02	Vijay Madisetti and Arshdeep Bahga	Internet of Things (A Hands-on-Approach)	VPT	1 <sup>st</sup> Edition, 2014
03	Cuno Pfister	Getting Started with the Internet of Things	OReilly Media	2011

<sup>•</sup> Instructors need to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code	Course T					Tit	le	
116U04E616	Development Frameworks-2							
		TH		P		TUT		Total
Teaching Scheme(Hrs.)	03							03
Credits Assigned		03						03
	Marks							
Examination Scheme	CA		ESE	(DXX)		n	De O	Total
2. Adminution Scheme	ISE	IA	ESE	TW	О	P	P&O	1 Otai
	30	20	50					100

**Course prerequisites:** Basic knowledge of PHP and Python (PL-I Python course)

Course Objectives: The process of application development is carried out using a framework for some specific technology. Frameworks provide a structural design for application development and speed up the process of development. In this course, PHP technology based framework Laravel and Python based framework Django are covered. Students will learn full-stack application development using Laravel and Django Frameworks. At the end of this course, students will be able to develop applications using Laravel and Django Framework

#### **Course Outcomes:**

#### At the end of successful completion of the course the student will be able to

CO1: Describe the architecture and working of Laravel/ Django Frameworks

CO2: Illustrate the use of different components in Laravel / Django Frameworks

CO3: Develop web applications using Laravel / Django Frameworks

Module No.	Unit No.	Details	Hrs.	CO		
1	Basics	of Frameworks and Introduction to Laravel	10	CO1		
	1.1	Components of a Software, History of web frameworks, Understanding Web Framework and need for frameworks				
	1.2	Laravel Features, Installation and Configuration				
	1.3	Architecture of Laravel and Components, Creating Laravel application				
	1.4	Configuration: Web Server, Directory				
2	Laravo	el Fundamentals	10	CO2,CO3		
	2.1 MVC in Laravel: Model, Events, Views: Understanding Views, Passing Data to Views, Sharing Data with views, Blade Templates					
	2.2					
	2.3	Middleware, Controllers, Front end: templates				
3	3 Database Migration					
	3.1	Query Builder: Retrieving, Saving and Deleting Data				
	3.2	Migrations, Raw SQL Queries, Eloquent ORM				
	3.3	Redirections, Error Handling				
4	Introd	luction to Django	10	CO1		
	4.1	MVT Design Pattern, Understanding Django Folder, Files and Configurations, Installation of Django, Setting up Development Environment				
	4.2	Running Development Server, Creating and registering Application				
	4.3	Setting up database with Django, Database Migration				
5	Views,	Templates and Models in Django	5	CO2,CO3		
	5.1	Views and URL Confs: Processing request in Django, Dynamic URL's				
	5.2	Templates: Template System Basics, Creating Template Objects, Context Objects, Tags, Filters, Using Templates in Views, Template Loading				
	5.3	Model: Installing Model, Basic data Access, Model String				

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	Representation, Inserting and Updating data, Selecting Objects		
5.4	Namespace, Validation, Session framework, Django admin Site: contrib packages, Forms, Adding models to admin site		
5.5	Session Framework, Email Handling, Django with Rest API Framework		
	Total	45	

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## K. J. Somaiya College of Engineering, Mumbai -77 (A Constituent College of Somaiya Vidyavihar University)

### **Department of Information Technology**

#### **Recommended Books:**

Sr. No.	Name/s of Author/s	Title of Book	Name of Publisher with country	Edition and Year of Publication
1.	Adrian Holovaty, Jacob Kaplan- Moss	The Definitive Guide to Django: Web Development Done Right	Apress	Second Edition, 2014
2.	Martin Bean	Laravel 5 Essentials	Packt Publishing	First Edition,2015
3.	Matt Stauffer	Laravel: Up & Running: A Framework for Building Modern PHP Apps	OReilly Publication	Second Edition, 2019

• Instructor needs to provide additional resources to students for in-depth understanding and practical applicability of the indicated topic/topics.

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code		Course Title										
116U04L601	Objec	<b>Object Oriented Software Engineering Laboratory</b>										
		TH P TUT Tota										
Teaching Scheme(Hrs.)				02	2			02				
Credits Assigned				01	-			01				
	Marks											
<b>Examination Scheme</b>	CA		DOD	7DXX7		ъ	De O	T-4-1				
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total				
				25			25	50				

- Term-Work will consist of practical covering entire syllabus of "Object Oriented Software Engineering" (116U04C601). Students will be graded based on continuous assessment of their term work.
- Practical and Oral Examination will be based on laboratory work and entire theory syllabus of "Object Oriented Software Engineering" (116U04C601).

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code		Course Title										
116U04L602		Simulation and Modeling Laboratory										
		TH		P			TUT	Total				
Teaching Scheme(Hrs.)				02				02				
Credits Assigned				01	l			01				
		Marks										
Examination Scheme	C	A	ECE	TXX		П	De O	T-4-1				
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total				
				25	25			50				

- Term-Work will consist of practical covering entire syllabus of "Simulation and Modeling" (116U04C602). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Simulation and Modeling" (116U04C602).

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code		Course Title										
116U04L603		Cloud Computing Laboratory										
		TH P TUT Total										
<b>Teaching Scheme(Hrs.)</b>				02				02				
Credits Assigned				01				01				
	Marks											
Examination Scheme	C	A	EGE	(DXX)		_	D.O.O.	TD 4.1				
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total				
				25	-		50	75				

- Term-Work will consist of practical covering entire syllabus of "Cloud Computing" (116U04C603). Students will be graded based on continuous assessment of their term work.
- Practical and Oral Examination will be based on laboratory work and entire theory syllabus of "Cloud Computing" (116U04C603).

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code		Course Title										
116U04L611		<b>Exploratory Data Analytics Laboratory</b>										
		TH P TUT Total										
Teaching Scheme(Hrs.)				02				02				
Credits Assigned				01				01				
	Marks											
Examination Scheme	CA		ECE	TXX/		_	De O	(D. 4.1				
Examination Scheme	ISE	IA	ESE	TW	О	P	P&O	Total				
				25	25			50				

- Term-Work will consist of practical covering entire syllabus of "Exploratory Data Analytics" (116U04E611). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Exploratory Data Analytics" (116U04E611).

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#### **Department of Information Technology**

Course Code	Course Title									
116U04L612	Vulnerability Analysis and Penetration Testing Laboratory									
		TH P TUT Total								
Teaching Scheme(Hrs.)				02	2			02		
Credits Assigned				01	L			01		
				Ma	arks					
Examination Scheme	CA	4	ECE	TW		D	De O	T-4-1		
Examination Scheme	ISE	IA	ESE	1 77	0	P	P&O	Total		
				25	25			50		

- Term-Work will consist of practical covering entire syllabus of "Vulnerability Analysis and Penetration Testing" (116U04E612). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Vulnerability Analysis and Penetration Testing" (116U04E612).

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code	Course Title											
116U04L613	Digita	<b>Digital signal and Image Processing Laboratory</b>										
		TH		P	•		TUT	Total				
Teaching Scheme(Hrs.)				02	2			02				
Credits Assigned				0:	1			01				
	Marks											
Examination Scheme	CA	4	TOTAL	TTXX7		П	De O	T-4-1				
Examination Scheme	ISE	IA	ESE	TW	O	P	P&O	Total				
				25	25			50				

- Term-Work will consist of practical covering entire syllabus of "Digital signal and Image Processing" (116U04E613). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Digital signal and Image Processing" (116U04E613).

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#### **Department of Information Technology**

Course Code		Course Title										
116U04L614	Development framework 1 Laboratory											
		TH		P	ı		TUT	Total				
Teaching Scheme(Hrs.)				02	2			02				
Credits Assigned				01	l			01				
	Marks											
<b>Examination Scheme</b>	C	CA FG		TXX7		ъ	De O	Total				
Examination Scheme	ISE IA ESE		ESE	TW	O	P	P&O	Total				
				25	25	!		50				

- Term-Work will consist of practical covering entire syllabus of "Development framework 1" (116U04E614). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Development framework 1"(116U04E614).

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#### **Department of Information Technology**

Course Code		Course Title									
116U04L615		<b>Internet of Things Laboratory</b>									
		TH		P		r	ГUТ	Total			
Teaching Scheme(Hrs.)					02			02			
Credits Assigned				01	l			01			
		Marks									
Examination Scheme	CA		ECE	TX7		П	De O	T-4-1			
Examination Scheme	ISE	IA	ESE	TW	О	P	P&O	Total			
				25	25			50			

- Term-Work will consist of practical covering entire syllabus of "Internet of Things" (116U04E615). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Internet of Things" (116U04E615).

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#### **Department of Information Technology**

<b>Course Code</b>		Course Title										
116U04L616		Development framework 2 Laboratory										
		TH		P		TUT		Total				
Teaching Scheme(Hrs.)				02				02				
Credits Assigned				01	1			01				
	Marks											
Examination Scheme	CA		EGE	(B) X X /		)	D.O.O.					
Examination Scheme	ISE	IA	ESE	TW	О	P	P&O	Total				
				25	25	-		50				

- Term-Work will consist of practical covering entire syllabus of "Development framework 2" (116U04E616). Students will be graded based on continuous assessment of their term work.
- Oral Examination will be based on laboratory work and entire theory syllabus of "Development framework 2" (116U04E616).

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(A Constituent College of Somaiya Vidyavihar University)

#### **Department of Information Technology**

Course Code	Course Title							
116U04P601	Mini Project							
	TH			P		TUT		Total
Teaching Scheme(Hrs.)				02				02
Credits Assigned				01				01
Examination Scheme	Marks							
	CA		DOD	(E)XX/		)	DO O	TD 4.1
	ISE	IA	ESE	TW	О	P	P&O	Total
				25	25	:		50

#### **Course Objectives**

The objective of Mini Project is to identify the real world challenges and try to provide the feasible solution to these problems considering different aspects such as requirements analysis, design, development, and deployment etc. of the application to solve the problem. This will enable students to apply the knowledge acquired in earlier semesters and also demonstrate the self-learning ability by exploring new required skills/ technology due to interdisciplinary nature of the mini project. It will empower student to follow the professional ethics and time management which will be highly beneficial during their professional life.

#### **Course Outcomes**

At the end of successful completion of the course the student will be able to

CO1: Identify the problem statement and scope of the problem

CO2: Analyze and design the solution considering hardware/software requirement.

CO3: Development and deployment of the solution

CO4: Communicate effectively using technical report and power point presentation

#### **Term Work and Oral:**

The mini project is a group project. Interdisciplinary projects are also permitted. Each project will be assigned with a faculty member as a supervisor. There will be continuous assessment and progress report of the project needs to be maintained by student(s).

The project will be evaluated based on the continuous assessment, technical report, project demonstration and presentation.