VII SEMESTER

OBJECT-ORIENTED MODELING AND DESIGN

Subject Code: 10CS71	I.A. Marks : 25
Hours/Week : 04	Exam Hours: 03
Total Hours : 52	Exam Marks: 100

PART – A

UNIT – 1   **7 Hours**
Introduction, Modeling Concepts, class Modeling: What is Object Orientation? What is OO development? OO themes; Evidence for usefulness of OO development; OO modeling history
Modeling as Design Technique: Modeling; abstraction; The three models.
Class Modeling: Object and class concepts; Link and associations concepts; Generalization and inheritance; A sample class model; Navigation of class models; Practical tips.

UNIT – 2   **6 Hours**
Advanced Class Modeling, State Modeling: Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived data; Packages; Practical tips.
State Modeling: Events, States, Transitions and Conditions; State diagrams; State diagram behavior; Practical tips.

UNIT – 3   **6 Hours**
Advanced State Modeling, Interaction Modeling: Advanced State Modeling: Nested state diagrams; Nested states; Signal generalization; Concurrency; A sample state model; Relation of class and state models; Practical tips.
Interaction Modeling: Use case models; Sequence models; Activity models.
Use case relationships; Procedural sequence models; Special constructs for activity models.

70

UNIT – 4   **7 Hours**
Process Overview, System Conception, Domain Analysis: Process
Overview: Development stages; Development life cycle.
System Conception: Devising a system concept; Elaborating a concept;
Preparing a problem statement.
Domain Analysis: Overview of analysis; Domain class model; Domain state
model; Domain interaction model; Iterating the analysis.

PART – B

UNIT – 5   **7 Hours**
Application Analysis, System Design: Application Analysis: Application
interaction model; Application class model; Application state model; Adding
operations.
Overview of system design; Estimating performance; Making a reuse plan;
Breaking a system in to sub-systems; Identifying concurrency; Allocation of
sub-systems; Management of data storage; Handling global resources;
Choosing a software control strategy; Handling boundary conditions; Setting
the trade-off priorities; Common architectural styles; Architecture of the
ATM system as the example.

UNIT – 6   **7 Hours**
Class Design, Implementation Modeling, Legacy Systems: Class Design:
Overview of class design; Bridging the gap; Realizing use cases; Designing
algorithms; Recursing downwards, Refactoring; Design optimization;
Reification of behavior; Adjustment of inheritance; Organizing a class
design; ATM example.
Implementation Modeling: Overview of implementation; Fine-tuning classes;
Fine-tuning generalizations; Realizing associations; Testing.
Legacy Systems: Reverse engineering; Building the class models; Building
the interaction model; Building the state model; Reverse engineering tips;
Wrapping; Maintenance.

UNIT – 7   **6 Hours**
Design Patterns – 1: What is a pattern and what makes a pattern? Pattern
categories; Relationships between patterns; Pattern description
Communication Patterns: Forwarder-Receiver; Client-Dispatcher-Server;
Publisher-Subscriber.

UNIT – 8   **6 Hours**
Design Patterns – 2, Idioms: Management Patterns: Command processor;
View handler.
Idioms: Introduction; what can idioms provide? Idioms and style; Where to
find idioms; Counted Pointer example

71

Text Books:
1. Michael Blaha, James Rumbaugh: Object-Oriented Modeling and Design with UML, 2nd Edition, Pearson Education, 2005.
   (Chapters 1 to 17, 23)
2. Frank Buschmann, Regine Meunier, Hans Rohnert, Peter Sommerlad, Michael Stal: Pattern-Oriented Software Architecture, A System of Patterns, Volume 1, John Wiley and Sons, 2007.
   (Chapters 1, 3.5, 3.6, 4)

Reference Books:
1. Grady Booch et al: Object-Oriented Analysis and Design with Applications, 3rd Edition, Pearson Education, 2007.
2. Brahma Dathan, Sarnath Ramnath: Object-Oriented Analysis, Design, and Implementation, Universities Press, 2009.
3. Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: UML 2 Toolkit, Wiley- Dreamtech India, 2004.
4. Simon Bennett, Steve McRobb and Ray Farmer: Object-Oriented Systems Analysis and Design Using UML, 2nd Edition, Tata McGraw-Hill, 2002.

INFORMATION SYSTEMS

Sub Code: 10IS72	**IA Marks :25**
Hrs/Week : 04	**Exam Hours :03**
Total Hrs : 52	**Exam Marks :100**

PART – A

UNIT – 1

Foundation Concepts – 1   **7 Hours**

Information Systems in Business: Introduction, The real world of Information Systems, Networks, What you need to know, The fundamental role of IS in business, Trends in IS, Managerial challenges of IT.
System Concepts: A foundation, Components of an Information System, Information System Resources, Information System activities, Recognizing Information Systems.

UNIT – 2

Foundation Concepts – 2   **6 Hours**

Fundamentals of strategic advantages: Strategic IT, Competitive strategy concepts, The competitive advantage of IT, Strategic uses of IT, Building a customer-focused business, The value chain and strategic IS, Reengineering business processes, Becoming an agile company Creating a virtual company, Building a knowledge-creating company.

UNIT – 3
Electronic Business Systems   **6 Hours**
Enterprise Business Systems: Introduction, Cross-functional enterprise applications, Enterprise application integration, Transaction processing systems, Enterprise collaboration systems.
Functional Business Systems: Introduction, Marketing systems, Manufacturing systems, Human resource systems, Accounting systems, Financial management systems.

UNIT – 4
Enterprise Business Systems   **7 Hours**
Customer relationship management: Introduction, What is CRM? The three phases of CRM, Benefits and challenges of CRM, Trends in CRM
Enterprise resource planning: Introduction, What is ERP? Benefits and challenges of ERP, Trends in ERP.
Supply chain Management: Introduction, What is SCM? The role of SCM, Benefits and challenges of SCM, Trends in SCM

PART – B

UNIT – 5
Electronic Commerce Systems   **6 Hours**
Electronic commerce fundamentals: Introduction, The scope of e-commerce, Essential e-commerce, processes, Electronic payment processes.
e-Commerce applications and issues: E-commerce application trends, Business-to- Consumer e-commerce, Web store requirements, Business-to-Business e-commerce, e-commerce marketplaces, Clicks and bricks in e-commerce.

UNIT – 6
Decision Support Systems   **7 Hours**
Decision support in business: Introduction, Decision support trends, Decision support systems (DSS), Management Information Systems, On-line analytical processing, Using DSS, Executive information systems, Enterprise portals and decision support, Knowledge management systems, Business and Artificial Intelligence (AI), An overview of AI, Expert systems.

UNIT – 7
Security and Ethical Challenges   **7 Hours**
Security, Ethical and societal challenges of IT: Introduction, Ethical responsibility of business professionals, Computer crime, Privacy issues, Other challenges, Health issues, Societal solutions.

Security management of IT: Introduction, Tools of security management, Internetworked security defenses, Other security measures, System Controls and audits.

UNIT – 8
Enterprise and Global Management of IT   **6 Hours**
Managing IT: Business and IT, Managing IT, Business / IT planning, Managing the IS function, Failures of IT management.
Managing global IT: The International Dimension, Global IT Management, Cultural, Political and Geo - Economic challenges, Global Business/ IT strategies, Global Business / IT applications, Global IT Platforms, Global data access issues, Global Systems development.

Text Books:
1. James A. O' Brien, George M. Marakas: Management Information Systems, 7th Edition, Tata McGraw Hill, 2006.
   (Chapters 1, 2, 7, 8, 9, 10, 13, 14)

Reference Books:
1. Kenneth C. Laudon and Jane P. Laudon: Management Information System, Managing the Digital Firm, 11th Edition, Pearson Education, 2006.
2. Steven Alter: Information Systems The Foundation of E-Business, 4th Edition, Pearson Education, 2002.
3. W.S. Jawadekar: Management Information Systems, Tata McGraw Hill 1998.

PROGRAMMING THE WEB

Subject Code: 10CS73   **I.A. Marks : 25**
Hours/Week : 04   **Exam Hours: 03**
Total Hours : 52   **Exam Marks: 100**

UNIT – 1   **6 Hours**
Fundamentals of Web, XHTML – 1: Internet, WWW, Web Browsers and Web Servers, URLs, MIME, HTTP, Security, The Web Programmers Toolbox.
XHTML: Basic syntax, Standard structure, Basic text markup, Images, Hypertext Links.

UNIT – 2   **7 Hours**
XHTML – 2, CSS: XHTML (continued): Lists, Tables, Forms, Frames
CSS: Introduction, Levels of style sheets, Style specification formats, Selector forms, Property value forms, Font properties, List properties, Color,

Alignment of text, The box model, Background images, The <span> and <div> tags, Conflict resolution.

UNIT – 3   **6 Hours**
Javascript: Overview of Javascript, Object orientation and Javascript, Syntactic characteristics, Primitives, operations, and expressions, Screen output and keyboard input, Control statements, Object creation and modification, Arrays, Functions, Constructors, Pattern matching using regular expressions, Errors in scripts, Examples.

UNIT – 4   **7 Hours**
Javascript and HTML Documents, Dynamic Documents with Javascript: The Javascript execution environment, The Document Object Model, Element access in Javascript, Events and event handling, Handling events from the Body elements, Button elements, Text box and Password elements, The DOM 2 event model, The navigator object, DOM tree traversal and modification.
Introduction to dynamic documents, Positioning elements, Moving elements, Element visibility, Changing colors and fonts, Dynamic content, Stacking elements, Locating the mouse cursor, Reacting to a mouse click, Slow movement of elements, Dragging and dropping elements.

PART - B

UNIT – 5   **6 Hours**
XML: Introduction, Syntax, Document structure, Document type definitions, Namespaces, XML schemas, Displaying raw XML documents, Displaying XML documents with CSS, XSLT style sheets, XML processors, Web services.

UNIT – 6   **7 Hours**
Perl, CGI Programming: Origins and uses of Perl, Scalars and their operations, Assignment statements and simple input and output, Control statements, Fundamentals of arrays, Hashes, References, Functions, Pattern matching, File input and output; Examples.
The Common Gateway Interface; CGI linkage; Query string format; CGI.pm module; A survey example; Cookies.
Database access with Perl and MySQL

UNIT – 7   **6 Hours**
PHP: Origins and uses of PHP, Overview of PHP, General syntactic characteristics, Primitives, operations and expressions, Output, Control statements, Arrays, Functions, Pattern matching, Form handling, Files, Cookies, Session tracking, Database access with PHP and MySQL.

UNIT – 8   **7 Hours**

Ruby, Rails: Origins and uses of Ruby, Scalar types and their operations, Simple input and output, Control statements, Arrays, Hashes, Methods, Classes, Code blocks and iterators, Pattern matching.
Overview of Rails, Document requests, Processing forms, Rails applications with Databases, Layouts.

Text Books:
1. Robert W. Sebesta: Programming the World Wide Web, 4th Edition, Pearson Education, 2008.
   (Listed topics only from Chapters 1 to 9, 11 to 15)

Reference Books:
1. M. Deitel, P.J. Deitel, A. B. Goldberg: Internet & World Wide Web How to Program, 4th Edition, Pearson Education, 2004.
2. Chris Bates: Web Programming Building Internet Applications, 3rd Edition, Wiley India, 2007.
3. Xue Bai et al: The web Warrior Guide to Web Programming, Cengage Learning, 2003.

DATA WAREHOUSING AND DATA MINING

Subject Code: 10IS74	**I.A. Marks : 25**
Hours/Week : 04	**Exam Hours: 03**
Total Hours : 52	**Exam Marks: 100**

PART – A

UNIT – 1   **6 Hours**

Data Warehousing:
Introduction, Operational Data Stores (ODS), Extraction Transformation Loading (ETL), Data Warehouses. Design Issues, Guidelines for Data Warehouse Implementation, Data Warehouse Metadata

UNIT – 2   **6 Hours**

Online Analytical Processing (OLAP): Introduction, Characteristics of OLAP systems, Multidimensional view and Data cube, Data Cube Implementations, Data Cube operations, Implementation of OLAP and overview on OLAP Softwares.

UNIT – 3   **6 Hours**
Data Mining: Introduction, Challenges, Data Mining Tasks, Types of Data, Data Preprocessing, Measures of Similarity and Dissimilarity, Data Mining Applications

UNIT – 4   **8 Hours**
Association Analysis: Basic Concepts and Algorithms: Frequent Itemset Generation, Rule Generation, Compact Representation of Frequent Itemsets, Alternative methods for generating Frequent Itemsets, FP Growth Algorithm, Evaluation of Association Patterns

PART - B
UNIT – 5   **6 Hours**
Classification -1 : Basics, General approach to solve classification problem, Decision Trees, Rule Based Classifiers, Nearest Neighbor Classifiers.

UNIT – 6   **6 Hours**
Classification - 2: Bayesian Classifiers, Estimating Predictive accuracy of classification methods, Improving accuracy of clarification methods, Evaluation criteria for classification methods, Multiclass Problem.

UNIT – 7   **8 Hours**
Clustering Techniques: Overview, Features of cluster analysis, Types of Data and Computing Distance, Types of Cluster Analysis Methods, Partitional Methods, Hierarchical Methods, Density Based Methods, Quality and Validity of Cluster Analysis

UNIT – 8   **6 Hours**
Web Mining: Introduction, Web content mining, Text Mining, Unstructured Text, Text clustering, Mining Spatial and Temporal Databases.

Text Books:
1. Pang-Ning Tan, Michael Steinbach, Vipin Kumar: Introduction to Data Mining, Pearson Education, 2005.
2. G. K. Gupta: Introduction to Data Mining with Case Studies, 3rd Edition, PHI, New Delhi, 2009.

Reference Books:
1. Arun K Pujari: Data Mining Techniques, 2nd Edition, Universities Press, 2009.
2. Jiawei Han and Micheline Kamber: Data Mining - Concepts and Techniques, 2nd Edition, Morgan Kaufmann Publisher, 2006.
3. Alex Berson and Stephen J. Smith: Data Warehousing, Data Mining, and OLAP Computing, Mc GrawHill Publisher, 1997.

ADVANCED DBMS

Subject Code: 10IS751 **I.A. Marks : 25**
Hours/Week : 04 **Exam Hours: 03**
Total Hours : 52 **Exam Marks: 100**

PART - A

UNIT – 1 **7 Hours**
Overview of Storage and Indexing, Disks and Files: Data on external storage; File organizations and indexing; Index data structures; Comparison of file organizations; Indexes and performance tuning
Memory hierarchy; RAID; Disk space management; Buffer manager; Files of records; Page formats and record formats

UNIT – 2 **7 Hours**
Tree Structured Indexing: Intuition for tree indexes; Indexed sequential access method; B+ trees, Search, Insert, Delete, Duplicates, B+ trees in practice

UNIT – 3 **6 Hours**
Hash-Based Indexing: Static hashing; Extendible hashing, Linear hashing, comparisons

UNIT – 4 **6 Hours**
Overview of Query Evaluation, External Sorting : The system catalog; Introduction to operator evaluation; Algorithms for relational operations; Introduction to query optimization; Alternative plans: A motivating example; what a typical optimizer does.
When does a DBMS sort data? A simple two-way merge sort; External merge sort

PART - B

UNIT – 5 **6 Hours**
Evaluating Relational Operators : The Selection operation; General selection conditions; The Projection operation; The Join operation; The Set operations; Aggregate operations; The impact of buffering

UNIT – 6 **7 Hours**
A Typical Relational Query Optimizer: Translating SQL queries in to Relational Algebra; Estimating the cost of a plan; Relational algebra equivalences; Enumeration of alternative plans; Nested sub-queries; other approaches to query optimization.

78

UNIT – 7   **7 Hours**
Physical Database Design and Tuning: Introduction; Guidelines for index selection, examples; Clustering and indexing; Indexes that enable index-only plans; Tools to assist in index selection; Overview of database tuning; Choices in tuning the conceptual schema; Choices in tuning queries and views; Impact of concurrency; DBMS benchmarking.

UNIT – 8   **6 Hours**
More Recent Applications: Mobile databases; Multimedia databases; Geographical Information Systems; Genome data management

Text Books:
1. Raghu Ramakrishnan and Johannes Gehrke: Database Management Systems, 3rd Edition, McGraw-Hill, 2003.
   (Chapters 8, 9, 10, 11, 12, 13.1 to 13.3, 14, 15, 20)
2. Elmasri and Navathe: Fundamentals of Database Systems, 5th Edition, Pearson Education, 2007.
   (Chapter 30)

Reference Books:
1. Connolly and Begg: Database Systems, 4th Edition, Pearson Education, 2002.

EMBEDDED COMPUTING SYSTEMS

Subject Code: **10IS752**   I.A. Marks   : **25**
Hours/Week : **04**   Exam Hours: **03**
Total Hours : **52**   Exam Marks: **100**

PART- A

UNIT – 1   **6 Hours**
Embedded   Computing: Introduction, Complex   Systems   and Microprocessors, Embedded Systems Design Process, Formalism for System design
Design Example: Model Train Controller.

UNIT – 2   **7 Hours**
Instruction Sets, CPUs: Preliminaries, ARM Processor, Programming Input and Output, Supervisor mode, Exceptions, Traps, Coprocessors, Memory Systems Mechanisms, CPU Performance, CPU Power Consumption. Design Example: Data Compressor.

UNIT – 3   **6 Hours**
Bus-Based Computer Systems: CPU Bus, Memory Devices, I/O devices, Component Interfacing, Designing with Microprocessor, Development and Debugging, System-Level Performance Analysis
Design Example: Alarm Clock.

UNIT – 4   **7 Hours**
Program Design and Analysis: Components for embedded programs, Models of programs, Assembly, Linking and Loading, Basic Compilation Techniques, Program optimization, Program-Level performance analysis, Software performance optimization, Program-Level energy and power analysis, Analysis and optimization of program size, Program validation and testing. Design Example: Software modem.

PART- B

UNIT – 5   **6 Hours**
Real Time Operating System (RTOS) Based Design – 1: Basics of OS, Kernel, types of OSs, tasks, processes, Threads, Multitasking and Multiprocessing, Context switching, Scheduling Policies, Task Communication, Task Synchronization.

UNIT – 6   **6 Hours**
RTOS-Based Design - 2: Inter process Communication mechanisms, Evaluating OS performance, Choice of RTOS, Power Optimization. Design Example: Telephone Answering machine

UNIT – 7   **7 Hours**
Distributed Embedded Systems: Distributed Network Architectures, Networks for Embedded Systems: I2C Bus, CAN Bus, SHARC Link Ports, Ethernet, Myrinet, Internet, Network Based Design. Design Example: Elevator Controller.

UNIT – 8   **7 Hours**
Embedded Systems Development Environment: The Integrated Development Environment, Types of File generated on Cross Compilation, Dis-assembler /Decompiler, Simulators, Emulators, and Debugging, Target Hardware Debugging.

Text Books:
1. Wayne Wolf: Computers as Components, Principles of Embedded Computing Systems Design, 2nd Edition, Elsevier, 2008.
2. Shibu K V: Introduction to Embedded Systems, Tata McGraw Hill, 2009

(Chapters 10, 13)

Reference Books:
1. James K. Peckol: Embedded Systems, A contemporary Design Tool, Wiley India, 2008.
2. Tammy Neorgaard: Embedded Systems Architecture, Elsevier, 2005.

JAVA AND J2EE

Subject Code: 10IS753	**IA Marks: 25**
Hours/Week: 4	**Exam Marks: 100**
Total Hours: 52	**Exam Hours: 3**

PART - A

UNIT – 1   **6 Hours**
Introduction to Java: Java and Java applications; Java Development Kit (JDK); Java is interpreted, Byte Code, JVM; Object-oriented programming; Simple Java programs.
Data types and other tokens: Boolean variables, int, long, char, operators, arrays, white spaces, literals, assigning values; Creating and destroying objects; Access specifiers.
Operators and Expressions: Arithmetic Operators, Bitwise operators, Relational operators, The Assignment Operator, The ? Operator; Operator Precedence; Logical expression; Type casting; Strings
Control Statements: Selection statements, iteration statements, Jump Statements.

UNIT – 2   **6 Hours**
Classes, Inheritance, Exceptions, Applets: Classes: Classes in Java; Declaring a class; Class name; Super classes; Constructors; Creating instances of class; Inner classes.
Inheritance: Simple, multiple, and multilevel inheritance; Overriding, overloading.
Exception handling**:** Exception handling in Java.
The Applet Class: Two types of Applets; Applet basics; Applet Architecture; An Applet skeleton; Simple Applet display methods; Requesting repainting; Using the Status Window; The HTML APPLET tag; Passing parameters to Applets; getDocumentbase() and getCodebase(); ApletContext and showDocument(); The AudioClip Interface; The AppletStub Interface; Output to the Console.

81

UNIT – 3   **7 Hours**
Multi Threaded Programming, Event Handling: Multi Threaded
Programming: What are threads? How to make the classes threadable;
Extending threads; Implementing runnable; Synchronization; Changing state
of the thread; Bounded buffer problems, read-write problem, producer-
consumer problems.
Event Handling: Two event handling mechanisms; The delegation event
model; Event classes; Sources of events; Event listener interfaces; Using the
delegation event model; Adapter classes; Inner classes.

UNIT – 4   **7 Hours**
Swings: Swings: The origins of Swing; Two key Swing features;
Components and Containers; The Swing Packages; A simple Swing
Application; Create a Swing Applet; Jlabel and ImageIcon; JTextField;The
Swing Buttons; JTabbedpane; JScrollPane; JList; JComboBox; JTable.

PART – B

UNIT – 5   **6 Hours**
Java 2 Enterprise Edition Overview, Database Access: Overview of J2EE
and J2SE
The Concept of JDBC; JDBC Driver Types; JDBC Packages; A Brief
Overview of the JDBC process; Database Connection; Associating the
JDBC/ODBC Bridge with the Database; Statement Objects; ResultSet;
Transaction Processing; Metadata, Data types; Exceptions.

UNIT – 6   **7 Hours**
Servlets: Background; The Life Cycle of a Servlet; Using Tomcat for Servlet
Development; A simple Servlet; The Servlet API; The Javax.servlet Package;
Reading Servlet Parameter; The Javax.servlet.http package; Handling HTTP
Requests and Responses; Using Cookies; Session Tracking.

UNIT – 7   **6 Hours**
JSP, RMI: Java Server Pages (JSP): JSP, JSP Tags, Tomcat, Request String,
User Sessions, Cookies, Session Objects.
Java Remote Method Invocation: Remote Method Invocation concept; Server
side, Client side.

UNIT – 8   **7 Hours**
Enterprise Java Beans: Enterprise java Beans; Deployment Descriptors;
Session Java Bean, Entity Java Bean; Message-Driven Bean; The JAR File.

Text Books:
   1. Herbert Schildt: Java - The Complete Reference, 7th Edition, Tata
       McGraw Hill, 2007.

(Chapters 1, 2, 3, 4, 5, 6, 8, 10, 11, 21, 22, 29, 30, 31)
2. Jim Keogh: J2EE - The Complete Reference, Tata McGraw Hill, 2007.
(Chapters 5, 6, 11, 12, 15)

Reference Books:
1. Y. Daniel Liang: Introduction to JAVA Programming, 7th Edition, Pearson Education, 2007.
2. Stephanie Bodoff et al: The J2EE Tutorial, 2nd Edition, Pearson Education, 2004.

MULTIMEDIA COMPUTING

Subject Code: 10IS754   I.A. Marks : 25
Hours/Week : 04   Exam Hours: 03
Total Hours : 52   Exam Marks: 100

PART – A

UNIT – 1   **7 Hours**
Introduction, Media and Data Streams, Audio Technology: Multimedia Elements; Multimedia Applications; Multimedia Systems Architecture; Evolving Technologies for Multimedia Systems; Defining Objects for Multimedia Systems; Multimedia Data Interface Standards; The need for Data Compression; Multimedia Databases.
Media: Perception Media, Representation Media, Presentation Media, Storage Media, Transmission Media, Information Exchange Media, Presentation Spaces & Values, and Presentation Dimensions; Key Properties of a Multimedia System: Discrete & Continuous Media, Independence Media, Computer Controlled Systems, Integration; Characterizing Data Streams: Asynchronous Transmission Mode, Synchronous Transmission Mode, Isochronous Transmission Mode; Characterizing Continuous Media Data Streams.
Sound: Frequency, Amplitude, Sound Perception and Psychoacoustics; Audio Representation on Computers; Three Dimensional Sound Projection; Music and MIDI Standards; Speech Signals; Speech Output; Speech Input; Speech Transmission.

UNIT – 2   **7 Hours**
Graphics and Images, Video Technology, Computer-Based Animation: Capturing Graphics and Images Computer Assisted Graphics and Image Processing; Reconstructing Images; Graphics and Image Output Options.
Basics; Television Systems; Digitalization of Video Signals; Digital Television; Basic Concepts; Specification of Animations; Methods of

83

Controlling Animation; Display of Animation; Transmission of Animation; Virtual Reality Modeling Language.

UNIT – 3   **7 Hours**
Data Compression – 1: Storage Space; Coding Requirements; Source, Entropy, and Hybrid Coding; Basic Compression Techniques; JPEG: Image Preparation, Lossy Sequential DCT-based Mode, Expanded Lossy DCT-based Mode, Lossless Mode, Hierarchical Mode

UNIT – 4   **6 Hours**
Data Compression – 2: H.261 (Px64) and H.263: Image Preparation, Coding Algorithms, Data Stream, H.263+ and H.263L; MPEG: Video Encoding, Audio Coding, Data Stream, MPEG-2, MPEG-4, MPEG-7; Fractal Compression.

PART - B

UNIT – 5   **6 Hours**
Optical Storage Media: History of Optical Storage; Basic Technology; Video Discs and Other WORMs; Compact Disc Digital Audio; Compact Disc Read Only Memory; CD-ROM Extended Architecture; Further CD-ROM-Based Developments; Compact Disc Recordable; Compact Disc Magneto-Optical; Compact Disc Read/Write; Digital Versatile Disc.

UNIT – 6   **6 Hours**
Content Analysis : Simple Vs. Complex Features; Analysis of Individual Images; Analysis of Image Sequences; Audio Analysis; Applications.

UNIT – 7   **6 Hours**
Data and File Format Standards: Rich-Text Format; TIFF File Format; Resource Interchange File Format (RIFF); MIDI File Format; JPEG DIB File Format for Still and Motion Images; AVI Indeo File Format; MPEG Standards; TWAIN

UNIT – 8   **7 Hours**
Multimedia Application Design : Multimedia Application Classes; Types of Multimedia Systems; Virtual Reality Design; Components of Multimedia Systems; Organizing Multimedia Databases; Application Workflow Design Issues; Distributed Application Design Issues.

Text Books:
  1. Ralf Steinmetz, Klara Narstedt: Multimedia Fundamentals: Vol 1-Media Coding and Content Processing, 2nd Edition, PHI, Indian Reprint 2008.
     (Chapters 2, 3, 4, 5, 6, 7, 8, 9)

2. Prabhat K. Andleigh, Kiran Thakrar: Multimedia Systems Design, PHI, 2003.
   (Chapters 1, 3, 7)

Reference Books:
1. K.R Rao, Zoran S. Bojkovic and Dragorad A. Milovanovic: Multimedia Communication Systems: Techniques, Standards, and Networks, Pearson Education, 2002.
2. Nalin K Sharad: Multimedia Information Networking, PHI, 2002.

ADVANCED SOFTWARE ENGINEERING

Subject Code: 10IS755   I.A. Marks   : 25
Hours/Week : 04   Exam Hours: 03
Total Hours : 52   Exam Marks: 100

PART - A

UNIT – 1   **7 Hours**
Quality Management: Quality Concepts: Quality, Software quality; The software quality dilemma; Achieving software quality.
Review techniques: Cost impact of Software defects; Defect amplification and removal; Review metrics and their use; Reviews: A formal spectrum; Informal reviews; Formal technical reviews.
Software Quality Assurance: Background issues, Elements of SQA; SQA tasks, goals and metrics; Formal approaches to SQA; Statistical software quality assurance; Software reliability; The ISO 9000 Quality standards; The SQA plan.

UNIT – 2   **6 Hours**
Formal Modeling and Verification: The Cleanroom Strategy; Functional specification; Cleanroom design; Cleanroom testing; Formal methods concepts; Applying mathematical notation for formal specification; Formal specification languages.

UNIT – 3   **7 Hours**
Process Improvement, Configuration Management: Process and product quality; Process classification; Process measurement; Process analysis and modeling; Process change; The CMMI process improvement framework
Configuration management planning; Change management; Version and release management; System building; CASE tools for configuration management

UNIT – 4   **6 Hours**
Software Process and Project Metrics: Metrics in the Process and Project Domains; Software Measurement; Metrics for software quality; Integrating metrics within the software process; Metrics for small organizations; Establishing a software metrics program.

PART - B

UNIT – 5   **7 Hours**
Software Reuse, CBSE: The reuse landscape; Design patterns; Generator-based reuse; Application frameworks; Application system reuse.
Components and component models; The CBSE process; Component composition

UNIT – 6   **6 Hours**
Critical Systems Development and Validation: Dependable processes; Dependable programming; Fault tolerance; Fault-tolerant architectures
Reliability validation; Safety assurance; Security assessment; Safety and dependability cases

UNIT – 7   **7 Hours**
User Interface Design, Maintenance and Reengineering: User interface design issues; The UI design process; User analysis; User interface prototyping; Interface evaluation.
Software maintenance; Reengineering; Business process reengineering; Software reengineering; Reverse engineering; Restructuring; Forward engineering; The economics of reengineering.

UNIT – 8   **6 Hours**
Service-Oriented Software Engineering, Aspect-Oriented Software Development: Services as reusable components; Service engineering; Software development with services
Aspect-Oriented Software Development: The separation of concerns; Aspects, join points and pointcuts; Software engineering with aspects.

Text Books:
1. Roger S. Pressman: Software Engineering: A Practitioner's Approach, 7th Edition, McGraw Hill, 2007.
   (Chapters 14, 15, 16, 21, 25, 29)
2. Sommerville: Software Engineering, 8th Edition, Pearson Education, 2007.
   (Chapters 16, 18, 19, 20, 24, 28, 29, 31, 32)

Reference Books:

1. Pfleeger: Software Engineering Theory and Practice, 3rd Edition, Pearson Education, 2001.
2. Waman S Jawadekar: Software Engineering Principles and Practice, Tata McGraw Hill, 2004.

NEURAL NETWORKS

Subject Code: 10IS756   I.A. Marks : 25
Hours/Week : 04   Exam Hours: 03
Total Hours : 52   Exam Marks: 100

PART – A

UNIT – 1
Introduction   **7 Hours**

What is a Neural Network?, Human Brain, Models of Neuron, Neural Networks viewed as directed graphs, Feedback, Network Architectures, Knowledge representation, Artificial Intelligence and Neural Networks.

UNIT – 2
Learning Processes – 1   **6 Hours**

Introduction, Error-correction learning, Memory-based learning, Hebbian learning, Competitive learning,Boltzamann learning, Credit Assignment problem, Learning with a Teacher, Learning without a Teacher, Learning tasks, Memory, Adaptation.

UNIT – 3
                                  7 Hours

Learning Processes – 2, **Single Layer Perceptrons:** Statistical nature of the learning process, Statistical learning theory, Approximately correct model of learning.

Single Layer Perceptrons: Introduction, Adaptive filtering problem, Unconstrained optimization techniques, Linear least-squares filters, Least-mean square algorithm, Learning curves, Learning rate annealing techniques, Perceptron, Perceptron convergence theorem, Relation between the Perceptron and Bayes classifier for a Gaussian environment.

UNIT – 4
                                  6 Hours

Multilayer Perceptrons – 1: Introduction, Some preliminaries, Back-propagation Algorithm, Summary of back-propagation algorithm, XOR problem, Heuristics for making the back-propagation algorithm perform better, Output representation and decision rule, Computer experiment, Feature detection, Back-propagation and differentiation.

UNIT – 5   **7 Hours**
Multilayer Perceptrons – 2: Hessian matrix, Generalization, approximation of functions, Cross validation, Network pruning techniques, virtues and limitations of back- propagation learning, Accelerated convergence of back propagation learning, Supervised learning viewed as an optimization problem, Convolution networks.

UNIT – 6   **6 Hours**
Radial-Basic Function Networks – 1: Introduction, Cover's theorem on the separability of patterns, Interpolation problem, Supervised learning as an ill-posed Hypersurface reconstruction problem, Regularization theory, Regularization networks, Generalized radial-basis function networks, XOR problem, Estimation of the regularization parameter.

UNIT – 7   **6 Hours**
Radial-Basic Function Networks – 2, Optimization – 1: Approximation properties of RBF networks, Comparison of RBF networks and multilayer Perceptrons, Kernel regression and it's relation to RBF networks, Learning strategies, Computer experiment.
Optimization using Hopfield networks: Traveling salesperson problem, Solving simultaneous linear equations, Allocating documents to multiprocessors.

UNIT – 8   **7 Hours**
Optimization Methods – 2:
Iterated gradient descent,   Simulated Annealing, Random Search, Evolutionary computation- Evolutionary algorithms, Initialization, Termination criterion, Reproduction, Operators, Replacement, Schema theorem.

Text Books:
1. Simon Haykin: Neural Networks - A Comprehensive Foundation, 2nd Edition, Pearson Education, 1999.
   (Chapters 1.1-1.8, 2.1-2.15, 3.1-3.10, 4.1-4.19, 5.1-5.14)
2. Kishan Mehrotra, Chilkuri K. Mohan, Sanjay Ranka: Artificial Neural Networks, Penram International Publishing, 1997.
   (Chapters 7.1-7.5)

Reference Books:
1. B.Yegnanarayana: Artificial Neural Networks, PHI, 2001.

C# PROGRAMMING AND .NET

Subject Code: 10IS761   I.A. Marks   : 25
Hours/Week : 04   Exam Hours: 03
Total Hours : 52   Exam Marks: 100

PART – A

UNIT – 1   6 Hours
The Philosophy of .NET: Understanding the Previous State of Affairs, The.NET Solution, The Building Block of the .NET Platform (CLR,CTS, and CLS), The Role of the .NET Base Class Libraries, What C# Brings to the Table, An Overview of .NET Binaries (aka Assemblies), the Role of the Common Intermediate Language, The Role of .NET Type Metadata, The Role of the assembly Manifast, Compiling CIL to Platform – Specific Instructions, Understanding the Common Type System, Intrinsic CTS Data Types, Understanding the Common Languages Specification, Understanding the Common Language Runtime A tour of the .NET Namespaces, Increasing Your Namespace Nomenclature, Deploying the .NET Runtime.

UNIT – 2   6 Hours
Building C# Applications: The Role of the Command Line Complier (csc.exe), Building C# Application using csc.exe Working with csc.exe Response Files, Generating Bug Reports, Remaining g C# Complier Options, The Command Line Debugger (cordbg.exe) Using the, Visual studio .NET IDE, Other Key Aspects of the VS.NET IDE, C# "Preprocessor:" Directives, an Interesting Aside: The System. Environment Class.

UNIT – 3   8 Hours
C# Language Fundamentals: The Anatomy of Basic C# Class, Creating objects: Constructor Basics, The Composition of a C# Application, Default assignment and Variable Scope, The C# Member Initialisation Syntax, Basic Input and Output with the Console Class, Understanding Value Types and Reference Types, The Master Node: System, Object, The System Data Types (and C# Aliases), Converting Between Value Types and Reference Types: Boxing and Unboxing, Defining Program Constants, C# Iteration Constructs, C# Controls Flow Constructs, The Complete Set of C# Operators, Defining Custom Class Methods, Understating Static Methods, Methods Parameter Modifies, Array Manipulation in C#, String Manipulation in C#, C# Enumerations, Defining Structures in C#, Defining Custom Namespaces.

UNIT – 4   6 Hours
Object- Oriented Programming with C#: Forms Defining of the C# Class, Definition the "Default Public Interface" of a Type, Recapping the Pillars of

89

OOP, The First Pillars: C#'s Encapsulation Services, Pseudo- Encapsulation: Creating Read-Only Fields, The Second Pillar: C#'s Inheritance Supports, keeping Family Secrets: The " Protected" Keyword, Nested Type Definitions, The Third Pillar: C #'s Polymorphic Support, Casting Between .

PART – B

UNIT – 5   6 Hours
Exceptions and Object Lifetime: Ode to Errors, Bugs, and Exceptions, The Role of .NET Exception Handing, the System. Exception Base Class, Throwing a Generic Exception, Catching Exception, CLR System – Level Exception(System. System Exception), Custom Application-Level Exception(System. System Exception), Handling Multiple Exception, The Family Block, the Last Chance Exception Dynamically Identifying Application – and System Level Exception Debugging System Exception Using VS. NET, Understanding Object Lifetime, the CIT of "new', The Basics of Garbage Collection,, Finalization a Type, The Finalization Process, Building an Ad Hoc Destruction Method, Garbage Collection Optimizations, The System. GC Type.

UNIT – 6   6 Hours
Interfaces and Collections: Defining Interfaces Using C# Invoking Interface Members at the object Level, Exercising the Shapes Hierarchy, Understanding Explicit Interface Implementation, Interfaces As Polymorphic Agents, Building Interface Hierarchies, Implementing, Implementation, Interfaces Using VS .NET, understanding the IConvertible Interface, Building a Custom Enumerator (IEnumerable and Enumerator), Building Cloneable objects (ICloneable), Building Comparable Objects (I Comparable), Exploring the system. Collections Namespace, Building a Custom Container (Retrofitting the Cars Type).

UNIT – 7   8 Hours
Callback Interfaces, Delegates, and Events, Advanced Techniques: Understanding Callback Interfaces, Understanding the .NET Delegate Type, Members of System. Multicast Delegate, The Simplest Possible Delegate Example, , Building More a Elaborate Delegate Example, Understanding Asynchronous Delegates, Understanding (and Using)Events.
The Advances Keywords of C#, A Catalog of C# Keywords Building a Custom Indexer, A Variation of the Cars Indexer Internal Representation of Type Indexer . Using C# Indexer from VB .NET. Overloading operators, The Internal Representation of Overloading Operators, interacting with Overload Operator from Overloaded- Operator- Challenged Languages, Creating Custom Conversion Routines, Defining Implicit Conversion Routines, The Internal Representations of Customs Conversion Routines

UNIT – 8   **6 Hours**
Understanding .NET Assembles: Problems with Classic COM Binaries, An Overview of .NET Assembly, Building a Simple File Test Assembly, A C#. Client Application, A Visual Basic .NET Client Application, Cross Language Inheritance, Exploring the CarLibrary's, Manifest, Exploring the CarLibrary's Types, Building the Multifile Assembly, Using Assembly, Understanding Private Assemblies, Probing for Private Assemblies (The Basics), Private A Assemblies XML Configurations Files, Probing for Private Assemblies (The Details), Understanding Shared Assembly,   Understanding Shared Names, Building   a   Shared   Assembly,   Understanding   Delay   Signing, Installing/Removing Shared Assembly, Using a Shared Assembly

Text Books:
1. Andrew Troelsen: Pro C# with .NET 3.0, 4th Edition, Wiley India, 2009.
   Chapters: 1 to 11 (up to pp. 369)
2. E. Balagurusamy: Programming in C#, 2nd Edition, Tata McGraw Hill, 2004.
   (Programming Examples 3.7, 3.10, 5.5, 6.1, 7.2, 7.4, 7.5, 7.6, 8.1, 8.2, 8.3, 8.5, 8.7, 8.8, 9.1, 9.2, 9.3, 9.4, 10.2, 10.4, 11.2, 11.4, 12.1, 12.4, 12.5, 12.6, 13.1, 13.2, 13.3, 13.6, 14.1, 14.2, 14.4, 15.2, 15.3, 16.1, 16.2, 16.3, 18.3, 18.5.18.6)

Reference Books:
1. Tom Archer: Inside C#, WP Publishers, 2001.
2. Herbert Schildt: C# The Complete Reference, Tata McGraw Hill, 2004.

DIGITAL IMAGE PROCESSING

Subject Code: 10IS762   **I.A. Marks : 25**
Hours/Week : 04   **Exam Hours: 03**
Total Hours : 52   **Exam Marks: 100**

PART - A

UNIT – 1   **6 Hours**
Digitized Image and its properties:
Basic concepts, Image digitization, Digital image properties

UNIT – 2   **7 Hours**
Image Preprocessing: Image pre-processing: Brightness and geometric transformations, local preprocessing.

UNIT – 3   **7 Hours**
Segmentation – 1: Thresholding, Edge-based segmentation.

UNIT – 4   **6 Hours**
Segmentation – 2: Region based segmentation, Matching.

PART – B

UNIT – 5   **7 Hours**
Image Enhancement: Image enhancement in the spatial domain: Background, Some basic gray level transformations, Histogram processing, Enhancement using arithmetic/ logic operations, Basics of spatial filtering, Smoothing spatial filters, Sharpening spatial filters. Image enhancement in the frequency domain: Background, Introduction to the Fourier transform and the frequency domain, Smoothing Frequency-Domain filters, Sharpening Frequency Domain filters, Homomorphic filtering.

UNIT – 6   **6 Hours**
Image Compression: Image compression: Fundamentals, Image compression models, Elements of information theory, Error-Free Compression, Lossy compression.

UNIT – 7   **7 Hours**
Shape representation: Region identification, Contour-based shape representation and description, Region based shape representation and description, Shape classes.

UNIT – 8   6 Hours
Morphology: Basic morphological concepts, Morphology principles, Binary dilation and erosion, Gray-scale dilation and erosion, Morphological segmentation and watersheds

Text Books:
1. Milan Sonka, Vaclav Hlavac and Roger Boyle: Image Processing, Analysis and Machine Vision, 2nd Edition, Thomoson Learning, 2001.
   (Chapters 2, 4.1 to 4.3, 5.1 to 5.4, 6, 11.1 to 11.4, 11.7)
2. Rafel C Gonzalez and Richard E Woods: Digital Image Processing, 3rd Edition, Pearson Education, 2003.
   (Chapters 3.1 to 3.7, 4.1 to 4.5, 8.1 to 8.5)

Reference Books:
1. Anil K Jain, "Fundamentals of Digital Image Processing", PHI, 1997, Indian Reprint 2009.
2. B.Chanda, D Dutta Majumder, "Digital Image Processing and Analysis", PHI, 2002.

GAME THEORY

Subject Code: 10IS763	I.A. Marks : 25
Hours/Week : 04	Exam Hours: 03
Total Hours : 52	Exam Marks: 100

PART - A

UNIT – 1   8 Hours
Introduction, Strategic Games: What is game theory? The theory of rational choice; Interacting decision makers.
Strategic games; Examples: The prisoner's dilemma, Bach or Stravinsky, Matching pennies; Nash equilibrium; Examples of   Nash equilibrium; Best-response functions; Dominated actions; Equilibrium in a single population: symmetric games and symmetric equilibria.

UNIT – 2   6 Hours
Mixed Strategy Equilibrium: Introduction; Strategic games in which players may randomize; Mixed strategy Nash equilibrium; Dominated actions; Pure equilibria when randomization is allowed, Illustration: Expert Diagnosis; Equilibrium in a single population, Illustration: Reporting a crime; The

formation of players' beliefs; Extensions; Representing preferences by expected payoffs.

UNIT – 3   **6 Hours**
Extensive Games: Extensive games with perfect information; Strategies and outcomes; Nash equilibrium; Subgame perfect equilibrium; Finding subgame perfect equilibria of finite horizon games: Backward induction. Illustrations: The ultimatum game, Stackelberg's model of duopoly, Buying votes.

UNIT – 4   **6 Hours**
Extensive games: Extensions and Discussions: Extensions: Allowing for simultaneous moves, Illustrations: Entry in to a monopolized industry, Electoral competition with strategic voters, Committee decision making, Exit from a declining industry; Allowing for exogenous uncertainty, Discussion: subgame perfect equilibrium and backward induction.

PART – B

UNIT – 5   **7 Hours**
Bayesian Games, Extensive Games with Imperfect Information: Motivational examples; General definitions; Two examples concerning information; Illustrations: Cournot's duopoly game with imperfect information, Providing a public good, Auctions; Auctions with an arbitrary distribution of valuations.
Extensive games with imperfect information; Strategies; Nash equilibrium; Beliefs and sequential equilibrium; Signaling games; Illustration: Strategic information transmission.

UNIT – 6   **7 Hours**
Strictly Competitive Games, Evolutionary Equilibrium: Strictly competitive games and maximization; Maximization and Nash equilibrium; Strictly competitive games; Maximization and Nash equilibrium in strictly competitive games.
Evolutionary Equilibrium: Monomorphic pure strategy equilibrium; Mixed strategies and polymorphic equilibrium; Asymmetric contests; Variations on themes: Sibling behavior, Nesting behavior of wasps, The evolution of sex ratio.

UNIT – 7   **6 Hours**
Iterated Games: Repeated games: The main idea; Preferences; Repeated games; Finitely and infinitely repeated Prisoner's dilemma; Strategies in an infinitely repeated Prisoner's dilemma; Some Nash equilibria of an infinitely repeated Prisoner's dilemma, Nash equilibrium payoffs of an infinitely repeated Prisoner's dilemma.

94

Coalitional Games and Bargaining: Coalitional games. The Core. Illustrations: Ownership and distribution of wealth, Exchanging homogeneous items, Exchanging heterogeneous items, Voting, Matching. Bargaining as an extensive game; Illustration of trade in a market; Nash's axiomatic model of bargaining

Text Books:
1. Martin Osborne: An Introduction to Game Theory, Oxford University Press, Indian   Edition, 2004.
   (Listed topics only from Chapters 1 to 11, 13, 14, 16)

Reference Books:
1. Roger B. Myerson: Game Theory: Analysis of Conflict, Harvard University Press, 1997.
2. Andreu Mas-Colell, Michael D. Whinston, and Jerry R. Green: Microeconomic Theory. Oxford University Press, New York, 1995.
3. Philip D. Straffin, Jr.: Game Theory and Strategy, The Mathematical Association of America, January 1993.

ARTIFICIAL INTELLIGENCE

Subject Code: 10IS764   I.A. Marks   : 25
Hours/Week : 04   Exam Hours: 03
Total Hours : 52   Exam Marks: 100

PART – A

UNIT – 1   **7 Hours**
Introduction: What is AI? Intelligent Agents: Agents and environment; Rationality; the nature of environment; the structure of agents. Problem-solving: Problem-solving agents; Example problems; Searching for solution; Uninformed search strategies.

UNIT – 2   **7 Hours**
Informed Search, Exploration, Constraint Satisfaction, Adversial Search: Informed search strategies; Heuristic functions; On-line search agents and unknown environment. Constraint satisfaction problems; Backtracking search for CSPs. Adversial search: Games; Optimal decisions in games; Alpha-Beta pruning.

UNIT – 3   **6 Hours**

Logical Agents: Knowledge-based agents; The wumpus world as an example world; Logic; propositional logic Reasoning patterns in propositional logic; Effective propositional inference; Agents based on propositional logic.

UNIT – 4   **6 Hours**
First-Order Logic, Inference in First-Order Logic – 1: Representation revisited; Syntax and semantics of first-order logic; Using first-order logic; Knowledge engineering in first-order logic. Propositional versus first-order inference; Unification and lifting

PART – B

UNIT – 5   **6 Hours**
Inference in First-Order Logic – 2: Forward chaining; Backward chaining; Resolution.

UNIT – 6   **7 Hours**
Knowledge Representation: Ontological engineering; Categories and objects; Actions, situations, and events; Mental events and mental objects; The Internet shopping world; Reasoning systems for categories; Reasoning with default information; Truth maintenance systems.

UNIT – 7   **7 Hours**
Planning, Uncertainty, Probabilistic Reasoning: Planning: The problem; Planning with state-space approach; Planning graphs; Planning with propositional logic.
Uncertainty: Acting under certainty; Inference using full joint distributions; Independence; Bayes' rule and its use.
Probabilistic Reasoning: Representing knowledge in an uncertain domain; The semantics of Bayesian networks; Efficient representation of conditional distributions; Exact inference in Bayesian networks.

UNIT – 8   **6 Hours**
Learning, AI: Present and Future: Learning: Forms of Learning; Inductive learning; Learning decision trees; Ensemble learning; Computational learning theory.
AI: Present and Future: Agent components; Agent architectures; Are we going in the right direction? What if AI does succeed?

Text Books:
  1. Stuart Russel, Peter Norvig: Artificial Intelligence A Modern Approach, 2nd Edition, Pearson Education, 2003.
     (Chapters 1.1, 2, 3.1 to 3.4, 4.1, 4.2, 4.5, 5.1, 5.2, 6.1, 6.2, 6.3, 7, 8, 9, 10, 11.1, 11.2, 11.4, 11.5, 13.1, 13.4, 13.5, 13.6, 14.1, 14.2, 14.3, 14.4, 18, 27)

Reference Books:
1. Elaine Rich, Kevin Knight: Artificial Intelligence, 3rd Edition, Tata McGraw Hill, 2009.
2. Nils J. Nilsson: Principles of Artificial Intelligence, Elsevier, 1980.

STORAGE AREA NETWORKS

Subject Code: 10IS765   I.A. Marks : 25
Hours/Week : 04   Exam Hours: 03
 Total Hours : 52   Exam Marks: 100

PART –A

UNIT - 1   7 Hours
Introduction to Information Storage and Management, Storage System Environment: Information Storage, Evolution of Storage Technology and Architecture, Data Center Infrastructure, Key Challenges in Managing Information, Information Lifecycle
Components of Storage System Environment, Disk Drive Components, Disk Drive Performance, Fundamental Laws Governing Disk Performance, Logical Components of the Host, Application Requirements and Disk Performance.

UNIT - 2   6 Hours
Data Protection, Intelligent Storage system: Implementation of RAID, RAID Array Components, RAID Levels, RAID Comparison, RAID Impact on Disk Performance, Hot Spares
Components of an Intelligent Storage System, Intelligent Storage Array

UNIT - 3   7 Hours
Direct-Attached Storage, SCSI, and Storage Area Networks: Types of DAS, DAS Benefits and Limitations, Disk Drive Interfaces, Introduction to Parallel SCSI, Overview of Fibre Channel, The SAN and Its Evolution, Components of SAN, FC Connectivity, Fibre Channel Ports, Fibre Channel Architecture, Zoning, Fibre Channel Login Types, FC Topologies.

UNIT - 4   6 Hours
NAS, IP SAN: General – Purpose Service vs. NAS Devices, Benefits of NAS, NAS File I / O, Components of NAS, NAS Implementations, NAS File-Sharing Protocols, NAS I/O Operations, Factors Affecting NAS Performance and Availability. iSCSI, FCIP.

PART - B

UNIT - 5   **6 Hours**

Content-Addressed Storage, Storage Virtualization: Fixed Content and Archives, Types of Archive, Features and Benefits of CAS, CAS Architecture, Object Storage and Retrieval in CAS, CAS Examples
Forms of Virtualization, SNIA Storage Virtualization Taxonomy, Storage Virtualizations Configurations, Storage Virtualization Challenges, Types of Storage Virtualization

UNIT - 6   **6 Hours**
Business Continuity, Backup and Recovery: Information Availability, BC Terminology, BC Planning Lifecycle, Failure Analysis, Business Impact Analysis, BC Technology Solutions.
Backup Purpose, Backup Considerations, Backup Granularity, Recovery Considerations, Backup Methods, Backup Process, Backup and restore Operations, Backup Topologies, Backup in NAS Environments, Backup Technologies.

UNIT - 7   **7 Hours**
Local Replication, Remote Replication: Source and Target, Uses of Local Replicas, Data Consistency, Local Replication Technologies, Restore and Restart Considerations, Creating Multiple Replicas, Management Interface, Modes of Remote Replication, Remote Replication Technologies, Network Infrastructure.

UNIT - 8   **7 Hours**
Securing the Storage Infrastructure, Managing the Storage Infrastructure: Storage Security Framework, Risk Triad, Storage Security Domains, Security Implementations in Storage Networking
Monitoring the Storage Infrastructure, Storage Management Activities, Storage Infrastructure Management Challenges, Developing an Ideal Solution.

Text Books:
1. G. Somasundaram, Alok Shrivastava (Editors): Information Storage and Management, EMC Education Services, Wiley India, 2009.

Reference Books:
1. Ulf Troppens, Rainer Erkens and Wolfgang Muller: Storage Networks Explained, Wiley India, 2003.
2. Rebert Spalding: Storage Networks, The Complete Reference, Tata McGraw Hill, 2003.

3. Richard Barker and Paul Massiglia: Storage Area Networks Essentials A Complete Guide to Understanding and Implementing SANs, Wiley India, 2002.

FUZZY LOGIC

Subject Code: 10IS766   **I.A. Marks : 25**
Hours/Week : 04   **Exam Hours: 03**
Total Hours : 52   **Exam Marks: 100**

PART – A

UNIT – 1   **7 Hours**
Introduction, Classical Sets and Fuzzy Sets: Background, Uncertainty and Imprecision, Statistics and Random Processes, Uncertainty in Information, Fuzzy Sets and Membership, Chance versus Ambiguity.
Classical Sets - Operations on Classical Sets, Properties of Classical (Crisp) Sets, Mapping of Classical Sets to Functions
Fuzzy Sets - Fuzzy Set operations, Properties of Fuzzy Sets. Sets as Points in Hypercubes

UNIT – 2   **6 Hours**
Classical Relations and Fuzzy Relations: Cartesian Product, Crisp Relations - Cardinality of Crisp Relations, Operations on Crisp Relations, Properties of Crisp Relations, Composition. Fuzzy Relations - Cardinality of Fuzzy Relations, Operations on Fuzzy Relations, Properties of Fuzzy Relations, Fuzzy Cartesian Product and Composition, Non-interactive Fuzzy Sets. Tolerance and Equivalence Relations - Crisp Equivalence Relation, Crisp Tolerance Relation, Fuzzy Tolerance and Equivalence Relations. Value Assignments - Cosine Amplitude, Max-min Method, Other Similarity methods

UNIT – 3   **6 Hours**
Membership Functions: Features of the Membership Function, Standard Forms and Boundaries, Fuzzification, Membership Value Assignments – Intuition, Inference, Rank Ordering, Angular Fuzzy Sets, Neural Networks, Genetic Algorithms, Inductive Reasoning.

UNIT – 4   **7 Hours**
Fuzzy-to-Crisp Conversions, Fuzzy Arithmetic: Lambda-Cuts for Fuzzy Sets, Lambda-Cuts for Fuzzy Relations, Defuzzification Methods

99

Extension Principle - Crisp Functions, Mapping and Relations, Functions of fuzzy Sets – Extension Principle, Fuzzy Transform (Mapping), Practical Considerations, Fuzzy Numbers

Interval Analysis in Arithmetic, Approximate Methods of Extension - Vertex method, DSW Algorithm, Restricted DSW Algorithm, Comparisons, Fuzzy Vectors

PART - B

UNIT – 5   **6 Hours**
Classical Logic and Fuzzy Logic: Classical Predicate Logic – Tautologies, Contradictions, Equivalence, Exclusive OR and Exclusive NOR, Logical Proofs, Deductive Inferences. Fuzzy Logic, Approximate Reasoning, Fuzzy Tautologies, Contradictions, Equivalence and Logical Proofs, Other forms of the Implication Operation, Other forms of the Composition Operation

UNIT – 6   **6 Hours**
Fuzzy Rule- Based Systems: Natural Language, Linguistic Hedges, Rule-Based Systems - Canonical Rule Forms, Decomposition of Compound Rules, Likelihood and Truth Qualification, Aggregation of Fuzzy Rules, Graphical Techniques of Inference

UNIT – 7   **7 Hours**
Fuzzy Decision Making : Fuzzy Synthetic Evaluation, Fuzzy Ordering, Preference and consensus, Multiobjective Decision Making, Fuzzy Bayesian Decision Method, Decision Making under Fuzzy States and Fuzzy Actions.

UNIT – 8   **7 Hours**
Fuzzy Classification: Classification by Equivalence Relations - Crisp Relations, Fuzzy Relations. Cluster Analysis, Cluster Validity, c-Means Clustering - Hard c-Means (HCM), Fuzzy c-Means (FCM). Classification Metric, Hardening the Fuzzy c-Partition, Similarity Relations from Clustering

Text Books:
1. Timothy J. Ross: Fuzzy Logic with Engineering Applications, 2nd Edition, Wiley India, 2007.
   (Chapter 1 (pp 1-14), Chapter 2 (pp 17-34), Chapter 3 (pp 46-70), Chapter 4 (pp 87-122), Chapter 5 (pp 130-146), Chapter 6 (pp 151-178), Chapter 7 (pp 183-210), Chapter 8 (pp 232-254), Chapter 9 (pp 313-352), Chapter 10 (pp 371 – 400))

Reference Books:
1. B Kosko: Neural Networks and Fuzzy systems: A Dynamical System approach, PHI, 1991.

Networks Laboratory

Subject Code: 10CSL77	I.A. Marks : 25
Hours/Week : 03	Exam Hours: 03
Total Hours : 42	Exam Marks: 50

Note: Student is required to solve one problem from PART-A and one problem from PART-B. The questions are allotted based on lots. Both questions carry equal marks.

PART A – Simulation Exercises

The following experiments shall be conducted using either NS228/OPNET or any other suitable simulator.

1. Simulate a three nodes point – to – point network with duplex links between them. Set the queue size and vary the bandwidth and find the number of packets dropped.
2. Simulate a four node point-to-point network with the links connected as follows:
   n0 – n2, n1 – n2 and n2 – n3. Apply TCP agent between n0-n3 and UDP between n1-n3. Apply relevant applications over TCP and UDP agents changing the parameter and determine the number of packets sent by TCP / UDP.
3. Simulate the transmission of ping messages over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion.
4. Simulate an Ethernet LAN using n nodes (6-10), change error rate and data rate and compare throughput.
5. Simulate an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination.
6. Simulate simple ESS and with transmitting nodes in wire-less LAN by simulation and determine the performance with respect to transmission of packets.

PART-B
Implement the following in C/C++:

7. Write a program for error detecting code using CRC-CCITT (16- bits).
8. Write a program for distance vector algorithm to find suitable path for transmission.
9. Using TCP/IP sockets, write a client – server program to make the client send the file name and to make the server send back the contents of the requested file if present.

101

10. Implement the above program using as message queues or FIFOs as IPC channels.
11. Write a program for simple RSA algorithm to encrypt and decrypt the data.
12. Write a program for congestion control using leaky bucket algorithm.

Note:
In the examination, a combination of one problem has to be asked from Part A for a total of 25 marks and one problem from Part B has to be asked for a total of 25 marks. The choice must be based on random selection from the entire lots.

Web Programming Laboratory

Subject Code: 10CSL78	**I.A. Marks : 25**
Hours/Week : 03	**Exam Hours: 03**
Total Hours : 42	**Exam Marks: 50**

1. Develop and demonstrate a XHTML file that includes Javascript script for the following problems:
   a) Input: A number n obtained using prompt
      Output: The first n Fibonacci numbers
   b) Input: A number n obtained using prompt
      Output: A table of numbers from 1 to n and their squares using **alert**

2. a) Develop and demonstrate, using Javascript script, a XHTML document that collects the USN (the valid format is: A digit from 1 to 4 followed by two upper-case characters followed by two digits followed by two upper-case characters followed by three digits; no embedded spaces allowed) of the user. Event handler must be included for the form element that collects this information to validate the input. Messages in the alert windows must be produced when errors are detected.
   b) Modify the above program to get the current semester also (restricted to be a number from 1 to 8)

3. a) Develop and demonstrate, using Javascript script, a XHTML document that contains three short paragraphs of text, stacked on top of each other, with only enough of each showing so that the mouse cursor can be placed over some part of them. When the cursor is placed over the exposed part of any paragraph, it should rise to the top to become completely visible.
   b) Modify the above document so that when a paragraph is moved from the top stacking position, it returns to its original position rather than to the bottom.

4. a) Design an XML document to store information about a student in an engineering college affiliated to VTU. The information must include

USN, Name, Name of the College, Brach, Year of Joining, and e-mail id. Make up sample data for 3 students. Create a CSS style sheet and use it to display the document.

b) Create an XSLT style sheet for one student element of the above document and use it to create a display of that element.

5. a) Write a Perl program to display various Server Information like Server Name, Server Software, Server protocol, CGI Revision etc.

b) Write a Perl program to accept UNIX command from a HTML form and to display the output of the command executed.

6. a) Write a Perl program to accept the User Name and display a greeting message randomly chosen from a list of 4 greeting messages.

b) Write a Perl program to keep track of the number of visitors visiting the web page and to display this count of visitors, with proper headings.

7. Write a Perl program to display a digital clock which displays the current time of the server.

8. Write a Perl program to insert name and age information entered by the user into a table created using MySQL and to display the current contents of this table.

9. Write a PHP program to store current date-time in a COOKIE and display the 'Last visited on' date-time on the web page upon reopening of the same page.

10. Write a PHP program to store page views count in SESSION, to increment the count on each refresh, and to show the count on web page.

11. Create a XHTML form with Name, Address Line 1, Address Line 2, and E-mail text fields. On submitting, store the values in MySQL table. Retrieve and display the data based on Name.

12. Build a Rails application to accept book information viz. Accession number, title, authors, edition and publisher from a web page and store the information in a database and to search for a book with the title specified by the user and to display the search results with proper headings.

Note: In the examination *each* student picks one question from the lot of *all* 12 questions.