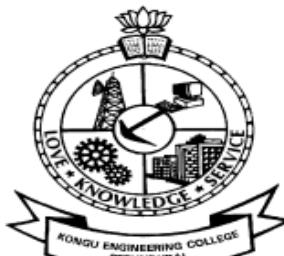


KONGU ENGINEERING COLLEGE

(Autonomous Institution Affiliated to Anna University, Chennai)

PERUNDURAI ERODE – 638 060

TAMILNADU INDIA



Estd : 1984

REGULATIONS, CURRICULUM & SYLLABI – 2024

(CHOICE BASED CREDIT SYSTEM AND
OUTCOME BASED EDUCATION)

(For the students admitted from the academic year 2024 - 2025)

BACHELOR OF SCIENCE DEGREE IN COMPUTER SYSTEMS AND DESIGN

DEPARTMENT OF COMPUTER TECHNOLOGY-UG





SEMESTER – I														
Course Code	Course Title	Hours / Semester						Credit	Maximum Marks			Category	Type	
		CI		LI	TW	SL	TH		CA	ESE	Total			
		L	T	P										
Theory/Theory with Practical														
24BCC11	Communicative English I	45	0	30	45	0	120	4	50	50	100	HS	C	
24BCC12	Mathematics I	45	7	16	52	0	120	4	50	50	100	BS	A	
24BCT11	Digital Principles and Logic Design	45	0	0	45	0	90	3	40	60	100	BS	A	
24BCT12	C Programming	45	0	0	45	0	90	3	100	0	100	PC	OT	
24BCT13	Web Programming	45	0	0	45	0	90	3	40	60	100	PC	S	
24MNT13	Quantitative Aptitude – I	20	0	0	0	10	30	0	100	0	100	MC	OT	
Practical / Employability Enhancement														
24BCL11	Digital Principles and Logic Design Laboratory	0	0	60	0	0	60	2	60	40	100	BS		
24BCL12	C Programming Laboratory	0	0	60	0	0	60	2	100	0	100	PC		
24BCL13	Web Programming Laboratory	0	0	60	0	0	60	2	60	40	100	PC		
24MNT14	Student Induction Program	0	0	90	0	0	90	0	100	0	100	MC		
Total Credits to be earned									23					

CI – Classroom Instructions, LI – Laboratory Instructions, TW – Term Work, SL – Self Learning, L – Lecture, T – Tutorial, P – Practical, C – Credit, TH – Total Hours, CA – Continuous Assessment, ESE – End Semester Examination, A – Analytical, D – Design using Hardware, S – Simulation using Coding, C – Concept, OC – Online course, OT - others

Signature of the Chairman
Board of Studies - CSE & IT

Mall





B.Sc – COMPUTER SYSTEMS AND DESIGN CURRICULUM - R2024
(For the students admitted from the academic year 2024-25 onwards)

SEMESTER – II																
Course Code	Course Title	Hours / Semester							Credit	Maximum Marks			Category	Type		
		CI		LI	TW	SL	TH	CA	ESE	Total						
		L	T	P												
Theory/Theory with Practical																
24BCC21	Communicative English II	45	0	30	45	0	120	4	50	50	100	HS	C			
24BCC22	Mathematics II	45	7	16	52	0	120	4	50	50	100	BS	A			
24BCT21	Python Programming	45	0	0	45	0	90	3	100	0	100	PC	OT			
24BCT22	Data Structures and Algorithms	45	15	0	30	30	120	4	40	60	100	PC	A			
24BCT23	User Interface Technologies	45	0	0	45	0	90	3	40	60	100	PC	S			
24MNT22	Quantitative Aptitude – II	20	0	0	0	10	30	0	100	0	100	MC	OT			
Practical / Employability Enhancement																
24BCL21	Python Programming Laboratory	0	0	60	0	0	60	2	100	0	100	PC				
24BCL22	Data Structures Laboratory	0	0	60	0	0	60	2	60	40	100	PC				
24BCL23	User Interface Technologies Laboratory	0	0	60	0	0	60	2	60	40	100	PC				
Total Credits to be earned									24							

CI – Classroom Instructions, LI – Laboratory Instructions, TW – Term Work, SL – Self Learning, L – Lecture, T – Tutorial, P – Practical, C – Credit, TH – Total Hours, CA – Continuous Assessment, ESE – End Semester Examination, A – Analytical, D – Design using Hardware, S – Simulation using Coding, C – Concept, OC – Online course, OT – others

Signature of the Chairman
Board of Studies : ESE & IT

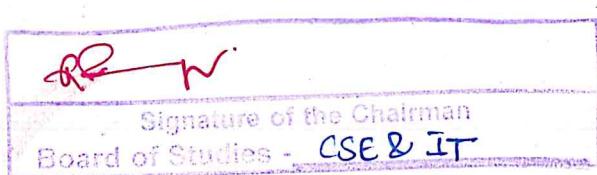


B.Sc – COMPUTER SYSTEMS AND DESIGN CURRICULUM - R2024
(For the students admitted from the academic year 2024-25 onwards)

SEMESTER – III														
Course Code	Course Title	Hours / Semester						Credit	Maximum Marks			Category	Type	
		CI		LI	TW	SL	TH		CA	ESE	Total			
		L	T	P										
Theory/Theory with Practical														
24BCT31	Java Programming	45	0	0	45	0	90	3	100	0	100	PC	OT	
24BCT32	Database Management Systems	45	0	0	45	0	90	3	40	60	100	PC	A	
24BCT33	Computer Organization	45	0	0	45	0	90	3	40	60	100	PC	A	
24BCT34	Software Engineering	45	0	0	45	0	90	3	40	60	100	PC	C	
24BCC31	Operating Systems	45	0	30	45	0	120	4	50	50	100	PC	C	
Practical / Employability Enhancement														
24BCL31	Java Programming Laboratory	0	0	60	0	0	60	2	100	0	100	PC		
24BCL32	Database Management Systems Laboratory	0	0	60	0	0	60	2	60	40	100	PC		
24GCL31	Professional Skills Training - I	0	0	45	35	0	80	2	100	0	100	EC		
24BCL33	Design Thinking Laboratory	0	0	60	0	0	60	2	60	40	100	EC		
Total Credits to be earned									24					

CI – Classroom Instructions, LI – Laboratory Instructions, TW – Term Work, SL – Self Learning, L – Lecture, T – Tutorial, P – Practical, C – Credit, TH – Total Hours, CA – Continuous Assessment, ESE – End Semester Examination.

Type: A – Analytical, D – Design using Hardware, S – Simulation using Coding, C – Concept, OC – Online course, OT - others



Alka



B.Sc – COMPUTER SYSTEMS AND DESIGN CURRICULUM - R2024
(For the students admitted from the academic year 2024-25 onwards)

SEMESTER – IV														
Course Code	Course Title	Hours / Semester						Credit	Maximum Marks			Category	Type	
		CI		LI	TW	SL	TH		CA	ESE	Total			
		L	T	P										
Theory/Theory with Practical														
24BCT41	Artificial Intelligence and Machine Learning	45	0	0	45	0	90	3	40	60	100	PC	S	
24BCT42	Mobile Application Development	45	0	0	45	0	90	3	40	60	100	PC	S	
24BCT43	Computer Networks	45	15	0	30	30	120	4	40	60	100	PC	OC	
24BCC41	Object Oriented Analysis and Design	45	0	30	45	0	120	4	50	50	100	PC	C	
24BCC42	Big Data Analytics	45	0	30	45	0	120	4	50	50	100	PC	C	
Practical / Employability Enhancement														
24BCL41	Machine Learning Laboratory	0	0	60	0	0	60	2	60	40	100	PC		
24BCL42	Mobile Application Development Laboratory	0	0	60	0	0	60	2	60	40	100	PC		
24GCL42	Professional Skills Training II	0	0	45	35	0	80	2	100	0	100	EC		
24BCP41	Mini Project	0	0	30	0	0	30	1	100	0	100	EC		
Total Credits to be earned									25					

CI – Classroom Instructions, LI – Laboratory Instructions, TW – Term Work, SL – Self Learning, L – Lecture, T – Tutorial, P – Practical, C – Credit, TH – Total Hours, CA – Continuous Assessment, ESE – End Semester Examination.

Type: A – Analytical, D – Design using Hardware, S – Simulation using Coding, C – Concept, OC – Online course, OT - others


Signature of the Chairman
Board of Studies - CSE & IT





24BCC11 - COMMUNICATIVE ENGLISH I									
(Common to Computer Systems and Design, Information Systems & Software Systems branches)									
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit
Prerequisites	Nil	1	HS	45	0	30	45	120	4
Preamble	To employ techniques of active reading, effective speaking and integrate ideas through writing skills								
Unit – I	Grammar and Vocabulary: Parts of speech – Sentence formation and Sentence completion - Finite and non-finite verbs -Tenses- Reading: Prediction and Surveying - Writing: Essays- Dialogue writing - Activities: Listening: Types of listening - Speaking: Talking about oneself, one's family, friends and favorite persons.								
Unit – II	Grammar and Vocabulary: Cause and effect expressions - Prefixes and Suffixes - Synonyms and Antonyms – Spellings- Reading: Types: Skimming, Scanning, Word-by-word and Speed - Writing: Describing persons, places, products and processes - Activities: Listening: Process of listening - Speaking: Non-technical Presentation.								
Unit – III	Grammar and Vocabulary: Active and Passive voice - Impersonal Passive - Reported Speech – Reading: Reading Comprehension – Summarizing and Paraphrasing - Writing: Warnings and Instructions - Activities: Listening: Effective listening strategies - Speaking: short talks.								
Unit – IV	Grammar and Vocabulary: Abbreviations and Acronyms – Idioms and Phrases-Structure of captions / slogans - Prepositions – Selecting words- Reading: Intensive reading and Note-making - Writing: Informal and Formal Letters: Enquiry and placing order - Activities: Listening: Gap filling activity while listening - Speaking: Narrating an event/story.								
Unit – V	Grammar and Vocabulary: Connectives and Discourse Markers-Text organization - Sentence Patterns – Punctuations - Reading: Tongue twisters – Cloze test- Rearranging jumbled words and sentences - Writing: E-mail Writing - Preparing the transcript for a speech - Activities: Listening: Listening to a lecture and taking notes – Speaking: Describing an image/picture.								
LIST OF EXPERIMENTS / EXERCISES:									
1.	Self-introduction								
2.	Making a non-technical presentation								
3.	Situational dialogues								
4.	Speaking about a dream job/company								
5.	Reading newspaper articles/magazines								
6.	Listening comprehension								
7.	Preparing review of a book/movie								
8.	Writing about a recent scientific invention/technology								
TEXT BOOK:									
1.	Sanjay Kumar and PushpLata, "Communication Skills", 2nd Edition, New Delhi: Oxford University Press, 2015.								
REFERENCES/ MANUAL / SOFTWARE:									
1.	Raymond Murphy, "Essential English Grammar: Reference and Practice for South Asian Students", 2nd Edition, Cambridge: Cambridge University Press, 2012.								
2.	Glennis Pye, "Vocabulary in Practice, Parts 1 and 2", 1st Edition, Cambridge: Cambridge University Press, 2011.								
3.	DVD, podcasts, Authentic Videos and Laboratory Manual								

*Includes Term Work (TW) & Online / Certification course hours



COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)	
CO1	identify and use content words which carry more meaning											Understanding (K2) Manipulation (S2)
CO2	construct sentences in English											Applying (K3) Precision (S3)
CO3	read and listen short, simple messages and texts with complete understanding											Analyzing (K4), Manipulation (S2)
CO4	write at the sentence and paragraph level and beyond without grammatical errors											Applying (K3), Precision (S3)
CO5	speak in a given context and take part in various professional and academic events											Applying (K3), Manipulation (S2)

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1				1		2	1	2	3		3	1	1
CO2				1		2	1	2	3		3	1	1
CO3				1		2	1	2	3		3	1	1
CO4				1		2	1	3	3		3	1	1
CO5				1		2	1	2	3		3	1	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		26	57	17			100
CAT2		23	60	17			100
CAT3		26	57	17			100
ESE		22	60	18			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)



Place



M. Sakthivel
[M. SAKTHIVEL]



24BCC12 – MATHEMATICS – I																		
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																		
Programme & Branch	B.Sc (Computer Systems and Design, Information Systems, Software Systems branches)	Sem.	Category	L	T	P	SL*	Total	Credit									
Prerequisites	Nil	1	BS	45	7	16	52	120	4									
Preamble	The course aims to formulate and solve problems using matrices, differential equations and fitting the best curve to the given data. Eventually the course provides a thorough understanding of solving real world problems using numerical methods.																	
Unit – I	Matrices:																	
Characteristic Equation of a matrix - Eigen values and Eigen vectors of real matrix - Properties of Eigen values and Eigen vectors (statement and problems only) - Cayley-Hamilton Theorem (statement only) - Orthogonal Matrices - Orthogonal Transformation of Symmetric matrix to diagonal form - Quadratic forms - Reduction of Quadratic form to Canonical form by Orthogonal reduction.																		
Unit – II	Differential Calculus:																	
Statement & simple problems only: Representation of functions - Limit of a function - Continuity - Derivatives - Differentiation rules (sum, product, quotient, chain rules) - Applications: Maxima and Minima of functions of one variable. Ordinary Differential Equations: Linear differential equations of second order with constant coefficients when the RHS is e^{ax} , $\sin(ax)$, $\cos(ax)$, x^n ($n>0$).																		
Unit – III	Curve Fitting:																	
Evaluation of constants by the method of group averages: Fitting a straight line - Equations involving three constants of the form $y = a+bx+cx^2$, $y = ax^b+c$, $y=ab^x+c$ and $y = ae^{bx}+c$ - Method of least squares: Fitting a straight line - Fitting a parabola																		
Unit – IV	Solution of Algebraic and Transcendental Equations:																	
Bisection method - Newton-Raphson method - Regula Falsi method - System of Simultaneous Linear Equations: Direct Methods: Gauss elimination method - Gauss Jordan method. Iterative methods: Gauss Jacobi method - Gauss Seidel method																		
Unit – V	Interpolation:																	
Interpolation with equal intervals: Newton-Gregory forward and backward difference formula - Newton's divided difference method for unequal intervals - Lagrange's interpolation formula - Lagrange's inverse interpolation formula.																		
LIST OF EXPERIMENTS / EXERCISES:																		
1.	Introduction to MATLAB.																	
2.	Computation of Eigen values and Eigen vectors.																	
3.	Plotting and visualizing single variable functions.																	
4.	Determination of limits and derivatives.																	
5.	Curve fitting for variable as a function of a predictor variable.																	
6.	Finding positive root by Regular – Falsi method.																	
7.	Solving simultaneous linear equations by Gauss – Seidel Method.																	
8.	Compute intermediate values using Lagrange's interpolation formula.																	
**Alternate week																		
TEXT BOOK:																		
1.	Veerarajan T, "Engineering Mathematics for first year", 3rd Edition, Tata McGraw-Hill, New Delhi, 2012, for Units I, II.																	
2.	Kandasamy P, Thilagavathy K, Gunavathy K, "Numerical Methods", 3rd Edition, S.Chand & Co, New Delhi, 2021 for Units III, IV, V.																	
REFERENCES/ MANUAL / SOFTWARE:																		
1.	Kandasamy P, Thilagavathy K, Gunavathy K, "Engineering Mathematics for first year", 9 th Edition, S.Chand & Co, New Delhi, 2019.																	
2.	Jain M.K, Iyengar S.R.K, Jain R.K, "Numerical Methods for Scientific and Engineering Computation", 8 th Edition, New Age International, New Delhi, 2020.																	
3.	MATLAB Manual.																	

*Includes Term Work (TW) & Online / Certification course hours



COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)
CO1	interpret the basics of matrix and finding the Eigen values and Eigen Vector of a real matrix										
CO2	apply differential calculus tools in solving various application problems and the second order linear differential equations										
CO3	fitting a curve to the given data using different methods										
CO4	apply various numerical techniques to solve algebraic and transcendental equations										
CO5	illustrate interpolation techniques for equal and unequal intervals										

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	3			3								
CO2	3	3			3								
CO3	3	2			3								
CO4	3	3			3								
CO5	3	2			3								

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		30	70				100
CAT2		30	70				100
CAT3		13	87				100
ESE		23	77				100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)

Signature of Chairman
Chairman Board of Studies CSE & IT

[Dr. Indra Kumar]





24BCT11-DIGITAL PRINCIPLES AND LOGIC DESIGN																		
(Common to Computer Systems and Design , Information Systems & Software Systems branches)																		
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit									
Prerequisites	Nil	1	BS	45	0	0	45	90	3									
Preamble	To deal with the basic principles of number systems, Boolean algebra and to exemplify the fundamental concepts of combinational and synchronous sequential logic circuits.																	
Unit – I	Digital Systems and Logic Gates:																	
Digital systems – Binary Numbers -Number Base Conversions - Decimal Numbers - Octal and Hexadecimal Numbers - Complement of Numbers: 1"s Complement - 2"s Complement. Binary codes - Digital logic gates.																		
Unit – II	Boolean Algebra and Minimization Techniques:																	
Introduction to Boolean Algebra - Basic theorems and properties of Boolean Algebra - Boolean Functions - Canonical and Standard Forms. Gate-Level Minimization: The Map method - Two, Three, Four Variable K-Map - Product Of Sums Simplification - NAND and NOR Implementation.																		
Unit – III	Combinational Logic:																	
Introduction-Combinational circuits: Design-Half Adder-Full Adder- Half Subtractor- Full Subtractor - Decoders - Encoders - Multiplexers - Demultiplexer.																		
Unit – IV	Synchronous Sequential Logic:																	
Introduction –Sequential circuits –Storage Elements -Latches: SR Latch –D latch. Flip-Flops: SR Flip-Flop – D Flip-Flop –JK Flip-Flop - T Flip-Flop. Analysis of Clocked Sequential Circuits: Analysis of D Flip-Flops - Analysis of T Flip-Flops.																		
Unit – V	Registers and Counters:																	
Registers -Types of Shift Registers: SISO - SIPO- PISO- PIPO- Universal Shift Register –Binary Synchronous Counters using T Flip flops - Ring Counters - Johnson Counter.																		
TEXT BOOK:																		
1.	M. Morris Mano and Michael D.Ciletti , “Digital Design with an introduction to the Verilog HDL,VHDL and SystemVerilog”,sixth Edition,Pearson,India,2020.																	
REFERENCES:																		
1.	FloydL. Thomas, “ Digital Fundamentals”,11thEdition,Pearson Education,Delhi,2018.																	
2.	Givone Donald D.,“ Digital Principles and Design ”,Tata McGraw-Hill Education,Delhi,2017.																	

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)	
CO1	Solve problems related to number base conversions and binary codes.											Applying(K3)
CO2	Apply the concept of Boolean algebra and to implement minimization techniques.											Applying(K3)
CO3	Design the basic combinational circuits.											Applying(K3)
CO4	Implementation of basic flip-flops.											Analyzing (K4)
CO5	Apply the concepts of registers and counters.											Analyzing(K4)

Mapping of COs with POs and PSOs

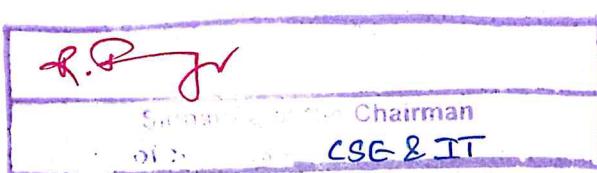
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1							1	3	1
CO2	3	3	2	1		1					1	3	2
CO3	3	3	2	1		1					1	3	2
CO4	3	3	2	1		1					1	3	2
CO5	3	3	2	1		1					1	3	2

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		40	60				100
CAT2		40	60				100
CAT3		40	43	17			100
ESE		24	58	18			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)



Place



10
[M. MYTHILI]



24BCT12 – C PROGRAMMING																	
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																	
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit								
Prerequisites	Nil	1	PC	45	0	0	45	90	3								
Preamble	This course introduces the fundamentals of C programming and emphasizes on developing c programs to solve problems in various domains.																
Unit – I	Introduction to C & Input/Output Operations								9								
Overview of C: Importance of C – Structure of C Programs – Programming Style – Executing a C Program. Constants, Variables and Data Types: Characterset – C Tokens – Keywords and Identifiers – Constants – Variables – Data Types – Declaration of Variables – Storage Class – Assigning values to variables. Managing Input and Output Operations: Reading & Writing a Character – Formatted Input – Formatted Output.																	
Unit – II	Operators, Decision Making & Arrays								9								
Operators and Expression: Introduction – Types of Operators – Arithmetic Expressions – Evaluation of Expressions – Type Conversion – Operator Precedence and Associativity. Decision Making and Branching: Decision Making and Looping. Array: Introduction: Definition and Types – One-Dimensional Arrays – Declaration - Initialization – Two-Dimensional Arrays – Multi-Dimensional Arrays.																	
Unit – III	Strings and Functions								9								
CharacterArrays and Strings: Declaring and Initializing String Variables – Reading & Writing Strings – Arithmetic operations on Characters – Putting Strings together – Comparison of Two Strings – String Handling Functions. User-Defined Functions: A Multi-Function Program - Elements of User-Defined Functions - Definition of Functions – Return values and their types – Function Calls – Function Declaration – Category of Functions – Nesting of Functions – Recursion – Passing Arrays to Function.																	
Unit – IV	Structures, Unions & Introduction to Pointers								9								
Structures and Unions: Introduction – Defining a Structure – Declaring Structure Variables – Accessing Structure Members – Structure Initialization – Copying and Comparing Structure Variables – Arrays of Structures – Structures within Structures – Structures and Functions – Unions. Pointers: Introduction – Understanding Pointers – Accessing the address of the variable – Declaring & Initialization of a Pointer Variable – Accessing variable through pointers – Chain of Pointers.																	
Unit – V	Pointers & Files								9								
Pointers: Pointer Expressions – Pointer Increments and Scale Factor - Pointers and Arrays – Pointers and Character Strings – Array of Pointers – Pointers as Function Arguments – Pointers to Functions.. File Management: Introduction – Defining and Opening a file – Closing a File – Input/Output Operations on Files – Random Access to Files – Command Line Arguments.																	
TEXT BOOK:																	
1.	Balagurusamy E., "Programming in ANSI C" , 8th Edition, Mc Graw Hill Education, 2017.																
REFERENCES:																	
1.	Yashavant Kanetkar,"Let us C", 16th Edition, BPB Publications, 2018.																
2.	Reema Thareja, "Programming in C ", 2nd Edition, Oxford University Press, New Delhi, 2018.																

*includes Term Work(TW) & Online / Certification course hours

Mala

[Signature]



COURSE OUTCOMES: On completion of the course, the students will be able to												BT Mapped (Highest Level)	
CO1	implement the basic constructs of C Programming												Applying (K3)
CO2	identify the appropriate looping and control statements in C for providing the solution to the given problem.												Analyzing (K4)
CO3	illustrate the strings and its manipulation and decompose a problem into functions												Analyzing (K4)
CO4	develop basic programs using structures and pointers.												Analyzing (K4)
CO5	implement pointers to arrays and functions and perform file operations to create, store and retrieve data in file.												Analyzing (K4)

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1				1	2	2	1	3	1
CO2	3	3	2	1				1	2	2	1	3	2
CO3	3	3	2	1				2	3	3	1	3	2
CO4	3	3	2	1				2	3	3	1	3	2
CO5	3	3	2	1				2	3	3	1	3	2

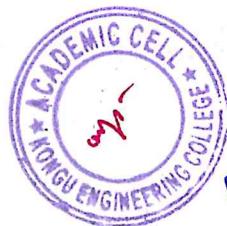
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		32	68				100
CAT2		30	50	20			100
CAT3		30	50	20			100
ESE							

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks)

Signature of the Chairman
Board of Studies - CSE & IT



[S.Tamilselvi]

24BCT13 – WEB PROGRAMMING									
(Common to Computer Systems and Design, Information Systems& Software Systems branches)									
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit
Prerequisites	Nil	1	PC	45	0	0	45	90	3
Preamble	To impart the basic structure and design of webpage using HTML, CSS and Client-side scripting.								
Unit – I	Introduction to Web: Web Publishing: Thinking Like a Web Publisher - Web Browsers - Web Servers -Uniform Resource Locators. Getting Your Tools in Order: Anatomy of a Website -Setting Up Your Computer for Web Publishing-Using the Google Chrome Developer Tools- Web Hosting. Introducing HTML and CSS: Definition of HTML-HTML Attributes-Using the style Attribute - History of HTML Standards-The Current and Evolving Standard: HTML5.								
Unit – II	Creating WebPages: Learning the Basics of HTML: Structuring Your HTML - The Title - Headings-Paragraphs-Comments. Organizing Information with Lists: An Overview - Numbered Lists - Unordered Lists - Definition Lists - Nesting Lists. Working with Links: Creating Links-Linking Local Pages Using Relative and Absolute Pathnames - Links to Other Documents on the Web - Linking to Specific Places Within Documents-Anatomy of a URL								
Unit – III	HTML and CSS: Formatting Text with HTML and CSS: Character-Level Elements-Character Formatting Using CSS-Preformatted Text-Horizontal Rules-LineBreak - Addresses - Quotations - Special Characters - Fonts and Font Sizes. Using CSS to Style a Site: Including Style Sheets in a Page-Selectors-Editing Styles with Developer Tools - Using Color - Links - The Box Model - The <body> Tag. Using Images on Your Web Pages: Image on the web- image formats – Inline images in HTML-Building Tables: Creating tables - Table parts – Sizing table borders and cells - Spanning Multiple Rows or Columns.								
Unit – IV	Building Forms using JavaScript: Designing Forms: Using the <form> Tag-Using the<label>Tag-Creating Form Controls with the<input> Tag - Using Other Form Controls-Grouping Controls with field set and legend. Introducing JavaScript: Need -The <script>Tag. Using Java Script in Your Pages: Validating Forms with JavaScript-Hiding and Showing Content.								
Unit – V	Integrating Multimedia and Responsive Web Design: Video and Sound: Embedding Video the Simple Way- Hosting Your Own Video-Embedding Video Using<video>-Embedding Flash using the<object>Tag-The<embed>Tag- embedding Audio in Your Pages. Using Responsive WebDesign(RWD): Definition of RWD- Writing Media Queries: Media Types – Break Point – Building a style sheet with Media Queries								
TEXT BOOK:									
1.	Laura Lemay, Rafe Coburn, Jennifer Kyrnin, 2016, "HTML, CSS & JavaScript" Web Publishing, 7th Edition, Pearson Education.								
REFERENCES:									
1.	Paul Deitel, Harvey Deitel, Abbey Deitel, 2018, "Internet & World Wide Web: How to program " 5 th Edition, Pearson Education								
2.	Mike McRath, 2020, "HTML , CSS & Javascript", Special Edition, In Easy steps limited.								

*includes Term Work(TW) & Online / Certification course hours

COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)	
CO1	Demonstrate the basic structure of a web page and code editors.											Understanding(K2)
CO2	Organize the basic HTML tags											Applying(K3)
CO3	compare the various types of CSS in a webpage.											Analyzing(K4)
CO4	experiment with form validation using JavaScript											Applying(K3)
CO5	categorize the different responsive web page using multimedia controls											Analyzing(K4)

Mapping of COs with POs and PSOs

COs/POs /PSOs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	1	1	1	2	2							1	3
CO2	3	2	1	1	1						1	3	1
CO3	3	3	2	1	2						1	3	2
CO4	3	2	1	1	2						1	3	1
CO5	3	3	2	1	1						1	3	2

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		70	30				100
CAT2		20	50	30			100
CAT3		20	50	30			100
ESE		30	50	20			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)


Signature of the Chairman
Board of Studies - CSE & IT




[E. Pragathavarri]

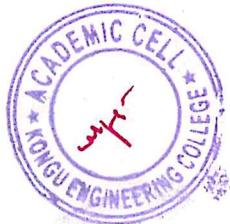


24MNT13 - QUANTITATIVE APTITUDE - I																				
(Common to BSc-Computer Systems and Design, Information Systems & Software Systems branches&MSC)																				
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches & MSc			Sem.	Category	L	T	P	SL*	Total	Credit									
Prerequisites	Basic Mathematical skills			1	MC	20	0	0	10	30	-									
Preamble	To impart problem solving skills and enhance analytical skills.																			
Unit – I	Number system and Equations:										6									
Number systems: Classification of numbers – Rules of divisibility – BODMAS Rule – HCF and LCM – Decimal fractions – Simplification – Problems.																				
Equations: Solving equations with one variable – Solving simultaneous linear equations with two variables – Applications of simultaneous linear equations – Problems on ages – Simple problems.																				
Unit – II	Ratio, Proportion and Percentage:										6									
Ratio and Proportion: Third, Fourth and mean proportional – Comparison of ratios – Compound ratio – Duplicate ratio – Sub duplicate ratio – Triplicate ratio – Sub triplicate ratio – Chain rule – Simple problems.																				
Percentages: Basic Concepts – Problems on percentages – Problems on population – Problems on depreciation.																				
Unit – III	Profit and Loss, Interest:										8									
Profit and Loss: Basic concepts – Cost price – Selling price – Profit and Loss – Simple problems.																				
Simple and Compound interest: Concepts – Percentage of interest – Difference between simple interest and compound interest – Simple problems.																				
TEXT BOOK:																				
1.	Dr R.S.Agarwal, "Quantitative Aptitude for Competitive Examinations", Revised Edition, S.Chand and company limited, 2022.																			
REFERENCES:																				
1.	Abhijit Guha,"Quantitative Aptitude for Competitive Examination", 7 th Edition, McGraw Hill Education, India, 2020.																			
2.	https://www.indiabix.com/aptitude/questions-and-answers																			
3.	https://www.geeksforgeeks.org/aptitude-questions-and-answers																			
COURSE OUTCOMES:																				
On completion of the course, the students will be able to										BT Mapped (Highest Level)										
CO1	solve equations with one and two variables.										Applying (K3)									
CO2	solve ratio, proportion and percentage problems.										Applying (K3)									
CO3	solve profit and loss, simple interest and compound interest problems.										Applying (K3)									
Mapping of COs with POs and PSOs																				
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2							
CO1	2	2																		
CO2	2	2																		
CO3	3	3																		
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy																				
ASSESSMENT PATTERN - THEORY																				
Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %													
CAT1		30	70				100													
CAT2		30	70				100													
CAT3		30	70				100													
* ±3% may be varied (CAT 1, 2 & 3 – 50 marks)																				

	Signature of the Chairman
Board of Studies - CSE & IT	

M. Alka

S. Indra Kumar

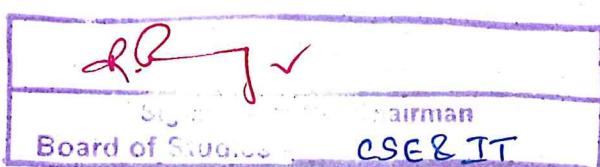




24BCL11 -DIGITAL PRINCIPLES AND LOGIC DESIGN LABORATORY													
(Common to Computer Systems and Design, Information Systems& Software Systems branches)													
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit				
Prerequisites	Nil	1	BS	0	0	30	0	60	2				
Preamble	To provide the knowledge in the digital circuit design, implementation and to design the combinational and sequential circuits with the use of digital logic gates												
LIST OF EXPERIMENTS / EXERCISES:													
1.	Verification of Logic Gates.												
2.	Implementation of Code Convertor.												
3.	Construction of Parity Generators.												
4.	Construction and Verification of Adder.												
5.	Demonstration of Subtractors.												
6.	Verification of Encoder and Decoder.												
7.	Implementation of Multiplexer and Demultiplexer.												
8.	Construction of SR and JK Flip-flops.												
9.	Design of T and D Flip-flops.												
10.	Verification of Binary and BCD counter.												
REFERENCES/ MANUAL /SOFTWARE:													
1.	Laboratory Manual												
COURSE OUTCOMES: On completion of the course, the students will be able to													
CO1	Demonstrate various digital ICs and implement the functionalities.												
CO2	Design basic combinational circuits and verify their functionalities.												
CO3	Apply the design procedures to design basic sequential circuits.												
Mapping of COs with POs and PSOs													
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1							1	3	1
CO2	3	2	1	1							1	3	1
CO3	3	2	1	1							1	3	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours

*M. Mythili*

M. Mythili
[M. MYTHILI]



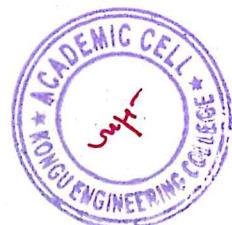
24BCL12-C PROGRAMMING LABORATORY													
(Common to Computer Systems and Design, Information Systems& Software Systems branches)													
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit				
Prerequisites	Nil	1	PC	0	0	60	0	60	2				
Preamble	This course provides the knowledge in c programming. It emphasizes on developing c programs by applying c programming concepts and features.												
LIST OF EXPERIMENTS / EXERCISES:													
1.	Programs to calculate the following: <ul style="list-style-type: none"> • Area & Circumference of Circle • Area & Perimeter of Triangle • Area & Perimeter of Rectangle 												
2.	Programs to demonstrate formatted Input and Output statements.												
3.	Programs to demonstrate the different types of operators such as arithmetic, logical, relational and ternary operators. Programs to implement branching and looping statements.												
4.	Program to calculate sum and average of N numbers using one-dimensional array. Program to perform Matrix Multiplication.												
5.	Programs to illustrate String manipulation functions in C.												
6.	Program to demonstrate call by value and call by reference using functions. Program to implement recursion(GCD of two numbers, Factorial).												
7.	Program to perform arithmetic operations using pointers.												
8.	Program using pointers to read in an array of integers and print its elements in reverse order. Program that displays the address and values pointed by an array of pointers.												
9.	Program to create structure to implement the banking application to store and retrieve customer detail.												
10.	Program in C to create and store information in a text file.												
REFERENCES/ MANUAL /SOFTWARE:													
1.	Laboratory Manual												
COURSE OUTCOMES: On completion of the course, the students will be able to													
CO1	apply conditional statements and iterative statements in solving real world problems												
CO2	construct programs using functions, arrays and strings												
CO3	Implement the pointers, structures and files in C.												
Mapping of COs with POs and PSOs													
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1							1	3	2
CO2	3	2	1	1							1	3	2
CO3	3	2	1	1							1	3	2

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours

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<i>Mata</i>	<i>nature of the Chairman</i>
<i>Board of Studies - CSE & IT</i>	

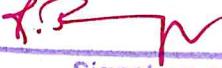
*[Dr. S. Tamizselvi]*



24BCL13-WEB PROGRAMMING LABORATORY													
(Common to Computer Systems and Design, Information Systems& Software Systems branches)													
Programme & Branch		B.Sc & Computer Systems and Design, Information Systems, Software Systems branches		Sem.	Category	L	T	P	SL*	Total	Credit		
Prerequisites		Nil		1	PC	0	0	60	0	60	2		
Preamble		To provide knowledge in the core concepts of web designing for developing static as well as dynamic web applications.											
LIST OF EXPERIMENTS / EXERCISES:													
1.	Develop a static web page for your department using Basic HTML Tags.												
2.	Design a web page for Grocery Store use ordered list, unordered lists and navigation to showcase the products available in the store.												
3.	Build a web page with hyperlinks for your Institution.												
4.	Design a dynamic webpage using Inline, Internal and External CSS.												
5.	Create a layout for a Grocery store incorporating with various CSS selectors to style different elements.												
6.	Design a webpage using Table formatting and Images.												
7.	Construct a user registration form using Form controls in HTML.												
8.	Create a user registration form and validate with JavaScript functions for one or more controls.												
9.	Construct a dynamic website for online tutorials embed with audio and video files within the web page.												
10.	Design a Responsive web page that will adjust its layout and styling based on the screen size using media queries.												
REFERENCES/ MANUAL /SOFTWARE:													
1.	Lab Manual												
COURSE OUTCOMES:													
On completion of the course, the students will be able to										BT Mapped (Highest Level)			
CO1	demonstrate the usage of basic HTML tags, List, Links									Applying(K3) Manipulation(S2)			
CO2	Implement cascading style sheets and javascript concepts									Applying(K3) Manipulation(S2)			
CO3	Apply the concept of Responsive web design using Media Queries									Applying(K3) Manipulation(S2)			
Mapping of COs with POs and PSOs													
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1								2	1
CO2	3	2	1	1								2	1
CO3	3	2	1	1								2	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours



Signature of the Chairman

Chairman - CSE & IT



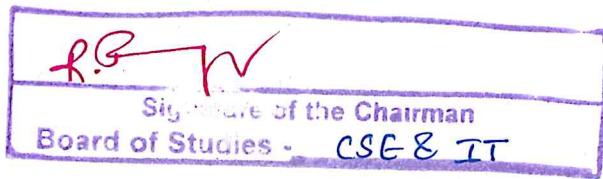

[E. Periyatheeswari]





24MNT14 - STUDENT INDUCTION PROGRAM										
(Common to Computer Systems and Design, Information Systems & Software Systems branches)										
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit	
Prerequisites	Nil	1	MC	0	0	90	0	90	-	
Preamble	To make the student to understand the meaning of happiness and prosperity for a human being. Also to facilitate the students to understand the harmony of human living and importance of the physical and mental strength through yoga and meditation.									
Unit – I	Overview of College and Department: General facilities – Autonomous System- Curriculum Overview & Assessment – Outcome Based Education – Placement and Higher Education Opportunities – Entrepreneurship – Value added Course – Online Course.									
Unit – II	Universal Human Values: Holistic Development & Role of Education – Understanding Happiness- Understanding the Human Being – Self & Body – Understanding the Human Being – Activities of self – Prosperity – Understanding Relationship Trust – Understanding Relationship Respect – Understanding Relationship Other Feelings – Understanding Society – Understanding Nature Existence.									
Unit – III	Yoga and Meditation: Introduction to Yoga – Objective – Physical Exercises: Need and Objectives of Simplified Physical Exercise – Types of Physical Exercises – Meditation : Qualities acquired through Meditation – Mental Health – Simple Meditation – Stress Management – Human Values: Self Control – Self Confidence – Honesty – Contentment – Humility – Modesty Tolerance- Adjustment – Sacrifice – Forgiveness – Importance of Thought Process – Self Realization.									
COURSE OUTCOMES: On completion of the course, the students will be able to										BT Mapped (Highest Level)
CO1	interpret the values and culture of the institution									
CO2	understand the value of harmonious relationship based on trust ,respect and other naturally acceptable feelings in human-human relationships and explore their role in ensuring a harmonious society.									
CO3	know the value holistic vision of life and take steps to develop physical and mental health.									
Mapping of COs with POs and PSOs										
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1										1
CO2					3	3				2
CO3					3	3				3
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy										
ASSESSMENT PATTERN - THEORY										
Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %			
CAT1	25	75					100			
CAT2							100			
CAT3							100			
ESE							100			

* ±3% may be varied (CAT 1 – 50 marks)



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[M. SAKTHIRADHA]

M. Sakthivel





COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)	
CO1	use structural words appropriately in spoken and written texts											Understanding (K2) Manipulation (S2)
CO2	construct different types of sentences											Applying (K3) Precision (S3)
CO3	read and listen longer academic and business English texts with maximum understanding											Analyzing (K4), Manipulation (S2)
CO4	write beyond the sentence level without grammatical errors											Applying (K3), Precision (S3)
CO5	communicate effectively in a vast range of personal, professional, academic, and cultural situations including Group Discussion, paper presentation and mock interview											Applying (K3), Manipulation (S2)

Mapping of COs with POs and PSOs

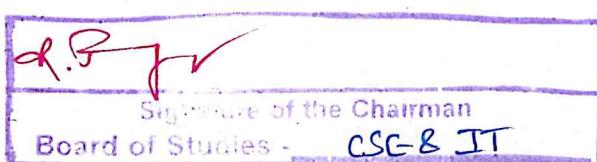
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1				1		2	1	2	3		3	1	1
CO2				1		2	1	2	3		3	1	1
CO3				1		2	1	2	3		3	1	1
CO4				1		2	1	3	3		3	1	1
CO5				1		2	1	2	3		3	1	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		21	62	17			100
CAT2		20	63	17			100
CAT3		27	56	17			100
ESE		28	54	18			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)



M. Sakthivel



M. Sakthivel
[M. SAKTHIVEL]



24BCC22 - MATHEMATICS - II									
(Common to Computer Systems and Design, Information Systems & Software Systems branches)									
Programme & Branch	B.Sc (Computer Systems and Design, Information Systems, Software Systems branches)	Sem.	Category	L	T	P	SL*	Total	Credit
Prerequisites	Nil	2	BS	45	7	16	52	120	4
Preamble	To introductory course which inculcates the knowledge of Probability, Statistics and its application in the field of business and also it gives adequate exposure in the basic concepts of test of hypothesis and control charts.								
Unit – I	Probability: Basic Terminology - Mathematical Probability - Axiomatic Approach to Probability - Addition Theorem on Probability - Conditional Probability - Multiplication Theorem on Probability - Independence of Events - Total Probability - Baye's Theorem.								
Unit – II	Statistical Measures: Measures of central tendency: Mean, Median, Mode. Measures of dispersion: Range - Quartile deviation - Mean deviation - Standard deviation.								
Unit – III	Correlation and Linear Regression: Introduction to Covariance – Correlation - Karl Pearson's Coefficient of Correlation - Rank Correlation - Spearman's Rank Correlation Coefficient - Repeated Ranks - Lines of Regression.								
Unit – IV	Test of Significance for Small Samples: Introduction to sampling distributions - Types of sampling - Standard Error - Student's t-test: Test of significance between the sample mean and population mean – Test for difference between two sample means - F-test for difference between two population variances - Chi-square Test for Goodness of Fit - Chi-square Test for Independence of Attributes.								
Unit – V	Statistical Quality Control: Control Charts - Control charts for variables: Mean Chart, R-Chart. Control Charts for attributes: c-Chart, p-Chart and np- chart.								
LIST OF EXPERIMENTS / EXERCISES:									
1.	Determination of the probability								
2.	Compute the measures of central tendency and dispersion								
3.	Determine the correlation coefficients and covariance								
4.	Compute the linear regression lines for the given data								
5.	Testing significance of means using student's t-test								
6.	Testing the independence of attributes using Chi-square test								
7.	Plot a control chart for variables								
8.	Plot a control chart for attributes								
TEXT BOOK:									
1.	Veerarajan T, "Probability and Statistics, Random process with Queueing Theory and Queueing Networks", 4 th Edition, McGraw-Hill Education (India), New Delhi, 2017 for Units I, III, IV, V.								
2.	S C Gupta & V K Kapoor, "Fundamental of Mathematical Statistics", 12 th Edition, Sultan Chand and Sons, Educational Publishers, New Delhi, 2022 for Unit II.								
REFERENCES/ MANUAL / SOFTWARE:									
1.	Kandasamy P, Thilagavathy K, Gunavathy K, "Probability Statistics and Queueing Theory", S. Chand & Co, New Delhi, 2016.								
2.	Douglas C. Montgomery, George C. Runger, "Applied Statistics and Probability for Engineers" - 6th Edition, New Delhi Wiley, 2020.								
3.	MATLAB Manual.								



COURSE OUTCOMES: On completion of the course, the students will be able to		BT Mapped (Highest Level)
CO1	make use of the concept of probability to real life scenarios	Applying (K3) Manipulation(S2)
CO2	determine the mean, median and mode for ungrouped and grouped data	Applying (K3) Manipulation(S2)
CO3	identify the relation between two variables understand the concepts of two-dimensional regression	Applying (K3) Manipulation(S2)
CO4	apply statistical tests for solving problems involving small sample tests	Applying (K3) Manipulation(S2)
CO5	prepare control charts to monitor the production process	Applying (K3) Manipulation(S2)

Mapping of COs with POs and PSOs

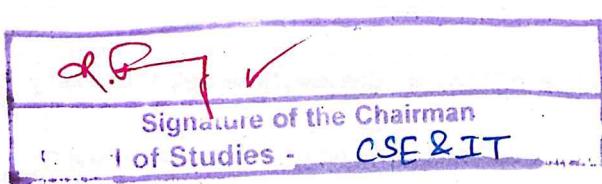
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	3			3								
CO2	3	3			3								
CO3	3	2	2		3							3	
CO4	3	2	3		3							2	
CO5	3	2	3		3							2	

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		30	70				100
CAT2		30	70				100
CAT3		13	87				100
ESE		23	77				100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)



S. J. S.
[S. Indra Kumar]

Mata



24BCT21 - PYTHON PROGRAMMING										
(Common to Computer Systems and Design, Information Systems & Software Systems branches)										
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit	
Prerequisites	Nil	2	PC	45	0	0	45	90	3	
Preamble	This course introduces the core python programming. It emphasizes on developing python programs with various data types, functions, modules, classes and objects									
Unit – I	Basics of Python Programming: Basics of Python Programming: Features of Python- History of Python - Literals – Variables and Identifiers – Data Types - Input Operation – Comments – Reserved Words – Indentation – Operators and Expressions – Decision Control Statements: Introduction – Conditional Branching Statement – Iterative Statements – Nested Loops – Break, Continue and Pass statements – Else in Loops									
Unit – II	Functions and Modules: Functions and Modules: Introduction - Definition – Call – Variable Scope and Lifetime – The return Statement –More on Defining Functions: Required, Keyword and Default Arguments – Lambda Functions– Documentation Strings – Good Programming Practices - Recursive Functions -Modules – Packages.									
Unit – III	Python Strings: Introduction –Concatenating, Appending, and Multiplying on Strings – Strings are Immutable – String Formatting Operator – Built-in String Methods and Functions – Slice Operation – ord() and chr() functions – in and not in Operators – Comparing Strings – Iterating String– String Module – Regular Expressions – match(), search(), sub(),.findall() and finditer () Functions.									
Unit – IV	Data Structures: Lists- Access Values - Update Values - Nested list - Cloning List - Basic List Operations - List Methods - List Comprehensions - Looping in Lists - Tuple - Create - Utility - Access Values - Update - Delete Elements -Basic Tuple Operations - Tuple Assignments - Returning multiple values - Nested tuples - Checking the Index - Count the Elements –Sets – Creation- Set operations									
Unit – V	Classes and Objects: Dictionaries -Create - Access - Add and Modify an Item - Delete an Item - Sorting Item - Looping Over - Nested Dictionary - Built-in Functions and Methods – List vs Tuple vs Dictionary. Classes and Objects: Classes and Objects – Class Method and self Argument – Constructor – Class and Object Variables – Destructor – Public and Private Data Members – Private Methods – Class Method – Static Method									
TEXT BOOK:										
1.	Reema Thareja, "Python Programming Using Problem Solving Approach", 3rd Edition, Oxford University Press, New Delhi, 2020.									
REFERENCES:										
1.	Nageswara Rao, "Core Python Programming", 2nd Edition, DreamTech Press, New Delhi, 2018									
2.	Timothy A. Budd, "Exploring Python", Paperback, McGraw Hill Education India Pvt Ltd., 2017.									

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)	
CO1	understand the basic building blocks of python and decision control statements											Understanding (K2)
CO2	solve the problems using functions and modules											Applying (K3)
CO3	analyze strings and regular expression for searching in a string											Analyzing (K4)
CO4	examine list, tuple and sets to handle variety of data											Analyzing (K4)
CO5	apply dictionaries in programming and understand the class and object											Applying (K3)

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1						1	2	2	1	1	3
CO2	3	2	1	1	1			2	3	3	1	3	1
CO3	3	3	2	1	3	2		2	3	3	1	3	2
CO4	3	3	2	1	3	2		2	3	3	1	3	2
CO5	3	2	1	1	2			2	3	3	1	3	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		20	70	10			100
CAT2		10	60	30			100
CAT3		10	60	30			100
ESE							

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks)


Signature of the Chairman
Board of Studies - CSE & IT

V. VAIJU PA
(V. VISHTHUV PRYHA)







24BCT22 – DATA STRUCTURES AND ALGORITHMS																	
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																	
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems and Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit								
Prerequisites	C Programming	2	PC	45	15	0	60	120	4								
Preamble	To impart the knowledge of basic data structure operations and algorithms. This course also discusses the application of the data structures.																
Unit – I	Introduction								9+3								
Introduction: Definition, Structure and Properties of Algorithms – Development of an Algorithm- Data Structures and Algorithms – Data Structure-Definition and Classification. Analysis of Algorithms: Efficiency of Algorithms – Apriori Analysis – Asymptotic Notations – Time Complexity of an Algorithm Using O Notation.– Polynomial Vs Exponential Algorithms – Average, Best and Worst Case Complexities.																	
Unit – II	Linear Data Structures								9+3								
Stacks: Introduction- Stack Operations – Applications-Recursive programming Evaluation of expressions.Queues: Introduction – Operations on Queues -Circular Queues-Applications. Linked Lists: Introduction - Singly Linked Lists- Doubly Linked Lists -Circularly Linked List- Application: Addition of Polynomials.																	
Unit – III	Trees								9+3								
Tree: Introduction – Trees: Definition and Basic Terminologies – Representation of Trees - Binary Trees: Basic Terminologies and Types - Representation of Binary Trees – Binary Tree Traversals – Threaded Binary Trees – Binary Search Trees: Definition and Operations, AVL Trees: Definition and Operations.																	
Unit – IV	Unit Title:								9+3								
Graphs: Introduction – Definitions and Basic Terminologies - Representations of Graphs – Graph Traversals: Breadth First Search – Depth First Search - Applications: Topological Sort – Dijkstra's Algorithm – Minimum Spanning Tree – Prim's Algorithm – Kruskal Algorithm- Hamiltonian Cycle.																	
Unit – V	Sorting and Searching								9+3								
Sorting: Introduction- Bubble Sort- Insertion Sort - Selection Sort - Merge Sort - Quick Sort – Heap Sort. Searching: Linear Search – Binary Search.																	
TEXT BOOK:																	
1.	Vijayalakshmi Pai G.A, "Data Structures and Algorithms – Concepts, Techniques and Applications", 1st Edition, McGraw Hill Education, New Delhi, 2017.																
REFERENCES:																	
1.	Data Structures Through C in Depth,S.K. Srivastava; Deepali Srivastava, BPB Publications																
2.	Tremblay Jean-Paul and Sorensen Paul, "An Introduction to Data Structures with Applications", 2nd Edition, Tata McGraw Hill, New Delhi, 2017.																
3.	Introduction to the Design and Analysis of Algorithms, 3rd edition																
4.	E-Content: 1. https://www.tutorialspoint.com/data_structures_algorithms/kruskals_spanning_tree_algorithm.htm 2. https://www.studytonight.com/data-structures/dijkstras-algorithm																

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES:											BT Mapped (Highest Level)	
On completion of the course, the students will be able to												
CO1	analyze the algorithm efficiency with different problem statements for optimizing the code.											Analyzing (K4)
CO2	illustrate the concepts of linear data structures like stacks, queues, linked list.											Applying (K3)
CO3	demonstrate the tree traversal algorithms for various non-linear data structures.											Applying (K3)
CO4	apply the concepts of graph for various non-linear data structures.											Applying (K3)
CO5	analyze and demonstrate the concepts of various sorting, searching algorithms.											Applying (K3)

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	3	2	1							1	3	2
CO2	3	3	2	1							1	3	2
CO3	3	2	1	1							1	3	1
CO4	3	2	1	1							1	3	1
CO5	3	2	1	1							1	3	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		10	50	40			100
CAT2		30	70				100
CAT3		20	80				100
ESE		30	50	20			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)

	Signature of the Chairman
Board of Studies -	CSE & IT

N.T.R.
(Dr. N.T. Renuleader)



Mallu



24BCT23- USER INTERFACE TECHNOLOGIES									
(Common to Computer Systems and Design, Information Systems & Software Systems branches)									
Programme & Branch	B.Sc& Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit
Prerequisites	Nil	2	PC	45	0	0	45	90	3
Preamble	This course provides a web application development in the emerging technologies of ReactJS, NodeJS, ExpressJS and MongoDB.								
Unit – I	React Basics: The Foundation of React: UI Layer - Virtual DOM. JSX: Definition - Syntax Basics of JSX - Conditionals in JSX - Expressions in JSX - Using Children in JSX - React Fragments. All About Components: Definition - Components vs Elements - Built-in Components - User-Defined Components. Types of Components: Class Components - Function Components. The Component Lifecycle: Mounting - Updating - Unmounting.								
Unit – II	Building Components of React: React Data Flow: One-Way Data Flow - Props - React State - The Difference between state and props - Updating state. Events: SyntheticEvent - Using Event Listener Attributes - The Event Object - Supported Events - Event Handler Functions - Passing Data to Event Handlers. Forms: Forms Have State - Controlled Inputs vs. Uncontrolled Inputs - Lifting Up Input State -Using Uncontrolled Inputs - Using Different Form Elements. Refs - Styling React. Routing: Definition - Using React Router: Installing and importing react-router-dom - The Router Component - Linking to Routes.								
Unit – III	Node JS: Node JS: Getting Started with Node.js - Understanding the Node.js - Installing Node.js - Working with Node Packages. Using Events, Listeners, Timers, and Callbacks in Node.js: Understanding the Node.js Event Model - Adding Work to the Event Queue - Implementing Callbacks.								
Unit – IV	Data Processing in Node JS & Introduction to MongoDB: Handling Data I/O in Node.js: Working with JSON - Using the Buffer Module to Buffer Data - Using the Stream Module to Stream Data. Accessing the File System from Node.js: Synchronous vs Asynchronous File System Calls - Opening & Closing Files - Writing Files - Reading Files. Implementing HTTP Services in Node.js: Processing URLs - Processing Query Strings & Form Parameters - Understanding Request, Response, and Server Objects - Implementing HTTP Clients and Servers in Node.js. Understanding NoSQL and MongoDB - Getting started with MongoDB: Building the MongoDB Environment - Administering User Accounts - Administering Databases - Managing Collections. Getting started with MongoDB and Node.js: Adding the MongoDB Driver to Node.js - Connecting to MongoDB from Node.js - Accessing & Manipulating Databases - Accessing & Manipulating Collections.								
Unit – V	MongoDB & Express with Node.js: Manipulating MongoDB Documents from Node.js: Understanding Database Change Options - Understanding Database Update Operators - Adding Documents to a Collection - Getting Documents from a Collection - Updating Documents in a Collection - Deleting Documents from a Collection - Removing a Single Document from a Collection. Accessing MongoDB from Node.js: Introducing the Data Set - Understanding Query Objects - Understanding Query Options Objects - Finding Specific Sets of Documents - Counting Documents - Limiting Result Sets - Sorting Result Sets - Finding Distinct Field Values. Implementing Express in Node.js: Getting started with Express - Configuring Routes - Using Requests Objects - Using Response Objects - Implementing a Template Engine.								
TEXT BOOK:									
1.	Chris Minnick, "Beginning ReactJS Foundations Building User Interfaces with ReactJS", John Wiley & Sons, Inc., Hoboken, New Jersey, 1 st edition, 2022, ISBN: 978-1-119-68554-8. Unit - I & II.								
2.	Node.js, MongoDB and Angular Web Development, Brad Dayley, Brendan Dayley Caleb Dayley, 2 nd edition, Pearson Edu., Inc. 2018, ISBN: 978-0-13-465553-6. Unit - III, IV & V								
REFERENCES:									
1.	Vasan Subramanian, "Pro MERN Stack, Full Stack Web App Development with Mongo, Express, React, and Node", 2 nd edition, Apress, 2019.								
2.	Fullstack React, The Complete Guide to ReactJS and Friends by Anthony Accomazzo, Nate Murray, Ari Lerner · 2017.								

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)	
CO1	demonstrate the various components of React.											Understanding (K2)
CO2	examine React JS framework to develop web applications.											Analyzing (K4)
CO3	construct the Node.js applications.											Applying (K3)
CO4	develop web applications using Node JS with MongoDB.											Applying (K3)
CO5	inspect the role of Express in web applications.											Analyzing (K4)

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1										1	3
CO2	3	3	2	1							1	3	2
CO3	3	2	1	1							1	3	1
CO4	3	2	1	1							1	3	1
CO5	3	3	2	1							1	3	2

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		40	50	10			100
CAT2		30	40	30			100
CAT3		30	40	30			100
ESE		40	30	30			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)

Signature of the Chairman
Board of Studies - CSE & IT



N. Naveen
[N. NAVEENA]



24MNT22 - QUANTITATIVE APTITUDE - II																						
(Common to BSc-Computer Systems and Design, Information Systems & Software Systems branches & MSc)																						
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches & MSc			Sem.	Category	L	T	P	SL*	Total	Credit											
Prerequisites	Basic Mathematical skills			2	MC	20	0	0	10	30	-											
Preamble	To impart problem solving skills and enhance analytical skills.																					
Unit – I	Averages, Alligations, Time and Work: Averages, Alligations or Mixtures: Concepts – Definition – Formula –Simple problems on averages – Alligation or Mixture rule – Applications – Problems. Time and Work: Concepts – Work andwages –Pipes and Cisterns – Simple problems.																					
Unit – II	Time and Distance: Time and Distance: Time, speed and distance – Conversions – Average speed – Relative speed – Problems on boats and streams – Upstream and downstream – Simple problems.																					
Unit – III	Permutation and Combination, Probability: Permutation and Combination: Concepts – Simple problems. Probability: Basic Concepts – Applications – Simple problems.																					
TEXT BOOK:																						
1.	Dr R.S.Agarwal, "Quantitative Aptitude for Competitive Examinations", Revised Edition, S.Chand and company limited, 2022.																					
REFERENCES:																						
1.	Abhijit Guha,"Quantitative Aptitude for Competitive Examination", 7 th Edition, McGraw Hill Education, India, 2020.																					
2.	https://www.indiabix.com/aptitude/questions-and-answers																					
3.	https://www.geeksforgeeks.org/aptitude-questions-and-answers																					
COURSE OUTCOMES:																						
On completion of the course, the students will be able to																						
CO1	solve averages, alligations or mixtures, time and work problems.																					
CO2	solve the problems on time and distance, upstream and downstream oriented applications problems.																					
CO3	solve problems involving permutation, combination and probability concepts.																					
Mapping of COs with POs and PSOs																						
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2									
CO1	2	2																				
CO2	2	3																				
CO3	3	2																				
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy																						
ASSESSMENT PATTERN - THEORY																						
Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %															
CAT1		30	70				100															
CAT2		30	70				100															
CAT3		30	70				100															
* ±3% may be varied (CAT 1, 2 & 3 – 50 marks)																						

	Signature of the Chairman
Board of Studies - CSE & IT	



S. Indraleelam





REFERENCES/ MANUAL /SOFTWARE:													
1.	Laboratory Manual												
COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)		
CO1	solve problems using core python programming												
CO2	implement function and data types for solving problems												
CO3	demonstrate data structures and objects and classes												
Mapping of COs with POs and PSOs													
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1							1	3	2
CO2	3	2	1	1							1	3	2
CO3	3	2	1	1							1	3	2

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours

Signature of the Chairman
Board of Studies - CSE & IT



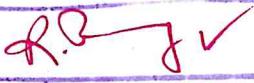
V. V. S. P. S.
(V. VENKATESWARA)



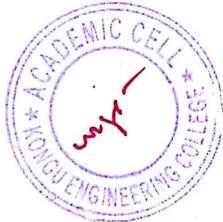
24BCL22-DATA STRUCTURES LABORATORY													
(Common to Computer Systems and Design, Information Systems& Software Systems branches)													
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches			Sem.	Category	L	T	P	SL*	Total	Credit		
Prerequisites	Nil		2	PC	0	0	60	0	60	2			
Preamble	To implement linear and non linear data structure operations, algorithms and its applications.												
LIST OF EXPERIMENTS / EXERCISES													
1.	Implement a program for stack that performs following operations using ADT (a) PUSH (b) POP (c) PEEP (d) DISPLAY												
2.	Evaluation of expression using Stack												
3.	Write a program to implement QUEUE using ADT that performs following operations (a)INSERT (b) DELETE (c) DISPLAY												
4.	Implementation of Linked List Operations (Polynomial addition using Linked List)												
5.	Implementation of stack and queue using linked list(balancing symbols)												
6.	Implementation of tree traversal techniques.												
7.	Implementation of BFS Graph traversal algorithms.												
8.	To perform topological sorting												
9.	Implementation of Sorting algorithms a) Insertion sort b)Selection sort												
10.	Implementation of merge sort to sort the given integer in ascending order												
REFERENCES/ MANUAL /SOFTWARE:													
1.	Laboratory Manual												
COURSE OUTCOMES : On completion of the course , the students will be able to													
CO 1	Code the operations of linked list tree and graph data structures.												
CO2	Apply sorting and searching on a given dataset.												
CO3	Solve the problem by applying programming skills.												
Mapping of COs with POs and PSOs													
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1							1	3	2
CO2	3	2	1	1							1	3	2
CO3	3	2	1	1							1	3	2

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours


Signature of the Chairman
Board of Studies - CSE & IT

N.T.R.
(Dr.N.T. Renuleader)







24BCL23 - USER INTERFACE TECHNOLOGIES LABORATORY													
(Common to Computer Systems and Design, Information Systems & Software Systems branches)													
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit				
Prerequisites	Web Programming Laboratory		2	PC	0	0	60	0	60	2			
Preamble	This course is designed to impart the knowledge to design and implement static and dynamic websites for real time applications												
LIST OF EXPERIMENTS / EXERCISES:													
1.	Design a web page of your bio-data using HTML tags and CSS.												
2.	Create a web application using components and forms in React.												
3.	Construct a form to maintain personal information and perform validation using React.												
4.	Create a react application for the student management system having registration, login, contact, about pages and implement routing to navigate through these pages.												
5.	Design a webpage to create simple interactive CGPA calculator using Event Handling.												
6.	Prepare a web application using HTTP Request and HTTP Response.												
7.	Develop a simple login page of customer registration by performing event handling using GET and POST method.												
8.	Develop a simple calculator using "Modules" in Node.js.												
9.	Implement CRUD operations using MongoDB in Node.js												
10.	Demonstrate Express Routing.												
REFERENCES/ MANUAL /SOFTWARE:													
1.	Laboratory Manual												
COURSE OUTCOMES: On completion of the course, the students will be able to													
CO1	construct dynamic web pages.												
CO2	apply the concepts of ReactJS to design web applications.												
CO3	develop a web application to maintain information in a database using server-side scripting.												
Mapping of COs with POs and PSOs													
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1						2	1	3	2
CO2	3	2	1	1						2	1	3	2
CO3	3	2	1	1						2	1	3	2

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours


 Signature of the Chairman
 Board of Studies : CSE & IT




 N. Nair
 EN·NAVEENA]



24BCT31 – JAVA PROGRAMMING										
(Common to Computer Systems and Design, Information Systems & Software Systems branches)										
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit	
Prerequisites	Nil	3	PC	45	0	0	45	90	3	
Preamble	This course introduces the fundamentals of object-oriented features using java programming. It also emphasizes on developing java programs using packages, multithreading, exception handling and streams.									
Unit – I	Introduction: Introduction: Fundamentals of Object-Oriented Programming - History and evolution of Java – Java's Lineage– Creation of Java – How Java impacted the Internet– Byte code– Moving beyond Applets – Servlets – The Java Buzz words – The evolution of Java. An overview of Java: A First Simple Program– Two Control statements – Using Blocks of code – Lexical Issues – Java, Class libraries – Data types, variables, Command Line arguments.									
Unit – II	Operators, Arrays and Control statements: Arrays - Operators: Arithmetic Operators – Bitwise Operators – Relational Operators – Boolean Logical Operators – Assignment operator – The? Operator – Operator Precedence – Using Parenthesis. Control statements: Java Selection statements – Iteration statements – Jump statements.									
Unit – III	Class and object: Class fundamentals – Declaring objects – Assigning object reference variables – Introducing methods – Constructors – this Keyword – Garbage collection – The Stack class – Overloading methods – Using object as Parameters – Closer look at argument passing - Returning object – Recursion – Static & final - Nested and Inner classes – String classes									
Unit – IV	Inheritance, Packages and Interfaces: Inheritance: basics – Using Super – Method Overriding – Dynamic method dispatch – Abstract classes – Using final with Inheritance. Packages and Interfaces: Packages – Packages as member access – Importing packages – Interfaces – Default Interface methods.									
Unit – V	Exception Handling, Multi-threading and Collection frameworks: Exception Handling: Fundamentals – types –Uncaught exception – Using try and catch – Multiple catch – Nested try statements– throw & throws – finally – Built in Exceptions– Creating our own exception. Multi-threading: Java Thread model – Main thread – Creating a thread – Creating multiple threads. Collections framework: Overview – The collection Interfaces – The collection classes.									
TEXT BOOK:										
1.	Schildt Herbert, "Java: The Complete Reference", 12th Edition, McGraw Hill Education, New Delhi, 2022.									
REFERENCES:										
1.	Balagurusamy E., "Programming with Java", 7th Edition, McGraw Hill Education Pvt. Ltd., New Delhi, 2023.									
2.	Paul Deitel, Harvey Deitel., "Java How to Program", 11th Edition, Pearson Education, 2018.									

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES:											BT Mapped (Highest Level)	
On completion of the course, the students will be able to												
CO1	build simple programs with the basics of object-oriented programming and Java											Applying (K3)
CO2	apply the concepts of arrays and control structures											Applying (K3)
CO3	solve the real time problems using classes and objects											Applying (K3)
CO4	apply interfaces concepts and create user defined packages											Applying (K3)
CO5	experiment with exception handling techniques and Collections											Applying (K3)

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1							1	3	1
CO2	3	2	1	1							1	3	1
CO3	3	2	1	1							1	3	1
CO4	3	2	1	1							1	3	1
CO5	3	2	1	1							1	3	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

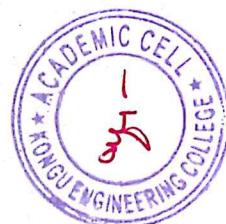
ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		40	60				100
CAT2		30	70				100
CAT3		30	70				100
ESE							

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks)

Signature of the Chairman
Board of Studies - CSE & IT

N.T. RENUKADEVI
[N.T. RENUKADEVI]





24BCT32 - DATABASE MANAGEMENT SYSTEMS																	
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																	
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit								
Prerequisites	Nil	3	PC	45	0	0	45	90	3								
Preamble	To interpret the knowledge about various aspects of database design, database languages and database system implementation																
Unit – I	Introduction and Database Design Model:								9								
Introduction: Database-System Applications - View of Data – Database and Application Architecture. Introduction to the relational model: Database Schema – Keys – Relational Algebra: The Select Operation – The project Operation. Database Design using the E-R Model: Overview of the Design Process - The Entity-Relationship Model – Complex Attributes – Mapping Cardinalities – Primary Key - Removing Redundant Attributes in Entity Sets - Reducing E-R diagrams to Relational Schemas - Extended E-R Features.																	
Unit – II	Introduction to SQL:								9								
Overview of the SQL Query Language - SQL Data Definition - Basic Structure of SQL Queries - Additional Basic Operations - Set Operations - Null Values - Aggregate Functions - Nested Subqueries - Modification of the Database.																	
Unit – III	Intermediate SQL:								9								
Intermediate SQL: Join Expressions – Views: Materialized Views. Transactions: Commit – Rollback. Integrity Constraints - SQL Data Types and Schemas - Authorization.																	
Unit – IV	Relational Database Design:								9								
Features of Good Relational Designs – Functional-Dependency Theory - Atomic Domains and First Normal Form - Second Normal Form - Third Normal Form - Boyce-Codd Normal Form – Multi-valued Dependency and Fourth Normal Form - Join Dependency and Fifth Normal Form.																	
Unit – V	Transactions Control:								9								
Transactions: Transaction Concept - A Simple Transaction Model – Storage Structure - Transaction Atomicity and Durability - Transaction Isolation - Serializability.																	
TEXT BOOK:																	
1.	Silberschatz Abraham, Korth Henry F., and Sudarshan S., "Database System Concepts", 7th Edition, McGraw Hill Education (India) Pvt. Ltd., New Delhi, 2023.																
REFERENCES:																	
1.	Elmasri Ramez, Navathe Shamkant B, "Fundamentals of Database Systems", 7th Edition, Pearson, 2023.																
2.	Date C J, Kannan A, Swaminathan S, "An Introduction to Database Systems", 8th Edition, Pearson, 2022.																

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES:												BT Mapped (Highest Level)	
On completion of the course, the students will be able to													
CO1	develop E-R model for database related applications												Applying (K3)
CO2	execute SQL queries using SET operations and aggregate functions												Applying (K3)
CO3	develop SQL expressions using join operations												Applying (K3)
CO4	Make use of the normalization techniques to remove redundancy												Applying (K3)
CO5	interpret the transaction control concepts												Understanding (K2)

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1							1	3	1
CO2	3	3	2	1							1	3	2
CO3	3	2	1	1							1	3	1
CO4	3	3	2	1							1	3	2
CO5	2	1										1	3

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		60	40				100
CAT2		60	40				100
CAT3		70	30				100
ESE		60	40				100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)

Signature of the Chairman Board of Studies - CSE & IT

(R. PAVITHRA)





24BCT33– COMPUTER ORGANIZATION																		
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																		
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit									
Prerequisites	Digital Principles and Logic Design	3	PC	45	0	0	45	90	3									
Preamble	This course deals with the basic concepts of computer architecture and organization that can help the participants to have a clear view as to how a computer system works.																	
Unit – I	Basic Computer Organization																	
Introduction: Digital Computers - Computer Organization and Architecture– Basic Issues-Basic Organization of a computer - Register Transfer: Register Transfer Language – Register Transfer – Bus and Memory Transfer - Basic Computer Organization and Design: Instruction codes- Computer Registers – Computer Instructions – Timing and Control - Instruction cycle - Memory Reference Instructions-Input-output and Interrupt- Complete Computer Description.																		
Unit – II	Computer Design and Arithmetic operations																	
Basic Computer Organization and Design: Design of Basic Computer – Design of Accumulator logic - Computer Arithmetic: Introduction – Addition and Subtraction – Multiplication Algorithms -Division Algorithms – Decimal Arithmetic Unit.																		
Unit – III	Input – Output Organization																	
Peripheral Devices – Input-Output Interface – Asynchronous Data Transfer – Modes of Transfer - Programmed I/O – Interrupt Initiated I/O – Priority Interrupt – Direct Memory Access - Bus Arbitration – DMA Controller – DMA Transfer– Input – Output Processor - CPU-IOP Communication – Intel 8089 IOP.																		
Unit – IV	Memory Organization																	
Memory Hierarchy – Main Memory - RAM and ROM Chips – Memory Address Map – Memory Connection to CPU – Memory Technology – ROM – PROM -EEPROM – Flash Memory – RAM Technologies – Auxiliary Memory – Associative Memory –Cache Memory – Virtual Memory.																		
Unit – V	Pipeline and Vector Processing																	
Parallel Processing – Pipelining – Arithmetic pipeline – Instruction Pipeline – RISC Pipeline – Vector Processing - Vector Operations –Matrix multiplications – Memory Interleaving – Super Computers – Array Processor - Attached Array Processor – SIMD ArrayProcessor.																		
TEXT BOOK:																		
1.	M. Morris Mano, "Computer System Architecture", Revised 3rd Edition, Pearson India Education Pvt.Ltd., 2024.																	
REFERENCES:																		
1.	Hamacher Carl, Vranesic Zvonko, ZakySafwat, "Computer Organization", 5th Edition, McGraw Hill Education, 2016.																	
2.	John P.Hayes, "Computer Architecture and Organization", 3 rd Edition, McGraw Hill Education, 2017.																	

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES:												BT Mapped (Highest Level)	
On completion of the course, the students will be able to													
CO1	explain the power of stored program general purpose device and describe the internal operations of the computer.												Understanding (K2)
CO2	Examine and apply the arithmetic algorithms to calculate the arithmetic operations over binary numbers.												Analyzing (K4)
CO3	interpret the input – output organization of computer and transfer modes.												Applying (K3)
CO4	categorize the functionalities of each element of a memory hierarchy												Understanding (K2)
CO5	demonstrate the concept of pipelining to increase the processing speed												Applying (K3)

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1	1	1							1	1	3
CO2	3	3	2	1							1	3	2
CO3	3	2	1	1							2	3	1
CO4	2	1	1	1							2	1	3
CO5	3	2	1	1							1	3	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		60	40				100
CAT2		30	55	15			100
CAT3		60	40	-			100
ESE		30	50	20			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)

Signature of the Chairman
Board of Studies - CSE & IT

G. D.
G. DEEPALAKSHMI





24BCT34 – SOFTWARE ENGINEERING									
(Common to Computer Systems and Design, Information Systems & Software Systems branches)									
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit
Prerequisites	Nil	3	PC	45	0	0	45	90	3
Preamble	This course introduces the software engineering concepts and software development lifecycle. It focuses on requirement analysis, design, agile development, tools for software development and testing.								
Unit – I	Software Process Models: Introduction: Software Engineering: Defining the discipline - The Software Process – Software Engineering Practice. Process Models: Prescriptive Process Models – Specialized Process Models - Unified Process – Case Study: Identification and analysis of process model.								
Unit – II	Analysis and Design: Requirements Engineering: Requirements Engineering Tasks – Developing Use cases – Building the Analysis Model – Requirements Modeling: Scenario-Based Methods – Design Engineering: Design Process – Design concepts – The Design Model: Data Design Elements- Architectural Design Elements – Interface Design Elements – Component-level design Elements – Deployment-Level Design Elements.								
Unit – III	Agile Development: Agile development: Agility – Agile Process – Extreme Programming – Scrum – Other Agile Process Models: Scrum - Dynamic Systems Development Method - Agile Modeling - Agile Unified Process - A Tool set for the Agile Process								
Unit – IV	Tools and Techniques for Software Development DevOps – Introduction – DevOps Architecture – DevOps Lifecycle – DevOps Tools: Version control with Git - Containerization Using Docker and Kubernetes – Software Development using JIRA - Continuous Integration with Jenkins.								
Unit – V	Software Testing Software Testing: Issues – Unit Testing - Integration Testing – Validation Testing - System Testing - Black Box Testing - White Box Testing – Testing using Selenium IDE.								
TEXT BOOK:									
1.	Roger S.Pressman and Bruce R. Maxim, "Software Engineering- A Practitioner's Approach", 8th Edition, McGraw-Hill International Edition, 2019. (Unit I, II, III, V)								
2.	https://www.javatpoint.com/devops (Unit IV)								
REFERENCES:									
1.	Ian Sommerville, "Software Engineering", 10th Edition, Pearson Education, 2016. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01260589506387148827_shared/overview								
2.	Tools: https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0130944330450780162413_shared/overview Containerization Using Docker and Kubernetes : https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01330397572766105635986_shared/overview https://instatus.com/blog/devops-containers								

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES:		BT Mapped (Highest Level)
On completion of the course, the students will be able to		
CO1	interpret the concepts of software processes and software process models	Understanding (K2)
CO2	utilize the scenario-based models to represent software systems	Applying (K3)
CO3	compare the various agile software development methods	Understanding (K2)
CO4	experiment the tools for version control, software development and containerization	Applying (K3)
CO5	demonstrate the testing strategies for ensuring software quality	Applying (K3)

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1										1	3
CO2	3	3	2	1							1	3	2
CO3	2	1										1	3
CO4	3	3	2	1							1	3	2
CO5	3	2	1	1							1	3	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

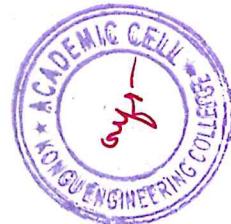
ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		60	40				100
CAT2		60	40				100
CAT3		60	40				100
ESE		60	40				100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)

Signature of the Chairman
Board of Studies - CSE & IT

[S. NANDHINI DEVI]





24BCC31 - OPERATING SYSTEMS																				
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																				
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit											
Prerequisites	Nil	3	PC	45	0	30	45	120	4											
Preamble	To impart the role of operating systems in managing the process, memory and storage. It also focuses on process synchronization, deadlocks and disk scheduling process.																			
Unit – I	Overview of Operating System and System Calls:																			
Introduction: Role of Operating System – Operating System Operations – Resource Management – Virtualization – Computing Environments – Operating System Structures: Operating System Services – System Calls – Types of System Calls – Building and Booting an Operating System.																				
Unit – II	Process Management:																			
Process: Process Concept – Process Scheduling – Operation on Processes – Inter Process Communication – Threads: Overview – Multicore Programming – Multithreading Models – CPU Scheduling: Basic Concepts – Scheduling Criteria –Scheduling Algorithms.																				
Unit – III	Process Synchronization:																			
Synchronization Tools: Background – Critical Section Problem – Peterson's Solution – Mutex locks – Semaphores – Synchronization Examples: Classic Problems of Synchronization – The Bounded Buffer Problem – The Readers Writers Problem. Deadlocks: System Model – Deadlock Characterization – Methods for handling Deadlocks – Deadlock Prevention – Deadlock Avoidance – Deadlock Detection – Recovery from Deadlock.																				
Unit – IV	Memory Management:																			
Main Memory: Background – Contiguous Memory Allocation – Paging – Structure of Page Table – Swapping – Virtual Memory: Background – Demand Paging – Copy on Write – Page Replacement: FIFO – LRU – Optimal.																				
Unit – V	Storage Management and File System:																			
Mass Storage Structure: Overview – HDD Scheduling – File System Interface: File concept – Access Methods – Directory Structure – File System Implementation: File System Structure – File System Operations – Directory Implementation – Allocation Methods – Free space Management.																				
LIST OF EXPERIMENTS / EXERCISES:																				
1.	Execute the basic Unix commands, directory / File commands and File permission commands in UNIX environment																			
2.	Execute the commands related to Standard I/O, Redirection Pipes and Filters in Unix																			
3.	Write a shell script program using shell variables, branching and looping control structures.																			
4.	Demonstration of Operating System Installation and Virtualization.																			
5.	Implementation of FCFS scheduling.																			
6.	Implementation of SJF scheduling.																			
7.	Write the C program to Implement producer consumer problem.																			
8.	Implementation of FIFO page replacement algorithm.																			
9.	Implementation of LRU page replacement algorithm.																			
10.	Implementation of file operations.																			
TEXT BOOK:																				
1.	Silberschatz Abraham., Galvin B Peter and Gagne Greg, "Operating System Concepts", 10th Global Edition, Wiley India Pvt. Ltd., New Delhi, 2023.																			
REFERENCES/ MANUAL / SOFTWARE:																				
1.	Manish Kumar Singh, Sachin Kumar, Saibal Kumar Pal, "Operating Systems: Concept Building & Problem Solving Approach" 1st Edition ,Cengage Learning India Private Limited, 2022.																			
2.	William Stallings, "Operating Systems Internals and Design Principles", 9th Edition, Prentice Hall, 2021.																			
3.	Laboratory Manual, Ubuntu Linux, Turbo C																			



COURSE OUTCOMES:												BT Mapped (Highest Level)
On completion of the course, the students will be able to												
CO1	elucidate the role and types of operating systems											
CO2	implement various process scheduling algorithms											
CO3	make use of different methodologies for deadlock management											
CO4	compare the page replacement algorithms for memory management.											
CO5	experiment with the various disk scheduling algorithms in secondary storage management											

Mapping of COs with POs and PSOs

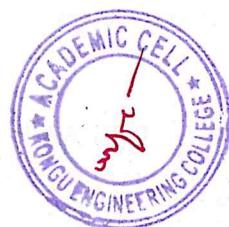
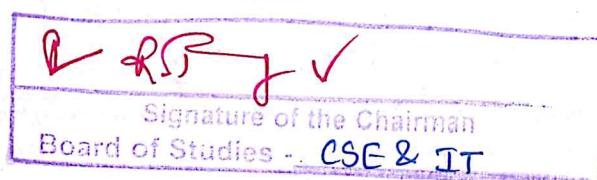
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1							1	3	1
CO2	3	2	1	1							1	3	1
CO3	3	2	1	1							1	3	1
CO4	3	3	2	1	1						1	3	2
CO5	3	2	1	1	1						1	3	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		40	60	-			100
CAT2		40	60	-			100
CAT3		40	50	10			100
ESE		30	60	10			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)



J. Latha
E. KARUNAKARA]



24BCL31 - JAVA PROGRAMMING LABORATORY													
(Common to Computer Systems and Design, Information Systems & Software Systems branches)													
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit				
Prerequisites	Nil	3	PC	0	0	60	0	60	2				
Preamble	This course provides knowledge in the core concepts and implementation of object-oriented features in Java programming.												
LIST OF EXPERIMENTS / EXERCISES:													
1.	Write simple Java programs with control statements.												
2.	Implementation of command line arguments in Java.												
3.	Implementation of command line arguments with data conversions.												
4.	Implement the concepts of classes and objects												
5.	Write a Java program to demonstrate how to access instance variables using this keyword												
6.	Write a java program to implement method overloading.												
7.	Implementation of different types of constructor overloading to find volume for box												
8.	Implementation of Single inheritance in various applications.												
9.	Write a Java program to implement runtime polymorphism to calculate area of different shapes												
10.	Implementation of multiple inheritances using interface.												
11.	Create and import a user defined package.												
12.	Implementation of multithreading concept.												
13.	Implementation of built-in exception handling mechanisms												
14.	Implementation of user-defined exception handling mechanisms												
15.	Write a java program to implement collections using lists.												
REFERENCES/ MANUAL /SOFTWARE:													
1.	Laboratory Manual												
COURSE OUTCOMES: On completion of the course, the students will be able to													
CO1	demonstrate constructors and method overloading using classes and objects..												
CO2	implement inheritance and packages for an application.												
CO3	experiment with multithreading, exception handling mechanism and collections.												
Mapping of COs with POs and PSOs													
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1										2	3
CO2	3	2	1	1							1	3	2
CO3	3	2	1	1							1	3	2

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours

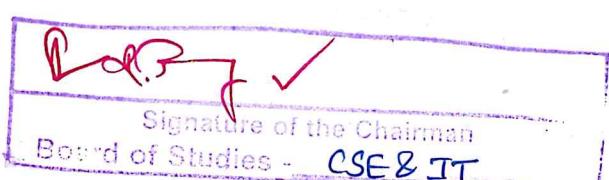

 Signature of the Chairman
 Board of Studies - CSE & IT


 N.T. RENUKA DEVI
 EN. T. RENUKA DEVI





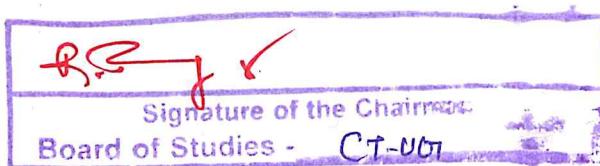
24BCL32 - DATABASE MANAGEMENT SYSTEMS LABORATORY										
(Common to Computer Systems and Design, Information Systems & Software Systems branches)										
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit	
Prerequisites	Nil	3	PC	0	0	60	0	60	2	
Preamble	This course enhances the knowledge in the design and implementation of Database with SQL queries									
LIST OF EXPERIMENTS / EXERCISES:										
1.	Analyze DDL and DML commands by creating tables and manipulating data.									
2.	Examine DCL and TCL commands to manage user access and control transactions									
3.	Design relations to implement the integrity constraints (primary key, foreign key, unique and check).									
4.	Analyze set operations to manipulate and interpret data from multiple tables.									
5.	Apply aggregate functions and group by functions with having clause to group the values of multiple rows.									
6.	Create views to display the part of the database.									
7.	Retrieve data from one or more relations with nested sub queries.									
8.	Apply join operations to retrieve data from multiple relations.									
9.	Develop a normalized table structure by analyzing dependencies up to 3NF.									
10.	Develop PL/SQL functions with select and update statements.									
11.	Examine PL/SQL procedure to update data based on multiple conditions.									
12.	Demonstrate the execution of Triggers whenever the insertion or deletion event occurs in the database.									
13.	Simulate a Lost update problem and resolve it using isolation levels.									
14.	Design a login form using ReactJS with SQL/MySQL.									
15.	Design a course registration form using ReactJS with SQL/MySQL.									
REFERENCES/ MANUAL /SOFTWARE:										
1.	Laboratory Manual									
COURSE OUTCOMES: On completion of the course, the students will be able to										
CO1	design database for various applications.									
CO2	execute aggregate functions, views, join operations and nested sub-queries on a database.									
CO3	normalize table ,manipulate database using PL/SQL functions and procedures.									
Mapping of COs with POs and PSOs										
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	3	2	1	1						1
CO2	3	2	1	1						1
CO3	3	2	1	1						1
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy										
*includes Term Work(TW) & Online / Certification course hours										



R. Pavithra
(R. PAVITHRA)



24GCL31 - PROFESSIONAL SKILLS TRAINING - I																									
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																									
Programme & Branch		B.Sc & Computer Systems and Design, Information Systems, Software Systems branches			Sem.	Category	L	T	P	SL*	Total	Credit													
Prerequisites		Nil			3	EC	0	0	45	35	80	2													
Preamble	This subject is to enhance the employability skills and to develop career competency.																								
Unit - I	Soft Skills - I																								
Soft skills and its importance: Pleasure and pains of transition from an academic environment to work environment-Need for change- Fear, stress and competition in the professional world-Importance of positive attitude- Self motivation and continuous knowledge upgradation-Self-confidence. Professional grooming and practices: Basics of corporate culture-Key pillars of business etiquette- Basics of etiquette-Introductions and greetings-Rules of the handshake, earning respect, business manners-Telephone etiquette- Body Language.																									
Unit - II	Quantitative Aptitude & Logical Reasoning - I																								
Problem solving level I: Quantitative Aptitude: Numbers, H.C.F. and L.C.M. of Numbers, Square Root and Cube Root, Simplification, Percentage, Average, Ratio and Proportion, Partnership, Profit and Loss, Alligation or Mixture, Permutations and Combinations, Probability. Logical Reasoning : Series, Analogy, Coding Decoding, Directions Decision Making, Blood Relations.																									
TEXT BOOK:																									
1.	Nishit Sinha, Dinesh Khattar& Showick Thorpe, "Placement Training Companion: Think. Solve. Succeed", Pearson Education 2025																								
REFERENCES:																									
1.	Dr. R.S. Agarwal, "Quantitative Aptitude for Competitive Examinations". S. Chand publications New Delhi, 2025.																								
2.	Gopalaswamy Ramesh & Mahadevan Ramesh - The Ace of Soft Skill: Attitude, Communication and Etiquette for Success, Pearson Education, 2024.																								
COURSE OUTCOMES:																									
On completion of the course, the students will be able to																									
CO1	develop the soft skills of learners to support them work efficiently in an organization as an individual and as a team.																								
CO2	solve real time problems using numerical ability.																								
CO3	solve basic problems in logical reasoning by applying standard problem-solving techniques.																								
Mapping of COs with POs and PSOs																									
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2												
CO1	3	2				3		3		3	2	3	2												
CO2	3	2				3		3		3	2	3	2												
CO3	3	2				3		3		3	2	3	2												
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy																									
ASSESSMENT PATTERN - THEORY																									
Test / Bloom's Category*	Remembering (K1) %		Understanding (K2) %		Applying (K3) %		Analyzing (K4) %		Evaluating (K5) %		Creating (K6) %		Total %												
CAT1			50		50								100												
CAT2			50		50								100												
CAT3			50		50								100												
ESE	NA																								
* ±3% may be varied (CAT 1, 2 & 3 – 50 marks)																									

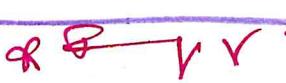




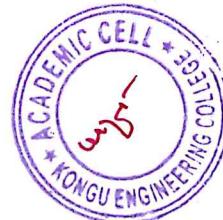
24BCL33 – DESIGN THINKING LABORATORY													
(Common to Computer Systems and Design, Information Systems & Software Systems branches)													
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit				
Prerequisites	Nil	3	PC	0	0	60	0	60	2				
Preamble	Design Thinking is human-centered problem solving tool which emphasize on empathy, collaboration, cocreation and stakeholder feedback to unlock creativity and innovation, to devise feasible and viable idea/solutions.												
LIST OF EXPERIMENTS / EXERCISES:													
1.	Develop SCOPES Template for your design challenge.												
2.	Perform User Research by using explore method and tools.												
3.	Conduct Field Observation for your design challenge												
4.	Conduct an interview with your customer by using empathy map and journey map.												
5.	Create user personas for your product or service.												
6.	Develop SCAMPER template for ideation												
7.	Create user scenario/story telling for your product or service.												
8.	Create low-fidelity prototypes (paper prototypes) for your design challenge.												
9.	Create medium-fidelity prototypes (hardware/software prototypes) for your design challenge.												
10.	Collect feedback from users for your prototype model.												
TEXT BOOK:													
1.	Lee Chong Hwa, "Design Thinking the Guidebook", Design Thinking Master Trainers of Bhutan, 2017. (E-Book)												
REFERENCES/ MANUAL /SOFTWARE:													
1.	Chart Papers, Sticky Notes, IOT Components.												
2.	Any Web Browser.												
COURSE OUTCOMES:													
On completion of the course, the students will be able to										BT Mapped (Highest Level)			
CO1	construct design challenge and reframe the design challenge into design opportunity.												
CO2	interview the user, and know the feelings of users to foster deep user understanding and be able to uncover the deep user insights and needs.												
CO3	develop ideas and prototypes by brain storming using the ideation tools.												
Mapping of COs with POs and PSOs													
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	3	3	1					3	2	1	3	1
CO2	3	3	3	1					3	2	1	3	1
CO3	3	3	3	1					3	2	1	3	1

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours



Signature of the Chairman
Board of Studies - CSE & IT




[S. Pandi]
[S. Parvathavarthini]



24BCT41 - ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING																		
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																		
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit									
Prerequisites	Nil	4	PC	45	0	0	45	90	3									
Preamble	This is an introductory course in Artificial Intelligence and Machine Learning which focuses on fundamentals of Artificial Intelligence concepts, Machine Learning techniques and its algorithms.																	
Unit – I	Artificial Intelligence and Problem Solving:																	
Introduction to AI – Problem Solving : Introduction – Problem Formulation – State-space Representation – Problem Formulation – Eight Tile Puzzle – Water Jug Problem – Vacuum Cleaner Problem – Wumpus World Problem – Missionaries and Cannibals Problem – Production System – Difference between Conventional and AI Problems – Searching – Problem Characteristics and Issues in Design of Search Program – Solving Problem by Searching – Types of search strategies.																		
Unit – II	Introduction to Machine Learning, Model Preparation and Evaluation:																	
Human Learning –Types – Machine Learning – Types – Problems not to be solved – Applications – Languages/tools in Machine Learning – Issue –Machine Learning Activities –Types of data – Exploring structure of data – Data quality and remediation – Data Preprocessing – Selecting a model – Training a model – Model representation and interpretability– Model Evaluation – Improving performance of a model.																		
Unit – III	Supervised Learning - Classification and Regression:																	
Classification: Introduction – Example – Classification model – Learning steps– Common classification algorithms– K-Nearest Neighbor – Decision Tree – Support Vector Machines – Regression: Introduction – Example – Simple Linear Regression – Assumptions and Problems in Regression Analysis – Improving the Accuracy.																		
Unit – IV	Unsupervised Learning - Clustering:																	
Introduction – Unsupervised Learning Vs Supervised Learning – Applications – Clustering as a machine learning task – K-means - Centroid-based Approach – K-medoids – Hierarchical clustering – Density based methods – DBSCAN – Association rule.																		
Unit – V	Artificial Neural Network and other Learning methods																	
Introduction – Biological neuron – Artificial Neuron – Types of activation functions – Early Implementation of ANN - Architectures of NN – Learning process in ANN–Back propagation.																		
TEXT BOOK:																		
1.	Dr.Nilakshi Jain, "Artificial Intelligence Making a System Intelligent", 1st Edition, Wiley, 2019 for Unit I.																	
2.	Saikat Dutt, Subramanian Chandramouli and Amit Kumar Das, "Machine Learning", 1st Edition, 2023 Pearson Education, India, for Units II,III,IV and V.																	
REFERENCES:																		
1.	Deepak Khemani, "A First Course in Artificial Intelligence", 1st Edition, McGraw Hill Education, India, 2017.																	
2.	Tom M. Mitchell, "Machine Learning", Indian Edition, McGraw–Hill Education (India), 2017.																	
3.	Stephen Marsland, "Machine Learning – An Algorithmic Perspective", 2nd Edition, Chapman and Hall/CRC Machine Learning and Pattern Recognition Series,2014.																	

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES:											BT Mapped (Highest Level)
On completion of the course, the students will be able to											
CO1 identify the importance of artificial intelligence concepts and problem solving techniques											Applying (K3)
CO2 demonstrate the need of data preprocessing techniques, machine learning model construction and evaluation											Applying (K3)
CO3 analyze various classification and regression algorithms in terms of accuracy and other statistical measures											Analyzing (K4)
CO4 apply the unsupervised learning algorithms for the given applications and compare the performance											Applying (K3)
CO5 apply artificial neural network model for real life problems and describe other various learning techniques											Applying (K3)

Mapping of COs with POs and PSOs

COs/POs PSOs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1	1	1				1	2	2	1	2	3
CO2	2	1	1	1				1	2	2	1	2	3
CO3	3	3	2	1				2	3	3	2	2	3
CO4	2	1	1	1				2	3	3	2	2	3
CO5	2	1	1	1				1	2	2	1	2	3

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		40	60				100
CAT2		40	50	10			100
CAT3		40	60				100
ESE		40	50	10			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)

Signature of the Chairman
Board of Studies : CSE & IT

N.T. Remukkadevi
(Dr. N.T. Remukkadevi)



24BCT42 – MOBILE APPLICATION DEVELOPMENT										
(Common to Computer Systems and Design, Information Systems & Software Systems branches)										
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit	
Prerequisites	Java Programming	4	PC	45	0	0	45	90	3	
Preamble	To impart the fundamental knowledge and to create mobile application using Android programming.									
Unit – I	Introduction: Getting Started with Android Programming: Android: Android versions - Features of Android - Architecture of Android - Android Devices - Android Market - Android Studio - Android SDK - Creating AVDs - Launching the First Android Application - Using Android Studio for Android Development: Exploring the IDE- Using code completion - Debugging the application - Publishing the Application.									
Unit – II	Activities, Fragments and Intent: Understanding Activities: Applying Styles and Themes to an Activity - Hiding the Activity Title - Dialog Window - Progress Dialog - Linking Activities using Intents- Returning Results from an Intent - Passing Data using Intent Object – Fragments- Adding Fragments Dynamically – Life Cycle of a Fragment -Interaction between fragments -Understanding the Intent Object -Using Intent Filters - Displaying Notifications.									
Unit – III	Android User Interface: Understanding the Components of a Screen - Views and View Groups – Linear Layout – Table Layout- Relative Layout-Frame Layout-Scroll View-Utilizing the Action Bar - Adding Action Items to the Action Bar –Designing user interface with Views - Using Basic Views – Progress Bar view – Auto Complete Text View - Picker Views - List Views to display long lists.									
Unit – IV	Pictures, Menus and Content Providers: Using Images to Display Pictures – Image View - Image Switcher – Grid View- Using Menus with Views - Creating the Helper Methods - Options Menu - Context Menu - Using Web View – Web View - Content Providers: Sharing Data in Android - Using a Content Provider - Creating and Using Content Provider.									
Unit – V	Data Persistence: Saving and Loading User Preferences - Accessing Preferences using an Activity - Programmatically Retrieving and Modifying the Preferences Values - Persisting Data to Files- Saving to internal storage - Saving to External storage - Choosing the Best Storage Option - Creating and Using Databases- Creating the DB Adapter Helper class - Using the Database Programmatically.									
TEXT BOOK:										
1.	J.F.DiMarzio,"BeginningAndroidProgrammingwithAndroidStudio",4thEdition, John Wiley &sons, Inc.,2018									
REFERENCES:										
1.	PradeepKothari,"AndroidApplicationDevelopment(withKitKatsupport)BlackBook", dreamtechPress,2018.									
2.	JohnHorton,"AndroidProgrammingforBeginners",3rd Edition, Pack PublishingLtd,2021.									

*includes Term Work(TW) & Online / Certification course hours

COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)	
CO1	explore the android studio environment and run the application using emulator.											Applying(K3)
CO2	examine the activities, fragments and intents in android applications											Analyzing (K4)
CO3	design the application using views and view groups											Applying(K3)
CO4	apply image handling views and menus.											Applying(K3)
CO5	build applications using data persistence to manage data.											Applying(K3)

Mapping of COs with POs and PSOs

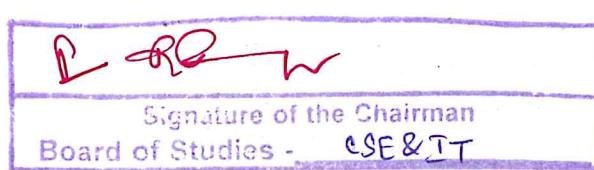
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1										1	3
CO2	3	3	2	1		1						2	3
CO3	3	2	1	1		1						2	3
CO4	3	2	1	1		1						2	3
CO5	3	2	1	1		1						2	3

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		35	55	10			100
CAT2		35	55	10			100
CAT3		40	60				100
ESE		30	50	20			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)



D. NANTHYA



24BCT43 - COMPUTER NETWORKS									
(Common to Computer Systems and Design, Information Systems & Software Systems branches)									
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit
Prerequisites	Nil	4	PC	45	15	0	60	120	4
Preamble	This course will help the students to gain knowledge in computer network components, models and technologies. It further provides the functionalities of protocols in use at different layers of networks.								
Unit – I	Introduction: Overview of the Internet: Networks- Switching - The Internet- Accessing the Internet- Hardware and Software–Protocol Layering: Scenarios-TCP/IP Protocol Suite-The OSI Model- Standards and Administration: Internet Standards - Internet Administration - Transmission Media: Guided Media-Unguided Media: Wireless.								
Unit – II	Application Layer: Introduction: Providing Services-Application Layer Paradigms - Client-Server Paradigm: Application Programming Interface-Using Services of the Transport Layer-Standard Client-Server Applications: World Wide Web and HTTP-FTP-Electronic Mail-Domain Name System (DNS).								
Unit – III	Transport Layer: Introduction: Transport Layer Services- Transport Layer Protocols: Simple Protocol-Stop and Wait Protocol- Go Back N Protocol- Selective Repeat Protocol- Bidirectional Protocols Piggybacking - Internet Transport Layer Protocols-User Datagram Protocol (UDP): User Datagram-UDP Services-UDP Applications- Transmission Control Protocol (TCP): TCP Services – Segment – a TCP connection –Flow Control-Error Control.								
Unit – IV	Network Layer: Introduction: Network Layer Services – Network Layer Performance - Network Layer Congestion - Structure of a router - Network Layer Protocols: IPv4 Datagram format - IPv4 Addresses - Next Generation IP - IPv6 Addressing – Unicast Routing - Routing algorithms.								
Unit – V	Data Link Layer: Introduction: Data Link Control (DLC) - Framing - Flow and Error Control - Error Detection and Correction - Multiple Access Protocols (MAC): Random Access -Controlled Access - Wired LANs: Ethernet Protocol - IEEE Project 802- Standard Ethernet- Fast Ethernet Gigabit Ethernet.								
TEXT BOOK:									
1.	Forouzan Behrouz A, Moshraf Firouz, "Computer Networks A Top-Down Approach", 1st Edition, Tata McGraw Hill Education, 2019.								
REFERENCES:									
1.	Kurose James F. and Ross Keith W., "Computer Networking: A Top-Down Approach", 8th Edition, Pearson Education, New Delhi, 2020.								
2.	Andrew S.Tanenbaum, Nick Feamster,David J.Wetherall, "Computer Networks", 6th Edition, Pearson Education, 2020.								
3.	Behrouz A. Forouzan, "Data Communications and Networking", 5th Edition, McGraw Hill Education, 2017.								

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES:		BT Mapped (Highest Level)
On completion of the course, the students will be able to		
CO1	explain the network layered architecture and the data transfer through the Internet.	Understanding (K2)
CO2	interpret the functionalities of network applications like HTTP, FTP, DNS and Email	Applying (K3)
CO3	assess the end-to-end functionalities of transport layer protocols	Analyzing (K4)
CO4	apply IP addressing to construct forwarding and routing solutions	Applying (K3)
CO5	experiment the flow control and error control techniques at data link layer level	Applying (K3)

Mapping of COs with POs and PSOs

COs/POs PSOs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1										3	2
CO2	3	3	2	1								2	3
CO3	3	3	2	1								2	3
CO4	3	2	1	1								2	3
CO5	3	2	1	1								2	3

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		60	40				100
CAT2		30	40	30			100
CAT3		50	50				100
ESE		50	30	20			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)


 Signature of the Chairman
 Board of Studies - CSE & IT




 (S. KALAI SELVI)



24BCC41 – OBJECT ORIENTED ANALYSIS AND DESIGN										
Programme & Branch	B.Sc & Computer Systems and Design	Sem.	Category	L	T	P	SL*	Total	Credit	
Prerequisites	Nil	4	PC	45	0	30	45	120	4	
Preamble	To focus on analysis and design of objects and classes based on object-oriented techniques and methodologies using UML.									
Unit – I	Introduction: An overview – Object basics: Object state and properties – Behavior – Methods – Messages – Information hiding – Class hierarchy – Polymorphism - Relationships – Associations – Aggregations- Identity – Dynamic binding – Persistence – Meta classes – Object oriented system development life cycle.									
Unit – II	Methodologies and UML: Introduction – Survey – Rumbaugh, Booch, Jacobson methods – Patterns - Frameworks – Unified Approach - Unified modelling language: Static and Dynamic models – UML diagrams – Class diagram – Use case diagrams – Interaction diagram – State chart diagram – Activity diagram - Component diagram – Deployment diagram – Dynamic modelling – Model organization – Extensibility – Case study.									
Unit – III	Object Oriented Analysis: Identifying Use case – Business object analysis – Use case driven object oriented analysis – Use case model – Documentation – Classification – Identifying object, relationships, attributes, methods: Associations - Super-sub class – A part of relationships - Identifying attributes and methods –Class Responsibility- Object responsibility – construction of class diagram for generalization, aggregation.									
Unit – IV	Object Oriented Design Introduction - Design Process - Design Axioms – Corollaries – Design patterns - Designing Classes: Object oriented design Philosophy - UML object constraint language – Process - Class Visibility – Refining Attributes – Designing Methods and Protocols – Packages and Managing classes – Case study.									
Unit – V	View Layer: Introduction – UI design as a creative process – Designing view layer classes – Macro-level process - Micro-level process – Purpose of a view layer interface – Prototyping the UI – Case Study.									
LIST OF EXPERIMENTS / EXERCISES:										
1.	Identify a software system that needs to be developed, formulate a problem statement and document its Software Requirements Specification (SRS)									
2.	Identify use cases and develop the Use Case model									
3.	Identify the conceptual classes and derive a Class Diagram from them									
4.	Using the identified scenarios, find the interaction between objects and represent them using UML Sequence Diagrams									
5.	Draw Collaboration diagrams for the system									
6.	Draw State Chart Diagrams for the system									
7.	Draw Activity diagrams for the system									
8.	Draw component diagrams for the system									
9.	Draw deployment diagrams to show the configuration of run-time processing elements									
10.	Generate a skeleton code structure from class diagram									
TEXT BOOK:										
1.	Bahrami Ali, "Object Oriented Systems Development", 1st Edition, Tata McGraw Hill Publishing Company, New Delhi, 2017									
REFERENCES/ MANUAL / SOFTWARE:										
1.	Martin Fowler, "UML Distilled: A Brief Guide to the Standard Object Modeling Language" , 3rd Edition, Pearson Education, 2018									
2.	Bhuvan Unhelkar, "Software Engineering with UML", 1st Edition, CRC Press, 2017									

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES: On completion of the course, the students will be able to											BT Mapped (Highest Level)
CO1	interpret the basics of object orientation and the system development lifecycle.										
CO2	analyze different methodologies and uml diagrams for real time applications.										
CO3	perform object oriented analysis by identifying use cases, classes and their relationships										
CO4	design object oriented systems using axioms, corollaries										
CO5	illustrate the user interface design carried out in view layer										

Mapping of COs with POs and PSOs

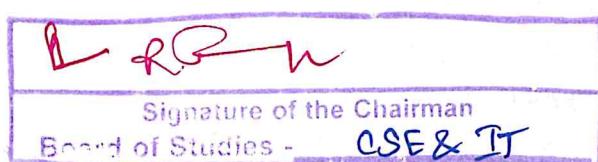
COs/POs PSOs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1										2	3
CO2	3	3	2	1	3							2	3
CO3	3	2	1	1	2							2	3
CO4	3	2	1	1	2							2	3
CO5	2	1	1	1								1	3

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		60	25	15			100
CAT2		30	50	20			100
CAT3		50	50				100
ESE		40	50	10			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)



S. Parvathi
[S. PARVATHA VARATHINI]



24BCC42 - BIG DATA ANALYTICS																		
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																		
Programme & Branch	B.Sc& Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit									
Prerequisites	Database Management Systems	4	PC	45	0	30	45	120	4									
Preamble	This course imparts the knowledge about Big Data, develops skill set in analysing of big data and get insights on data streaming.																	
Unit – I	Digital Data and Big Data																	
Types of Digital Data: Classification of Digital Data – Introduction to Big Data: Characteristics of Data – Evolution – Definition – Challenges – Volume, Velocity and Variety – Other Characteristics of Big Data – Need for Big Data – Information Consumer or We Produce Information – Traditional BI vs Big Data – Typical Data Warehouse Environment – Hadoop Environment – New Today – Changing in Realms of Big Data.																		
Unit – II	Big Data Analytics and Technology Landscape																	
Big Data Analytics: Introduction – Sudden Hype – Classifications of Analytics – Greatest Challenges – Top Challenges Facing Big Data – Importance of Big Data Analytics – Kind of Technologies – Data Science – Data Scientist – Terminologies Used in Big Data Environment– Base – Top Analytical Tools – Big Data Technology Landscape: NoSQL – Hadoop.																		
Unit – III	Hadoop and Map Reduce																	
Hadoop: Introduction – Need for Hadoop – Why not RDBMS – RDBMS vs Hadoop – Distributed Computing Challenges – History – Hadoop Overview – Use Case of Hadoop – Hadoop Distributors – Hadoop Distributed File System – Processing Data with Hadoop - Managing Resources and Applications with Hadoop Yarn – Interacting with Hadoop Eco System – Map Reduce Programming: Introduction – Mapper – Reducer – Combiner – Partitioner – Searching – Sorting – Compression.																		
Unit – IV	Cassandra																	
Apache Cassandra – Features of Cassandra – CQL Data Types – CQLSH – Keyspaces – Crud – Collections – Using a Counter – Time to Live –Alter Commands – Import and Export – Querying System Tables – Practice Examples.																		
Unit – V	Spark and Streaming																	
Spark and Big data analytics: Introduction – Spark – Introduction to data analysis with Spark – Programming using RDD and MLIB– Data ETL – Analysing, Reporting and Visualizing.																		
LIST OF EXPERIMENTS / EXERCISES:																		
1.	Perform file management tasks using Hadoop commands.																	
2.	Write a Map Reduce program to count the frequency of each word in a text file																	
3.	Write a Map Reduce Program to analyse time-temperature statistics and generate report with max/min temperature.																	
4.	Implement Cassandra CRUD operation in database																	
5.	Perform the following operations in Cassandra collections (i) Creating sets, maps and lists (ii) Adding elements to the collections (iii) Removing elements from list																	
6.	Apply the commands to import and export data from/to CSV file in Cassandra.																	
7.	Implement the RDD Transformation functions in spark																	
8.	Implement the RDD Action functions in spark.																	
9.	Create a spark dataframe and execute simple operations																	
10.	Apply Spark SQL to create a table, insert rows and inspect the table contents																	
TEXT BOOK:																		
1.	Seema Acharya , Subhashini Chellapan, "Big Data And Analytics", 2nd Edition, Wiley, 2019 (for Unit I,II,III,IV).																	
2.	Raj Kamal, Preeti Saxena , "Big Data Analytics, Introduction to Hadoop, Spark, and Machine–Learning",1st Edition, McGraw Hill Education Private Limited,2019 (for Unit V).																	
REFERENCES/ MANUAL / SOFTWARE:																		
1.	Bill Franks, "Taming the Big Data Tidal Wave", 1st Edition, Wiley Reprint, 2014.																	
2.	DJ Editorial Services, "Big Data Black Book", 1st Edition, Dreamtech Press, 2016.																	

*includes Term Work(TW) & Online / Certification course hours



COURSE OUTCOMES:												BT Mapped (Highest Level)
On completion of the course, the students will be able to												
CO1	make use of digital data and big data concepts.											Applying (K3) Manipulation(S2)
CO2	utilize big data analytics and technology landscape.											Applying (K3) Manipulation(S2)
CO3	experiment hadoop and map reduce framework.											Applying (K3) Manipulation(S2)
CO4	examine the cassandra query expressions.											Analyzing(K4) Precision (S3)
CO5	analyze spark tool to process real time data from various sources.											Analyzing (K4) Precision (S3)

Mapping of COs with POs and PSOs

COs/POs PSOs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	1	2	1	3	2		2				2	3
CO2	2	1	2	1	3	2		2				2	3
CO3	2	1	2	1	3	2		2				2	3
CO4	3	3	2	1	2	3		1				3	3
CO5	3	3	2	1	1	2		3				3	3

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

ASSESSMENT PATTERN - THEORY

Test / Bloom's Category*	Remembering (K1) %	Understanding (K2) %	Applying (K3) %	Analyzing (K4) %	Evaluating (K5) %	Creating (K6) %	Total %
CAT1		70	30				100
CAT2		40	60				100
CAT3		30	50	20			100
ESE		25	55	20			100

* ±3% may be varied (CAT 1, 2 & 3 – 50 marks & ESE – 100 marks)


Signature of the Chairman
Ft. of Studies - CSE & IT



S. Poonani
[S. POONANI]



24BCL41–MACHINE LEARNING LABORATORY

(Common to Computer Systems and Design, Information Systems & Software Systems branches)

Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit
Prerequisites	Python Programming	4	PC	0	0	60	0	60	2

Preamble This course provides the knowledge in Machine Learning platform and emphasizes on developing real time applications by applying Machine Learning algorithms.

LIST OF EXPERIMENTS / EXERCISES:

1.	Implementation of Breadth first and Depth first search strategies using Python
2.	Explore Data repositories and perform pre-processing techniques for different kinds of data
3.	Calculate mean, median, variance and standard deviation of the given numerical data
4.	Demonstrate plotting techniques and explore the relationship between variables of numerical data
5.	Implement k-NN algorithm as classifier for the given data
6.	Write a program to find the attribute with maximum information gain and gain ratio for the given data
7.	Apply support vector machines algorithm for regression data
8.	Implement support vector machines algorithm for classification with confusion matrix
9.	Apply K-Fold Cross-Validation to evaluate the performance of ML algorithms
10.	Implement simple Linear and logistic regression algorithm
11.	Apply k-means clustering algorithm for the given data and visualize the clusters
12.	Apply k-medoids clustering algorithm for the given data and visualize the clusters
13.	Explore various activation functions used in ANN
14.	Implement single layer Artificial Neural Network Architecture
15.	Apply optimization algorithm to improve the performance of any classifiers.

REFERENCES/ MANUAL /SOFTWARE:

1.	Jupyter Notebook/Spyder/ Google Colab Cloud platform/Scikit-learn package
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COURSE OUTCOMES:**On completion of the course, the students will be able to**

CO1	perform various data processing and plotting techniques									BT Mapped (Highest Level)	
										Applying (K3), Manipulation (S2)	
CO2	apply classification and clustering algorithms on the given data set									Applying (K3), Precision (S3)	
										Applying (K3), Precision(S3)	

Mapping of COs with POs and PSOs

COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1	2					3	2	2	3
CO2	3	2	1	1	2					3	2	2	3
CO3	3	2	1	1	3					3	2	2	3

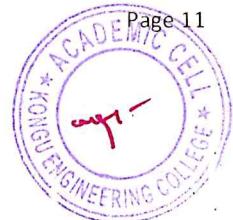
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours

R R P W

Signature of the Chairman
of Studies - CSE & IT

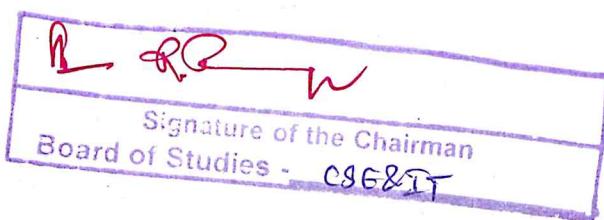
N.T. Raja (Dr. N.T. Raja)
N.T. Raja (Dr. N.T. Raja)



24BCL42 – MOBILE APPLICATION DEVELOPMENT LABORATORY													
(Common to Computer Systems and Design, Information Systems & Software Systems branches)													
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches	Sem.	Category	L	T	P	SL*	Total	Credit				
Prerequisites	Java Programming Laboratory	4	PC	0	0	60	0	60	2				
Preamble	This course provides the knowledge in the basic concepts of android programming and it emphasis on the development of simple android applications												
LIST OF EXPERIMENTS / EXERCISES:													
1.	Explore the android studio environment and display the "Hello World" message.												
2.	Implementation of simple activity.												
3.	Implementation of fragments within the activity.												
4.	Create Intents to establish connection between the activities.												
5.	Implementation of dialogs to interact with the users.												
6.	Design an application with all basic views and view groups.												
7.	Implementation of autocomplete text and picker views.												
8.	Develop an android application to utilize action bar.												
9.	Develop a simple calculator application												
10.	Create an application to handle images using Grid view and image switcher.												
11.	Implementation of Option menu and Context menu												
12.	Develop a simple application using web view.												
13.	Create an application in handling preference in an activity.												
14.	Implement an android application for saving files in internal storage.												
15.	Create SQLite Database application.												
REFERENCES/ MANUAL /SOFTWARE:													
1.	Laboratory Manual												
COURSE OUTCOMES: On completion of the course, the students will be able to													
CO1	develop an application using activities, fragments and intents.												
CO2	design the need-based applications using views, view groups and images.												
CO3	create applications to handle menus and data storage.												
Mapping of COs with POs and PSOs													
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1								2	3
CO2	3	2	1	1								2	3
CO3	3	2	1	1								2	3

1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy

*includes Term Work(TW) & Online / Certification course hours



24GCL42 - PROFESSIONAL SKILLS TRAINING - II																						
(Common to Computer Systems and Design, Information Systems & Software Systems branches)																						
Programme & Branch	B.Sc & Computer Systems and Design, Information Systems, Software Systems branches			Sem.	Category	L	T	P	SL*	Total	Credit											
Prerequisites	Nil			4	EC	0	0	45	35	80	2											
Preamble	This subject is to enhance the employability skills and to develop career competency																					
Unit – I	Soft Skills - II																					
Group discussions: Advantages of group discussions-Structured GD- Team work: Value of team work in organizations- Definition of a team, why team-Elements of leadership, disadvantages of a team, stages of team formation- Group development activities. Facing an interview: Foundation in core subject- industry orientation / knowledge about the company- professional personality- Communication skills-Activities before Interview, upon entering interview room, during the interview and at the end Mock interviews.																						
Unit – II	Quantitative Aptitude & Logical Reasoning - II																					
Problem solving level II: Quantitative Aptitude: Time and Work, Work and Wages, Pipes and Cisterns, Time and Distance, Boats and Streams, Races and Games of Skill, Problems on Ages, Simple Interest, Compound Interest, Data Interpretation, Data Sufficiency, Mensuration I: Area and Perimeter, Mensuration II: Volume and Surface Area. Logical Reasoning: Arrangement Based Questions, Cubes and Dice, Clocks and Calendar, Syllogism, Introduction to Logic.																						
TEXT BOOK:																						
1.	Nishit Sinha, Dinesh Khattar& Showick Thorpe, "Placement Training Companion: Think. Solve. Succeed", Pearson Education 2025																					
REFERENCES:																						
1.	Dr. R.S. Agarwal, "Quantitative Aptitude for Competitive Examinations". S. Chand publications New Delhi, 2025.																					
2.	Gopalaswamy Ramesh & Mahadevan Ramesh - The Ace of Soft Skill: Attitude, Communication and Etiquette for Success, Pearson Education, 2024.																					
COURSE OUTCOMES:																						
On completion of the course, the students will be able to											BT Mapped (Highest Level)											
CO1	develop the soft skills of learners to support them work efficiently in an organization as an individual and as a team																					
CO2	solve real time problems using numerical ability.																					
CO3	solve basic problems in logical reasoning by applying standard problem-solving techniques.																					
Mapping of COs with POs and PSOs																						
COs/POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11											
CO1	3	2				3		3		3	2											
CO2	3	2				3		3		3	2											
CO3	3	2				3		3		3	2											
1 – Slight, 2 – Moderate, 3 – Substantial, BT- Bloom's Taxonomy																						
ASSESSMENT PATTERN - THEORY																						
Test / Bloom's Category*	Remembering (K1) %		Understanding (K2) %		Applying (K3) %		Analyzing (K4) %		Evaluating (K5) %		Creating (K6) %											
CAT1			50		50						100											
CAT2			50		50						100											
CAT3			50		50						100											
ESE	NA																					
* ±3% may be varied (CAT 1, 2 & 3 – 50 marks)																						


 Signature of the Chairman
 Board of Studies - CSE & IT


 (N. Shanthi)

