TEXT BOOKS

1. Head First Android Development, Dawn Griffiths, O'Reilly, 1st edition
2. Apache Cordova in Action, Raymond K. Camden, Manning. 2015
3. Full Stack React Native: Create beautiful mobile apps with JavaScript and React Native, Anthony Accomazzo, Houssein Djirdeh, Sophia Shoemaker, Devin Abbott, FullStack publishing

REFERENCES

1. Android Programming for Beginners, John Horton, Packt Publishing, 2nd Edition
2. Native Mobile Development by Shaun Lewis, Mike Dunn
3. Building Cross-Platform Mobile and Web Apps for Engineers and Scientists: An Active Learning Approach, Pawan Lingras, Matt Triff, Rucha Lingras
4. Apache Cordova 4 Programming, John M Wargo, 2015
5. React Native Cookbook, Daniel Ward, Packt Publishing, 2nd Edition

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's	
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
1	2	2	3	2	3	2	1	1	2	-	-	2	3	1
2	1	2	3	2	3	1	-	-	1	-	-	1	2	1
3	1	1	2	1	2	2	-	1	1	-	-	2	3	2
4	2	1	3	1	1	1	-	2	2	-	-	2	1	2
5	2	2	3	1	2	2	1	-	2	-	-	2	3	1
AVg.	1.6	1.6	2.8	1.4	2.2	1.6	1	1.33333	1.6	-	-	1.8	2.4	1.4

1 - low, 2 - medium, 3 - high, '-' - no correlation

CCS336 CLOUD SERVICES MANAGEMENT L T P C
2 0 2 3

COURSE OBJECTIVES:

- Introduce Cloud Service Management terminology, definition & concepts
- Compare and contrast cloud service management with traditional IT service management
- Identify strategies to reduce risk and eliminate issues associated with adoption of cloud services
- Select appropriate structures for designing, deploying and running cloud-based services in a business environment
- Illustrate the benefits and drive the adoption of cloud-based services to solve real world problems

UNIT I CLOUD SERVICE MANAGEMENT FUNDAMENTALS 6

Cloud Ecosystem, The Essential Characteristics, Basics of Information Technology Service Management and Cloud Service Management, Service Perspectives, Cloud Service Models, Cloud Service Deployment Models

UNIT II CLOUD SERVICES STRATEGY 6

Cloud Strategy Fundamentals, Cloud Strategy Management Framework, Cloud Policy, Key Driver for Adoption, Risk Management, IT Capacity and Utilization, Demand and Capacity matching, Demand Queueing, Change Management, Cloud Service Architecture

UNIT III CLOUD SERVICE MANAGEMENT 6

Cloud Service Reference Model, Cloud Service LifeCycle, Basics of Cloud Service Design, Dealing with Legacy Systems and Services, Benchmarking of Cloud Services, Cloud Service Capacity Planning, Cloud Service Deployment and Migration, Cloud Marketplace, Cloud Service Operations Management

UNIT IV CLOUD SERVICE ECONOMICS 6

Pricing models for Cloud Services, Freemium, Pay Per Reservation, Pay per User, Subscription based Charging, Procurement of Cloud-based Services, Capex vs Opex Shift, Cloud service Charging, Cloud Cost Models

UNIT V CLOUD SERVICE GOVERNANCE & VALUE 6

IT Governance Definition, Cloud Governance Definition, Cloud Governance Framework, Cloud Governance Structure, Cloud Governance Considerations, Cloud Service Model Risk Matrix, Understanding Value of Cloud Services, Measuring the value of Cloud Services, Balanced Scorecard, Total Cost of Ownership

COURSE OUTCOMES:

CO1: Exhibit cloud-design skills to build and automate business solutions using cloud technologies.
CO2: Possess Strong theoretical foundation leading to excellence and excitement towards adoption of cloud-based services
CO3: Solve the real world problems using Cloud services and technologies

30 PERIODS

PRACTICAL EXERCISES: 30 PERIODS

1. Create a Cloud Organization in AWS/Google Cloud/or any equivalent Open Source cloud softwares like Openstack, Eucalyptus, OpenNebula with Role-based access control
2. Create a Cost-model for a web application using various services and do Cost-benefit analysis
3. Create alerts for usage of Cloud resources
4. Create Billing alerts for your Cloud Organization
5. Compare Cloud cost for a simple web application across AWS, Azure and GCP and suggest the best one

TOTAL:60 PERIODS

TEXT BOOKS

1. Cloud Service Management and Governance: Smart Service Management in Cloud Era by Enamul Haque, Enel Publications
2. Cloud Computing: Concepts, Technology & Architecture by Thomas Erl, Ricardo Puttini, Zaigham Mohammad 2013
3. Cloud Computing Design Patterns by Thomas Erl, Robert Cope, Amin Naserpour

REFERENCES

1. Economics of Cloud Computing by Praveen Ayyappa, LAP Lambert Academic Publishing
2. Mastering Cloud Computing Foundations and Applications Programming Rajkumar Buyya, Christian Vechhiola, S. Thamarai Selvi

CO's- PO's & PSO's MAPPING

CO's	PO's												PSO's	
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
1	1	2	2	1	-	-	-	-	1	1	2	2	1	2
2	1	2	1	1	-	-	-	-	2	-	2	2	2	2
3	2	2	2	1	1	1	-	-	3	-	3	2	2	3
4	2	3	3	2	-	1	1	-	3	-	3	3	2	3
5	3	3	3	2	1	1	1	-	3	-	3	3	3	3
AVg.	1.8	2.4	2.2	1.4	1	1	1	-	2.4	1	2.6	2.4	2	2.6

1 - low, 2 - medium, 3 - high, '-' - no correlation

CCS370 UI AND UX DESIGN L T P C
2 0 2 3

COURSE OBJECTIVES:

- To provide a sound knowledge in UI & UX
- To understand the need for UI and UX
- To understand the various Research Methods used in Design
- To explore the various Tools used in UI & UX
- Creating a wireframe and prototype

UNIT I FOUNDATIONS OF DESIGN 6

UI vs. UX Design - Core Stages of Design Thinking - Divergent and Convergent Thinking - Brainstorming and Game storming - Observational Empathy

UNIT II FOUNDATIONS OF UI DESIGN 6

Visual and UI Principles - UI Elements and Patterns - Interaction Behaviors and Principles – Branding - Style Guides

UNIT III FOUNDATIONS OF UX DESIGN 6

Introduction to User Experience - Why You Should Care about User Experience - Understanding User Experience - Defining the UX Design Process and its Methodology - Research in User Experience Design - Tools and Method used for Research - User Needs and its Goals - Know about Business Goals

UNIT IV WIREFRAMING, PROTOTYPING AND TESTING 6

Sketching Principles - Sketching Red Routes - Responsive Design – Wireframing - Creating Wireflows - Building a Prototype - Building High-Fidelity Mockups - Designing Efficiently with Tools - Interaction Patterns - Conducting Usability Tests - Other Evaluative User Research Methods - Synthesizing Test Findings - Prototype Iteration