MANAGEMENT AND ENTREPRENEURSHIP FOR IT INDUSTRY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – V

Subject Code	17CS51	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1	**Teaching Hours**
Introduction – Meaning, nature and characteristics of management, scope and functional areas of management, goals of management, levels of management, brief overview of evolution of management. Planning- Nature, importance, types of plans, steps in planning, Organizing- nature and purpose, types of organization.	**10 Hours**
Module – 2	
Staffing- meaning, process of recruitment and selection. Directing and controlling- meaning and nature of directing, leadership styles, motivation theories. Controlling- meaning, steps in controlling, methods of establishing control, Communication- Meaning and importance, Coordination- meaning and importance	**10 Hours**
Module – 3	
Entrepreneur – meaning of entrepreneur, types of entrepreneurship, stages of entrepreneurial process, role of entrepreneurs in economic development, entrepreneurship in India, barriers to entrepreneurship. Identification of business opportunities- market feasibility study, technical feasibility study, financial feasibility study and social feasibility study.	**10 Hours**
Module – 4	
Preparation of project and ERP - meaning of project, project identification, project selection, project report, need and significance of report, contents, formulation, guidelines by planning commission for project report **Enterprise Resource Planning: Meaning and Importance- ERP** and Functional areas of Management – Marketing / Sales- Supply Chain Management – Finance and Accounting – Human Resources – Types of reports and methods of report generation	**10 Hours**
Module – 5	
Micro and Small Enterprises: Definition of micro and small enterprises, characteristics and advantages of micro and small enterprises, steps in establishing micro and small enterprises, Government of India indusial policy 2007 on micro and small enterprises, case study (Microsoft), Case study(Captain G R Gopinath),case study (N R Narayana Murthy & Infosys), **Institutional support:** MSME-DI, NSIC, SIDBI, KIADB, KSSIDC, TECSOK, KSFC, DIC and District level single window agency, **Introduction to IPR.**	**10 Hours**

Course outcomes: The students should be able to:

- Define management, organization, entrepreneur, planning, staffing, ERP and outline their importance in entrepreneurship
- Utilize the resources available effectively through ERP
- Make use of IPRs and institutional support in entrepreneurship

Question paper pattern:

The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Principles of Management -P. C. Tripathi, P. N. Reddy; Tata McGraw Hill, 4th / 6th Edition, 2010.
2. Dynamics of Entrepreneurial Development & Management -Vasant Desai Himalaya Publishing House.
3. Entrepreneurship Development -Small Business Enterprises -Poornima M Charantimath Pearson Education – 2006.
4. Management and Enterpreneurship- Kanishka Bedi- Oxford University Press-2017

Reference Books:

1. Management Fundamentals -Concepts, Application, Skill Development Robert Lusier – Thomson.
2. Entrepreneurship Development -S S Khanka -S Chand & Co.
3. Management -Stephen Robbins -Pearson Education /PHI -17th Edition, 2003

COMPUTER NETWORKS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – V

Subject Code	17CS52	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1	**Teaching Hours**
Application Layer: Principles of Network Applications: Network Application Architectures, Processes Communicating, Transport Services Available to Applications, Transport Services Provided by the Internet, Application-Layer Protocols. The Web and HTTP: Overview of HTTP, Non-persistent and Persistent Connections, HTTP Message Format, User-Server Interaction: Cookies, Web Caching, The Conditional GET, File Transfer: FTP Commands & Replies, Electronic Mail in the Internet: SMTP, Comparison with HTTP, Mail Message Format, Mail Access Protocols, DNS; The Internet's Directory Service: Services Provided by DNS, Overview of How DNS Works, DNS Records and Messages, Peer-to-Peer Applications: P2P File Distribution, Distributed Hash Tables **T1: Chap 2**	**10 Hours**
Module – 2	
Transport Layer : Introduction and Transport-Layer Services: Relationship Between Transport and Network Layers, Overview of the Transport Layer in the Internet, Multiplexing and Demultiplexing: Connectionless Transport: UDP,UDP Segment Structure, UDP Checksum, Principles of Reliable Data Transfer: Building a Reliable Data Transfer Protocol, Pipelined Reliable Data Transfer Protocols, Go-Back-N, Selective repeat, Connection-Oriented Transport TCP: The TCP Connection, TCP Segment Structure, Round-Trip Time Estimation and Timeout, Reliable Data Transfer, Flow Control, TCP Connection Management, Principles of Congestion Control: The Causes and the Costs of Congestion, Approaches to Congestion Control, **T1: Chap 3**	**10 Hours**
Module – 3	
The Network layer: What's Inside a Router?: Input Processing, Switching, Output Processing, Where Does Queuing Occur? Routing control plane, IPv6,A Brief foray into IP Security, Routing Algorithms: The Link-State (LS) Routing Algorithm, The Distance-Vector (DV) Routing Algorithm, Hierarchical Routing, Routing in the Internet, Intra-AS Routing in the Internet: RIP, Intra-AS Routing in the Internet: OSPF, Inter/AS Routing: BGP, Broadcast Routing Algorithms and Multicast. **T1: Chap 4: 4.3-4.7**	**10 Hours**
Module – 4	
Wireless and Mobile Networks: Cellular Internet Access: An Overview of Cellular Network Architecture, 3G Cellular Data Networks: Extending the Internet to Cellular subscribers, On to 4G:LTE,Mobility management: Principles,	**10 Hours**

Addressing, Routing to a mobile node, Mobile IP, Managing mobility in cellular Networks, Routing calls to a Mobile user, Handoffs in GSM, Wireless and Mobility: Impact on Higher-layer protocols. **T1: Chap: 6 : 6.4-6.8**	
Module – 5	
Multimedia Networking: Properties of video, properties of Audio, Types of multimedia Network Applications, Streaming stored video: UDP Streaming, HTTP Streaming, Adaptive streaming and DASH, content distribution Networks, case studies: You Tube. **Network Support for Multimedia:** Quality-of-Service (QoS) Guarantees: Resource Reservation and Call Admission **T1: Chap: 7: 7.1,7.2,7.5**	**10 Hours**
Course outcomes: The students should be able to:	
• Explain principles of application layer protocols • Outline transport layer services and infer UDP and TCP protocols • Classify routers, IP and Routing Algorithms in network layer • Explain the Wireless and Mobile Networks covering IEEE 802.11 Standard • Define Multimedia Networking and Network Management	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
1. James F Kurose and Keith W Ross, Computer Networking, A Top-Down Approach, Sixth edition, Pearson,2017 .	
Reference Books:	
1. Behrouz A Forouzan, Data and Communications and Networking, Fifth Edition, McGraw Hill, Indian Edition 2. Larry L Peterson and Brusce S Davie, Computer Networks, fifth edition, ELSEVIER 3. Andrew S Tanenbaum, Computer Networks, fifth edition, Pearson 4. Mayank Dave, Computer Networks, Second edition, Cengage Learning	

DATABASE MANAGEMENT SYSTEM [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2017 - 2018) SEMESTER – V			
Subject Code	17CS53	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03
CREDITS – 04			

Module – 1	**Teaching Hours**
Introduction to Databases: Introduction, Characteristics of database approach, Advantages of using the DBMS approach, History of database applications. **Overview of Database Languages and Architectures:** Data Models, Schemas, and Instances. Three schema architecture and data independence, database languages, and interfaces, The Database System environment. **Conceptual Data Modelling using Entities and Relationships:** Entity types, Entity sets, attributes, roles, and structural constraints, Weak entity types, ER diagrams, examples, Specialization and Generalization. **Textbook 1:Ch 1.1 to 1.8, 2.1 to 2.6, 3.1 to 3.10**	**10 Hours**
Module – 2	
Relational Model: Relational Model Concepts, Relational Model Constraints and relational database schemas, Update operations, transactions, and dealing with constraint violations. **Relational Algebra:** Unary and Binary relational operations, additional relational operations (aggregate, grouping, etc.) Examples of Queries in relational algebra. **Mapping Conceptual Design into a Logical Design:** Relational Database Design using ER-to-Relational mapping. **SQL:** SQL data definition and data types, specifying constraints in SQL, retrieval queries in SQL, INSERT, DELETE, and UPDATE statements in SQL, Additional features of SQL. **Textbook 1: Ch4.1 to 4.5, 5.1 to 5.3, 6.1 to 6.5, 8.1; Textbook 2: 3.5**	**10 Hours**
Module – 3	
SQL : Advances Queries: More complex SQL retrieval queries, Specifying constraints as assertions and action triggers, Views in SQL, Schema change statements in SQL. **Database Application Development:** Accessing databases from applications, An introduction to JDBC, JDBC classes and interfaces, SQLJ, Stored procedures, Case study: The internet Bookshop. **Internet Applications:** The three-Tier application architecture, The presentation layer, The Middle Tier **Textbook 1: Ch7.1 to 7.4; Textbook 2: 6.1 to 6.6, 7.5 to 7.7.**	**10 Hours**
Module – 4	
Normalization: Database Design Theory – Introduction to Normalization using Functional and Multivalued Dependencies: Informal design guidelines for relation schema, Functional Dependencies, Normal Forms based on Primary Keys, Second and Third Normal Forms, Boyce-Codd Normal Form, Multivalued Dependency and Fourth Normal Form, Join Dependencies and Fifth Normal Form. **Normalization Algorithms:** Inference Rules, Equivalence, and Minimal Cover, Properties of Relational Decompositions, Algorithms for Relational Database Schema Design, Nulls, Dangling tuples, and alternate Relational	**10 Hours**

Designs, Further discussion of Multivalued dependencies and 4NF, Other dependencies and Normal Forms **Textbook 1: Ch14.1 to 14.7, 15.1 to 15.6**	
Module – 5	
Transaction Processing: Introduction to Transaction Processing, Transaction and System concepts, Desirable properties of Transactions, Characterizing schedules based on recoverability, Characterizing schedules based on Serializability, Transaction support in SQL. **Concurrency Control in Databases:** Two-phase locking techniques for Concurrency control, Concurrency control based on Timestamp ordering, Multiversion Concurrency control techniques, Validation Concurrency control techniques, Granularity of Data items and Multiple Granularity Locking. **Introduction to Database Recovery Protocols:** Recovery Concepts, NO-UNDO/REDO recovery based on Deferred update, Recovery techniques based on immediate update, Shadow paging, Database backup and recovery from catastrophic failures **Textbook 1: 20.1 to 20.6, 21.1 to 21.7, 22.1 to 22.4, 22.7.**	**10 Hours**
Course outcomes: The students should be able to:	
• Summarize the concepts of database objects; enforce integrity constraints on a database using RDBMS. • Use Structured Query Language (SQL) for database manipulation. • Design simple database systems • Design code for some application to interact with databases.	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books:	
1. Fundamentals of Database Systems, RamezElmasri and Shamkant B. Navathe, 7th Edition, 2017, Pearson. 2. Database management systems, Ramakrishnan, and Gehrke, 3rd Edition, 2014, McGraw Hill	
Reference Books:	
1. Silberschatz Korth and Sudharshan, Database System Concepts, 6th Edition, Mc-GrawHill, 2013. 2. Coronel, Morris, and Rob, Database Principles Fundamentals of Design, Implementation and Management, Cengage Learning 2012.	

AUTOMATA THEORY AND COMPUTABILITY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – V

Subject Code	17CS54	IA Marks	40
Number of Lecture Hours/Week	4	Exam Marks	60
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Module – 1	**Teaching Hours**
Why study the Theory of Computation, Languages and Strings: Strings, Languages. A Language Hierarchy, Computation, **Finite State Machines (FSM)**: Deterministic FSM, Regular languages, Designing FSM, Nondeterministic FSMs, From FSMs to Operational Systems, Simulators for FSMs, Minimizing FSMs, Canonical form of Regular languages, Finite State Transducers, Bidirectional Transducers. **Textbook 1: Ch 1,2, 3,4, 5.1 to 5.10**	**10 Hours**
Module – 2	
Regular Expressions (RE): what is a RE?, Kleene's theorem, Applications of REs, Manipulating and Simplifying REs. Regular Grammars: Definition, Regular Grammars and Regular languages. Regular Languages (RL) and Non-regular Languages: How many RLs, To show that a language is regular, Closure properties of RLs, to show some languages are not RLs. **Textbook 1: Ch 6, 7, 8: 6.1 to 6.4, 7.1, 7.2, 8.1 to 8.4**	**10 Hours**
Module – 3	
Context-Free Grammars(CFG): Introduction to Rewrite Systems and Grammars, CFGs and languages, designing CFGs, simplifying CFGs, proving that a Grammar is correct, Derivation and Parse trees, Ambiguity, Normal Forms. Pushdown Automata (PDA): Definition of non-deterministic PDA, Deterministic and Non-deterministic PDAs, Non-determinism and Halting, alternative equivalent definitions of a PDA, alternatives that are not equivalent to PDA. **Textbook 1: Ch 11, 12: 11.1 to 11.8, 12.1, 12.2, 12,4, 12.5, 12.6**	**10 Hours**
Module – 4	
Context-Free and Non-Context-Free Languages: Where do the Context-Free Languages(CFL) fit, Showing a language is context-free, Pumping theorem for CFL, Important closure properties of CFLs, Deterministic CFLs. Algorithms and Decision Procedures for CFLs: Decidable questions, Un-decidable questions. Turing Machine: Turing machine model, Representation, Language acceptability by TM, design of TM, Techniques for TM construction. **Textbook 1: Ch 13: 13.1 to 13.5, Ch 14: 14.1, 14.2, Textbook 2: Ch 9.1 to 9.6**	**10 Hours**
Module – 5	
Variants of Turing Machines (TM), The model of Linear Bounded automata: Decidability: Definition of an algorithm, decidability, decidable languages, Undecidable languages, halting problem of TM, Post correspondence problem. Complexity: Growth rate of functions, the classes of P and NP, Quantum Computation: quantum computers, Church-Turing thesis. **Textbook 2: Ch 9.7 to 9.8, 10.1 to 10.7, 12.1, 12.2, 12.8, 12.8.1, 12.8.2**	**10 Hours**

Course outcomes: The students should be able to:

- Tell the core concepts in automata theory and Theory of Computation
- Explain how to translate between different models of Computation (e.g., Deterministic and Non-deterministic and Software models).
- Interpret Grammars and Automata (recognizers) for different language classes and become knowledgeable about restricted models of Computation (Regular, Context Free) and their relative powers.
- Develop skills in formal reasoning and reduction of a problem to a formal model, with an emphasis on semantic precision and conciseness.
- Classify a problem with respect to different models of Computation.

Question paper pattern:

The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Elaine Rich, Automata, Computability and Complexity, 1st Edition, Pearson Education,2012/2013
2. K L P Mishra, N Chandrasekaran , 3rd Edition, Theory of Computer Science, PhI, 2012.

Reference Books:

1. John E Hopcroft, Rajeev Motwani, Jeffery D Ullman, Introduction to AutomataTheory, Languages, and Computation, 3rd Edition, Pearson Education, 2013
2. Michael Sipser : Introduction to the Theory of Computation, 3rd edition, Cengage learning,2013
3. John C Martin, Introduction to Languages and The Theory of Computation, 3rd Edition, Tata McGraw –Hill Publishing Company Limited, 2013
4. Peter Linz, “An Introduction to Formal Languages and Automata”, 3rd Edition, Narosa Publishers, 1998
5. Basavaraj S. Anami, Karibasappa K G, Formal Languages and Automata theory, Wiley India, 2012
6. C K Nagpal, Formal Languages and Automata Theory, Oxford University press, 2012.

OBJECT ORIENTED MODELING AND DESIGN
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – V

Subject Code	17CS551	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	**Teaching Hours**
Introduction, Modelling Concepts and Class Modelling: What is Object orientation? What is OO development? OO Themes; Evidence for usefulness of OO development; OO modelling history. Modelling as Design technique: Modelling; abstraction; The Three models. Class Modelling: Object and Class Concept; Link and associations concepts; Generalization and Inheritance; A sample class model; Navigation of class models; Advanced Class Modelling, Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived Data; Packages. **Text Book-1: Ch 1, 2, 3 and 4**	**8 Hours**
Module – 2	
UseCase Modelling and Detailed Requirements: Overview; Detailed object-oriented Requirements definitions; System Processes-A use case/Scenario view; Identifying Input and outputs-The System sequence diagram; Identifying Object Behaviour-The state chart Diagram; Integrated Object-oriented Models. **Text Book-2:Chapter- 6:Page 210 to 250**	**8 Hours**
Module – 3	
Process Overview, System Conception and Domain Analysis: Process Overview: Development stages; Development life Cycle; System Conception: Devising a system concept; elaborating a concept; preparing a problem statement. Domain Analysis: Overview of analysis; Domain Class model: Domain state model; Domain interaction model; Iterating the analysis. **Text Book-1:Chapter- 10,11,and 12**	**8 Hours**
Module – 4	
Use case Realization :The Design Discipline within up iterations: Object Oriented Design-The Bridge between Requirements and Implementation; Design Classes and Design within Class Diagrams; Interaction Diagrams-Realizing Use Case and defining methods; Designing with Communication Diagrams; Updating the Design Class Diagram; Package Diagrams-Structuring the Major Components; Implementation Issues for Three-Layer Design. **Text Book-2: Chapter 8: page 292 to 346**	**8 Hours**
Module – 5	
Design Patterns: Introduction; what is a design pattern?, Describing design patterns, the catalog of design patterns, Organizing the catalog, How design patterns solve design problems, how to select a design patterns, how to use a design pattern; Creational patterns: prototype and singleton(only);structural	**8 Hours**

patterns adaptor and proxy(only).
Text Book-3:Chapter-1: 1.1, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8,Chapter-3,Chapter-4.

Course outcomes: The students should be able to:

- Describe the concepts of object-oriented and basic class modelling.
- Draw class diagrams, sequence diagrams and interaction diagrams to solve problems.
- Choose and apply a befitting design pattern for the given problem.

Question paper pattern:

The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Michael Blaha, James Rumbaugh: Object Oriented Modelling and Design with UML,2nd Edition, Pearson Education,2005
2. Satzinger, Jackson and Burd: Object-Oriented Analysis & Design with the Unified Process, Cengage Learning,2005.
3. Erich Gamma, Richard Helm, Ralph Johnson and john Vlissides: Design Patterns – Elements of Reusable Object-Oriented Software, Pearson Education,2007.

Reference Books:

1. Grady Booch et.al.: Object-Oriented Analysis and Design with Applications,3rd Edition,Pearson Education,2007.
2. 2.Frank Buschmann, RegineMeunier, Hans Rohnert, Peter Sommerlad, Michel Stal: Pattern –Oriented Software Architecture. A system of Patterns , Volume 1, John Wiley and Sons.2007.
3. 3. Booch, Jacobson, Rambaugh : Object-Oriented Analysis and Design with Applications, 3rd edition, pearson, Reprint 2013

SOCIAL NETWORK ANALYSIS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – V

Subject Code	17IS552	IA Marks	40
Number of Lecture Hours/Week	03	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module 1	**Teaching Hours**
Introduction to social network analysis and Descriptive network analysis: Introduction to new science of networks. Networks examples. Graph theory basics. Statistical network properties. Degree distribution, clustering coefficient. Frequent patterns. Network motifs. Cliques and k-cores.	**8 Hours**
Module 2	
Network structure, Node centralities and ranking on network: Nodes and edges, network diameter and average path length. Node centrality metrics: degree, closeness and betweenness centrality. Eigenvector centrality and PageRank. Algorithm HITS.	**8 Hours**
Module 3	
Network communities and Affiliation networks: Networks communities. Graph partitioning and cut metrics. Edge betweenness. Modularity clustering. Affiliation network and bipartite graphs. 1-mode projections. Recommendation systems.	**8 Hours**
Module 4	
Information and influence propagation on networks and Network visualization: Social Diffusion. Basic cascade model. Influence maximization. Most influential nodes in network. Network visualization and graph layouts. Graph sampling. Low -dimensional projections	**8 Hours**
Module 5	
Social media mining and SNA in real world: FB/VK and Twitter analysis: Natural language processing and sentiment mining. Properties of large social networks: friends, connections, likes, re-tweets.	**8 Hours**

Course Outcomes: The students should be able to:

- Define notation and terminology used in network science.
- Demonstrate, summarize and compare networks.
- Explain basic principles behind network analysis algorithms.
- Analyze real world network.

Question paper pattern:
The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. David Easley and John Kleinberg. "Networks, Crowds, and Markets: Reasoning About a Highly Connected World." Cambridge University Press 2010.
2. Eric Kolaczyk, Gabor Csardi. “Statistical Analysis of Network Data with R (Use R!)”.

Springer, 2014.
3. Stanley Wasserman and Katherine Faust. "Social Network Analysis. Methods and Applications." Cambridge University Press, 1994.

Reference Books:

1. **NIL**

ADVANCED JAVA AND J2EE
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – V

Subject Code	17CS553	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	**Teaching Hours**
Enumerations, Autoboxing and Annotations(metadata): Enumerations, Enumeration fundamentals, the values() and valueOf() Methods, java enumerations are class types, enumerations Inherits Enum, example, type wrappers, Autoboxing, Autoboxing and Methods, Autoboxing/Unboxing occurs in Expressions, Autoboxing/Unboxing, Boolean and character values, Autoboxing/Unboxing helps prevent errors, A word of Warning. Annotations, Annotation basics, specifying retention policy, Obtaining Annotations at run time by use of reflection, Annotated element Interface, Using Default values, Marker Annotations, Single Member annotations, Built-In annotations.	**8 Hours**
Module – 2	
The collections and Framework: Collections Overview, Recent Changes to Collections, The Collection Interfaces, The Collection Classes, Accessing a collection Via an Iterator, Storing User Defined Classes in Collections, The Random Access Interface, Working With Maps, Comparators, The Collection Algorithms, Why Generic Collections?, The legacy Classes and Interfaces, Parting Thoughts on Collections.	**8 Hours**
Module – 3	
String Handling **:**The String Constructors, String Length, Special String Operations, String Literals, String Concatenation, String Concatenation with Other Data Types, String Conversion and toString( ) Character Extraction, charAt( ), getChars( ), getBytes( ) toCharArray(), String Comparison, equals( ) and equalsIgnoreCase( ), regionMatches( ) startsWith( ) and endsWith( ), equals( ) Versus == , compareTo( ) Searching Strings, Modifying a String, substring( ), concat( ), replace( ), trim( ), Data Conversion Using valueOf( ), Changing the Case of Characters Within a String, Additional String Methods, StringBuffer , StringBuffer Constructors, length( ) and capacity( ), ensureCapacity( ), setLength( ), charAt( ) and setCharAt( ), getChars( ),append( ), insert( ), reverse( ), delete( ) and deleteCharAt( ), replace( ), substring( ), Additional StringBuffer Methods, StringBuilder **Text Book 1: Ch 15**	**8 Hours**
Module – 4	
Background; The Life Cycle of a Servlet; Using Tomcat for Servlet Development; A simple Servlet; The Servlet API; The Javax.servlet Package; Reading Servlet Parameter; The Javax.servlet.http package; Handling HTTP Requests and Responses; Using Cookies; Session Tracking. Java Server Pages (JSP): JSP, JSP Tags, Tomcat, Request String, User Sessions, Cookies, Session Objects	**8 Hours**

Text Book 1: Ch 31 Text Book 2: Ch 11	
Module – 5	
The Concept of JDBC; JDBC Driver Types; JDBC Packages; A Brief Overview of the JDBC process; Database Connection; Associating the JDBC/ODBC Bridge with the Database; Statement Objects; ResultSet; Transaction Processing; Metadata, Data types; Exceptions. **Text Book 2: Ch 06**	**8 Hours**
Course outcomes: The students should be able to:	
• Interpret the need for advanced Java concepts like enumerations and collections in developing modular and efficient programs • Build client-server applications and TCP/IP socket programs • Illustrate database access and details for managing information using the JDBC API • Describe how servlets fit into Java-based web application architecture • Develop reusable software components using Java Beans	
Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.	
Text Books: 1. Herbert Schildt: JAVA the Complete Reference, 7th/9th Edition, Tata McGraw Hill, 2007. 2. Jim Keogh: J2EE-TheCompleteReference, McGraw Hill, 2007.	
Reference Books:	
1. Y. Daniel Liang: Introduction to JAVA Programming, 7thEdition, Pearson Education, 2007. 2. Stephanie Bodoff et al: The J2EE Tutorial, 2nd Edition, Pearson Education,2004. 3. Uttam K Roy, Advanced JAVA programming, Oxford University press, 2015.	

PROGRAMMING LANGAUGES
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – V

Subject Code	17IS554	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	**Teaching Hours**
Overview, Names, Types, Type systems	**8 Hours**
Module – 2	
Semantics, semantic interpretation	**8 Hours**
Module – 3	
Functions, function implementation, memory management	**8 Hours**
Module – 4	
Imperative programming, object oriented programming, functional programming	**8 Hours**
Module – 5	
Logic programming, event-driven programming, concurrent programming	**8 Hours**

Course outcomes: The students should be able to:

- Select appropriate languages for given applications
- Compare and contrast the strengths and weaknesses of different languages

Question paper pattern:
The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Programming languages by Allen B. Tucker and Robert E. Noonan

Reference Books:

NIL

PROGRAMMING IN JAVA [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2017 -2018) SEMESTER – V			
Subject Code	17CS561	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			

Module – 1	**Teaching Hours**
An Overview of Java: Object-Oriented Programming, A First Simple Program, A Second Short Program, Two Control Statements, Using Blocks of Code, Lexical Issues, The Java Class Libraries, Data Types, Variables, and Arrays: Java Is a Strongly Typed Language, The Primitive Types, Integers, Floating-Point Types, Characters, Booleans, A Closer Look at Literals, Variables, Type Conversion and Casting, Automatic Type Promotion in Expressions, Arrays, A Few Words About Strings **Text book 1: Ch 2, Ch 3**	**8 Hours**
Module – 2	
Operators: Arithmetic Operators, The Bitwise Operators, Relational Operators, Boolean Logical Operators, The Assignment Operator, The ? Operator, Operator Precedence, Using Parentheses, Control Statements: Java's Selection Statements, Iteration Statements, Jump Statements. **Text book 1: Ch 4, Ch 5**	**8 Hours**
Module – 3	
Introducing Classes: Class Fundamentals, Declaring Objects, Assigning Object Reference Variables, Introducing Methods, Constructors, The this Keyword, Garbage Collection, The finalize( ) Method, A Stack Class, A Closer Look at Methods and Classes: Overloading Methods, Using Objects as Parameters, A Closer Look at Argument Passing, Returning Objects, Recursion, Introducing Access Control, Understanding static, Introducing final, Arrays Revisited, Inheritance: Inheritance, Using super, Creating a Multilevel Hierarchy, When Constructors Are Called, Method Overriding, Dynamic Method Dispatch, Using Abstract Classes, Using final with Inheritance, The Object Class. **Text book 1: Ch 6, Ch 7.1-7.9, Ch 8.**	**8 Hours**
Module – 4	
Packages and Interfaces: Packages, Access Protection, Importing Packages, Interfaces, Exception Handling: Exception-Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally, Java's Built-in Exceptions, Creating Your Own Exception Subclasses, Chained Exceptions, Using Exceptions. **Text book 1: Ch 9, Ch 10**	**8 Hours**
Module – 5	
Enumerations, Type Wrappers, I/O, Applets, and Other Topics: I/O Basics, Reading Console Input, Writing Console Output, The PrintWriter Class, Reading and Writing Files, Applet Fundamentals, The transient and volatile Modifiers,	**8 Hours**

Using instanceof, strictfp, Native Methods, Using assert, Static Import, Invoking Overloaded Constructors Through this( ), String Handling: The String Constructors, String Length, Special String Operations, Character Extraction, String Comparison, Searching Strings, Modifying a String, Data Conversion Using valueOf( ), Changing the Case of Characters Within a String , Additional String Methods, StringBuffer, StringBuilder. **Text book 1: Ch 12.1,12.2, Ch 13, Ch 15**	

Course outcomes: The students should be able to:

- Explain the object-oriented concepts and JAVA.
- Develop computer programs to solve real world problems in Java.
- Develop simple GUI interfaces for a computer program to interact with users

Question paper pattern:

The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Herbert Schildt, Java The Complete Reference, 7th Edition, Tata McGraw Hill, 2007. (Chapters 2, 3, 4, 5, 6,7, 8, 9,10, 12,13,15)

Reference Books:

1. Mahesh Bhave and Sunil Patekar, "Programming with Java", First Edition, Pearson Education,2008, ISBN:9788131720806.
2. Rajkumar Buyya,S Thamarasi selvi, xingchen chu, Object oriented Programming with java, Tata McGraw Hill education private limited.
3. E Balagurusamy, Programming with Java A primer, Tata McGraw Hill companies.
4. Anita Seth and B L Juneja, JAVA One step Ahead, Oxford University Press, 2017.

ARTIFICIAL INTELLIGENCE
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 -2018)
SEMESTER – V

Subject Code	17CS562	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	**Teaching Hours**
What is artificial intelligence?, Problems, Problem Spaces and search, Heuristic search technique **TextBook1: Ch 1, 2 and 3**	**8 Hours**
Module – 2	
Knowledge Representation Issues, Using Predicate Logic, Representing knowledge using Rules, **TextBoook1: Ch 4, 5 and 6.**	**8 Hours**
Module – 3	
Symbolic Reasoning under Uncertainty, Statistical reasoning, Weak Slot and Filter Structures. **TextBoook1: Ch 7, 8 and 9.**	**8 Hours**
Module – 4	
Strong slot-and-filler structures, Game Playing. **TextBoook1: Ch 10 and 12**	**8 Hours**
Module – 5	
Natural Language Processing, Learning, Expert Systems. **TextBook1: Ch 15,17 and 20**	**8 Hours**

Course outcomes: The students should be able to:

- Identify the AI based problems
- Apply techniques to solve the AI problems
- Define learning and explain various learning techniques
- Discuss expert systems

Question paper pattern:
The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. E. Rich , K. Knight & S. B. Nair - Artificial Intelligence, 3/e, McGraw Hill.

Reference Books:

1. Artificial Intelligence: A Modern Approach, Stuart Rusell, Peter Norving, Pearson Education 2nd Edition.
1. Dan W. Patterson, Introduction to Artificial Intelligence and Expert Systems – Prentice Hal of India.
2. G. Luger, “Artificial Intelligence: Structures and Strategies for complex problem

Solving", Fourth Edition, Pearson Education, 2002.
3. Artificial Intelligence and Expert Systems Development by D W Rolston-Mc Graw hill.
4. N.P. Padhy "Artificial Intelligence and Intelligent Systems" , Oxford University Press-2015

EMBEDDED SYSTEMS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 -2018)
SEMESTER – V

Subject Code	17CS563	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	**Teaching Hours**
Introduction to embedded systems: Embedded systems, Processor embedded into a system, Embedded hardware units and device in a system, Embedded software in a system, Examples of embedded systems, Design process in embedded system, Formalization of system design, Design process and design examples, Classification of embedded systems, skills required for an embedded system designer.	**8 Hours**
Module – 2	
Devices and communication buses for devices network: IO types and example, Serial communication devices, Parallel device ports, Sophisticated interfacing features in device ports, Wireless devices, Timer and counting devices, Watchdog timer, Real time clock, Networked embedded systems, Serial bus communication protocols, Parallel bus device protocols-parallel communication internet using ISA, PCI, PCI-X and advanced buses, Internet enabled systems-network protocols, Wireless and mobile system protocols.	**8 Hours**
Module – 3	
Device drivers and interrupts and service mechanism: Programming-I/O busy-wait approach without interrupt service mechanism, ISR concept, Interrupt sources, Interrupt servicing (Handling) Mechanism, Multiple interrupts, Context and the periods for context switching, interrupt latency and deadline, Classification of processors interrupt service mechanism from Context-saving angle, Direct memory access, Device driver programming.	**8 Hours**
Module – 4	
Inter process communication and synchronization of processes, Threads and tasks: Multiple process in an application, Multiple threads in an application, Tasks, Task states, Task and Data, Clear-cut distinction between functions. ISRS and tasks by their characteristics, concept and semaphores, Shared data, Inter-process communication, Signal function, Semaphore functions, Message Queue functions, Mailbox functions, Pipe functions, Socket functions, RPC functions.	**8 Hours**
Module – 5	
Real-time operating systems: OS Services, Process management, Timer functions, Event functions, Memory management, Device, file and IO subsystems management, Interrupt routines in RTOS environment and handling of interrupt source calls, Real-time operating systems, Basic design using an RTOS, RTOS task scheduling models, interrupt latency and response of the tasks as performance metrics, OS security issues. Introduction to embedded software development process and tools, Host and target machines, Linking and location software.	**8 Hours**

Course outcomes: The students should be able to:

- Distinguish the characteristics of embedded computer systems.
- Identify the various vulnerabilities of embedded computer systems.
- Design and develop modules using RTOS.
- Explain RPC, threads and tasks

Question paper pattern:

The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Raj Kamal, "Embedded Systems: Architecture, Programming, and Design" 2nd / 3rd edition , Tata McGraw hill-2013.

Reference Books:

1. Marilyn Wolf, "Computer as Components, Principles of Embedded Computing System Design" 3rd edition, Elsevier-2014.

DOT NET FRAMEWORK FOR APPLICATION DEVELOPMENT
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 -2018)
SEMESTER – V

Subject Code	17CS564	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	**Teaching Hours**
Introducing Microsoft Visual C# and Microsoft Visual Studio 2015: Welcome to C#, Working with variables, operators and expressions, Writing methods and applying scope, Using decision statements, Using compound assignment and iteration statements, Managing errors and exceptions **T1: Chapter 1 – Chapter 6**	**8 Hours**
Module – 2	
Understanding the C# object model: Creating and Managing classes and objects, Understanding values and references, Creating value types with enumerations and structures, Using arrays **Textbook 1: Ch 7 to 10**	**8 Hours**
Module – 3	
Understanding parameter arrays, Working with inheritance, Creating interfaces and defining abstract classes, Using garbage collection and resource management **Textbook 1: Ch 11 to 14**	**8 Hours**
Module – 4	
Defining Extensible Types with C#: Implementing properties to access fields, Using indexers, Introducing generics, Using collections **Textbook 1: Ch 15 to 18**	**8 Hours**
Module – 5	
Enumerating Collections, Decoupling application logic and handling events, Querying in-memory data by using query expressions, Operator overloading **Textbook 1: Ch 19 to 22**	**8 Hours**

Course outcomes: The students should be able to:

- Build applications on Visual Studio .NET platform by understanding the syntax and semantics of C#
- Demonstrate Object Oriented Programming concepts in C# programming language
- Design custom interfaces for applications and leverage the available built-in interfaces in building complex applications.
- Illustrate the use of generics and collections in C#
- Compose queries to query in-memory data and define own operator behaviour

Question paper pattern:
The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. John Sharp, Microsoft Visual C# Step by Step, 8th Edition, PHI Learning Pvt. Ltd. 2016

Reference Books:

1. Christian Nagel, "C# 6 and .NET Core 1.0", 1st Edition, Wiley India Pvt Ltd, 2016. Andrew Stellman and Jennifer Greene, "Head First C#", 3rd Edition, O'Reilly Publications, 2013.
2. Mark Michaelis, "Essential C# 6.0", 5th Edition, Pearson Education India, 2016.
3. Andrew Troelsen, "Prof C# 5.0 and the .NET 4.5 Framework", 6th Edition, Apress and Dreamtech Press, 2012.

CLOUD COMPUTING
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 -2018)
SEMESTER – V

Subject Code	17CS565	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Module – 1	**Teaching Hours**
Introduction ,Cloud Computing at a Glance, The Vision of Cloud Computing, Defining a Cloud, A Closer Look, Cloud Computing Reference Model, Characteristics and Benefits, Challenges Ahead, Historical Developments, Distributed Systems, Virtualization, Web 2.0, Service-Oriented Computing, Utility-Oriented Computing, Building Cloud Computing Environments, Application Development, Infrastructure and System Development, Computing Platforms and Technologies, Amazon Web Services (AWS), Google AppEngine, Microsoft Azure, Hadoop, Force.com and Salesforce.com, Manjrasoft Aneka Virtualization, Introduction, Characteristics of Virtualized, Environments Taxonomy of Virtualization Techniques, Execution Virtualization, Other Types of Virtualization, Virtualization and Cloud Computing, Pros and Cons of Virtualization, Technology	**8 Hours**
Module – 2	
Cloud Computing Architecture, Introduction, Cloud Reference Model, Architecture, Infrastructure / Hardware as a Service, Platform as a Service, Software as a Service, Types of Clouds, Public Clouds, Private Clouds, Hybrid Clouds, Community Clouds, Economics of the Cloud, Open Challenges, Cloud Definition, Cloud Interoperability and Standards Scalability and Fault Tolerance Security, Trust, and Privacy Organizational Aspects Aneka: Cloud Application Platform, Framework Overview, Anatomy of the Aneka Container, From the Ground Up: Platform Abstraction Layer, Fabric Services, foundation Services, Application Services, Building Aneka Clouds, Infrastructure Organization, Logical Organization, Private Cloud Deployment Mode, Public Cloud Deployment Mode, Hybrid Cloud Deployment Mode, Cloud Programming and Management, Aneka SDK, Management Tools	**8 Hours**
Module – 3	
Concurrent Computing: Thread Programming, Introducing Parallelism for Single Machine Computation, Programming Applications with Threads, What is a Thread?, Thread APIs, Techniques for Parallel Computation with Threads, Multithreading with Aneka, Introducing the Thread Programming Model, Aneka Thread vs. Common Threads, Programming Applications with Aneka Threads, Aneka Threads Application Model, Domain Decomposition: Matrix Multiplication, Functional Decomposition: Sine, Cosine, and Tangent. High-Throughput Computing: Task Programming, Task Computing, Characterizing a Task, Computing Categories, Frameworks for Task Computing, Task-based Application Models, Embarrassingly Parallel Applications,	**8 Hours**

Parameter Sweep Applications, MPI Applications, Workflow Applications with Task Dependencies, Aneka Task-Based Programming, Task Programming Model, Developing Applications with the Task Model, Developing Parameter Sweep Application, Managing Workflows.	
Module – 4	
Data Intensive Computing: Map-Reduce Programming, What is Data-Intensive Computing?, Characterizing Data-Intensive Computations, Challenges Ahead, Historical Perspective, Technologies for Data-Intensive Computing, Storage Systems, Programming Platforms, Aneka MapReduce Programming, Introducing the MapReduce Programming Model, Example Application	**8 Hours**
Module – 5	
Cloud Platforms in Industry, Amazon Web Services, Compute Services, Storage Services, Communication Services, Additional Services, Google AppEngine, Architecture and Core Concepts, Application Life-Cycle, Cost Model, Observations, Microsoft Azure, Azure Core Concepts, SQL Azure, Windows Azure Platform Appliance. Cloud Applications Scientific Applications, Healthcare: ECG Analysis in the Cloud, , Social Networking, Media Applications, Multiplayer Online Gaming.	**8 Hours**
Course outcomes: The students should be able to:	
• Explain the concepts and terminologies of cloud computing • Demonstrate cloud frameworks and technologies • Define data intensive computing • Demonstrate cloud applications	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books: 1. Rajkumar Buyya, Christian Vecchiola, and Thamarai Selvi Mastering Cloud. Computing McGraw Hill Education	
Reference Books:	
NIL	

COMPUTER NETWORK LABORATORY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – V

Subject Code	17CSL57	IA Marks	40
Number of Lecture Hours/Week	01I + 02P	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Description (If any):

For the experiments below modify the topology and parameters set for the experiment and take multiple rounds of reading and analyze the results available in log files. Plot necessary graphs and conclude. Use NS2/NS3.

Lab Experiments:

PART A

1. Implement three nodes point – to – point network with duplex links between them. Set the queue size, vary the bandwidth and find the number of packets dropped.
2. Implement transmission of ping messages/trace route over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion.
3. Implement an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination.
4. Implement simple ESS and with transmitting nodes in wire-less LAN by simulation and determine the performance with respect to transmission of packets.
5. Implement and study the performance of GSM on NS2/NS3 (Using MAC layer) or equivalent environment.
6. Implement and study the performance of CDMA on NS2/NS3 (Using stack called Call net) or equivalent environment.

PART B

Implement the following in Java:

7. Write a program for error detecting code using CRC-CCITT (16- bits).
8. Write a program to find the shortest path between vertices using bellman-ford algorithm.
9. Using TCP/IP sockets, write a client – server program to make the client send the file name and to make the server send back the contents of the requested file if present.
10. Write a program on datagram socket for client/server to display the messages on client side, typed at the server side.
11. Write a program for simple RSA algorithm to encrypt and decrypt the data.
12. Write a program for congestion control using leaky bucket algorithm.

Study Experiment / Project:

NIL

Course outcomes: The students should be able to:

- Analyze and Compare various networking protocols.
- Demonstrate the working of different concepts of networking.

- Implement and analyze networking protocols in NS2 / NS3

Conduction of Practical Examination:

1. All laboratory experiments are to be included for practical examination.
2. Students are allowed to pick one experiment from part A and part B with lot.
3. Strictly follow the instructions as printed on the cover page of answer script
4. Marks distribution: Procedure + Conduction + Viva: 100

   Part A: **8+35+7 =50**

   Part B: **8+35+7 =50**

5. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.

DBMS LABORATORY WITH MINI PROJECT
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2017 - 2018)
SEMESTER – V

Subject Code	17CSL58	IA Marks	40
Number of Lecture Hours/Week	01I + 02P	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Description (If any):

PART-A: SQL Programming (Max. Exam Mks. 50)

- Design, develop, and implement the specified queries for the following problems using Oracle, MySQL, MS SQL Server, or any other DBMS under LINUX/Windows environment.
- Create Schema and insert at least 5 records for each table. Add appropriate database constraints.

PART-B: Mini Project (Max. Exam Mks. 30)

- Use Java, C#, PHP, Python, or any other similar front-end tool. All applications must be demonstrated on desktop/laptop as a stand-alone or web based application (Mobile apps on Android/IOS are not permitted.)

Lab Experiments:

Part A: SQL Programming

1 Consider the following schema for a Library Database:
BOOK(Book_id, Title, Publisher_Name, Pub_Year)
BOOK_AUTHORS(Book_id, Author_Name)
PUBLISHER(Name, Address, Phone)
BOOK_COPIES(Book_id, Branch_id, No-of_Copies)
BOOK_LENDING(Book_id, Branch_id, Card_No, Date_Out, Due_Date)
LIBRARY_BRANCH(Branch_id, Branch_Name, Address)
Write SQL queries to

1. Retrieve details of all books in the library – id, title, name of publisher, authors, number of copies in each branch, etc.
2. Get the particulars of borrowers who have borrowed more than 3 books, but from Jan 2017 to Jun 2017.
3. Delete a book in BOOK table. Update the contents of other tables to reflect this data manipulation operation.
4. Partition the BOOK table based on year of publication. Demonstrate its working with a simple query.
5. Create a view of all books and its number of copies that are currently available in the Library.

2 Consider the following schema for Order Database:
SALESMAN(Salesman_id, Name, City, Commission)
CUSTOMER(Customer_id, Cust_Name, City, Grade, Salesman_id)
ORDERS(Ord_No, Purchase_Amt, Ord_Date, Customer_id, Salesman_id)
Write SQL queries to

1. Count the customers with grades above Bangalore's average.
2. Find the name and numbers of all salesman who had more than one customer.
3. List all the salesman and indicate those who have and don't have customers in their cities (Use UNION operation.)

	4. Create a view that finds the salesman who has the customer with the highest order of a day. 5. Demonstrate the DELETE operation by removing salesman with id 1000. All his orders must also be deleted.
3	Consider the schema for Movie Database: ACTOR(Act_id, Act_Name, Act_Gender) DIRECTOR(Dir_id, Dir_Name, Dir_Phone) MOVIES(Mov_id, Mov_Title, Mov_Year, Mov_Lang, Dir_id) MOVIE_CAST(Act_id, Mov_id, Role) RATING(Mov_id, Rev_Stars) Write SQL queries to 1. List the titles of all movies directed by 'Hitchcock'. 2. Find the movie names where one or more actors acted in two or more movies. 3. List all actors who acted in a movie before 2000 and also in a movie after 2015 (use JOIN operation). 4. Find the title of movies and number of stars for each movie that has at least one rating and find the highest number of stars that movie received. Sort the result by movie title. 5. Update rating of all movies directed by 'Steven Spielberg' to 5.
4	Consider the schema for College Database: STUDENT(USN, SName, Address, Phone, Gender) SEMSEC(SSID, Sem, Sec) CLASS(USN, SSID) SUBJECT(Subcode, Title, Sem, Credits) IAMARKS(USN, Subcode, SSID, Test1, Test2, Test3, FinalIA) Write SQL queries to 1. List all the student details studying in fourth semester 'C' section. 2. Compute the total number of male and female students in each semester and in each section. 3. Create a view of Test1 marks of student USN '1BI17CS101' in all subjects. 4. Calculate the FinalIA (average of best two test marks) and update the corresponding table for all students. 5. Categorize students based on the following criterion: If FinalIA = 17 to 20 then CAT = 'Outstanding' If FinalIA = 12 to 16 then CAT = 'Average' If FinalIA< 12 then CAT = 'Weak' Give these details only for 8th semester A, B, and C section students.
5	Consider the schema for Company Database: EMPLOYEE(SSN, Name, Address, Sex, Salary, SuperSSN, DNo) DEPARTMENT(DNo, DName, MgrSSN, MgrStartDate) DLOCATION(DNo,DLoc) PROJECT(PNo, PName, PLocation, DNo) WORKS_ON(SSN, PNo, Hours) Write SQL queries to 1. Make a list of all project numbers for projects that involve an employee whose last name is 'Scott', either as a worker or as a manager of the department that controls the project. 2. Show the resulting salaries if every employee working on the 'IoT' project is given a 10 percent raise. 3. Find the sum of the salaries of all employees of the 'Accounts' department, as

	well as the maximum salary, the minimum salary, and the average salary in this department 4. Retrieve the name of each employee who works on all the projects controlledby department number 5 (use NOT EXISTS operator). 5. For each department that has more than five employees, retrieve the department number and the number of its employees who are making more than Rs. 6,00,000.

Part B: Mini project

- For any problem selected, write the ER Diagram, apply ER-mapping rules, normalize the relations, and follow the application development process.
- Make sure that the application should have five or more tables, at least one trigger and one stored procedure, using suitable frontend tool.
- Indicative areas include; health care, education, industry, transport, supply chain, etc.

Course outcomes: The students should be able to:

- Use Structured Query Language (SQL) for database Creation and manipulation.
- Demonstrate the working of different concepts of DBMS
- Implement and test the project developed for an application.

Conduction of Practical Examination:

1. All laboratory experiments from part A are to be included for practical examination.
2. Mini project has to be evaluated for 40 Marks.
3. Report should be prepared in a standard format prescribed for project work.
4. Students are allowed to pick one experiment from the lot.
5. Strictly follow the instructions as printed on the cover page of answer script.
6. Marks distribution:
   a) Part A: Procedure + Conduction + Viva: **09 + 42 +09 =60 Marks**
   b) Part B: Demonstration + Report + Viva voce = **20+14+06 = 40 Marks**
7. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.