

**RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA,
BHOPAL**

New Scheme Based On AICTE Flexible Curricula

CSE-Artificial Intelligence and Machine Learning/ Artificial Intelligence and Machine Learning, VII-Semester

AL 703(A) Compiler Design

Unit I: Introduction to compiling & Lexical Analysis Introduction of Compiler, Major data Structure in compiler, types of Compiler, Front-end and Back-end of compiler, Compiler structure: analysis-synthesis model of compilation, various phases of a compiler, Lexical analysis: Input buffering, Specification & Recognition of Tokens, Design of a Lexical Analyzer Generator, LEX.

Unit II: Syntax Analysis & Syntax Directed Translation Syntax analysis: CFGs, Top down parsing, Brute force approach, recursive descent parsing, transformation on the grammars, predictive parsing, bottom up parsing, operator precedence parsing, LR parsers (SLR,LALR, LR),Parser generation. Syntax directed definitions: Construction of Syntax trees, Bottom up evaluation of S-attributed definition, L-attribute definition, Top down translation, Bottom Up evaluation of inherited attributes Recursive Evaluation, Analysis of Syntax directed definition.

Unit III: Type Checking & Run Time Environment: Type checking: type system, specification of simple type checker, equivalence of expression, types, type conversion, overloading of functions and operations, polymorphic functions. Run time Environment: storage organization, Storage allocation strategies, parameter passing, dynamic storage allocation, Symbol table, Error Detection & Recovery, Ad-Hoc and Systematic Methods.

Unit IV: Code Generation: Intermediate code generation: Declarations, Assignment statements, Boolean expressions, Case statements, Back patching, Procedure calls Code Generation: Issues in the design of code generator, Basic block and flow graphs, Register allocation and assignment, DAG representation of basic blocks, peephole optimization, generating code from DAG.

Unit V: Code Optimization: Introduction to Code optimization: sources of optimization of basic blocks, loops in flow graphs, dead code elimination, loop optimization, Introduction to global data flow analysis, Code Improving transformations ,Data flow analysis of structure flow graph Symbolic debugging of optimized code.

References:

1. 1. A. V. Aho, R. Sethi, and J. D. Ullman. Compilers: Principles, Techniques and Tools , Pearson Education
2. 2. Raghavan, Compiler Design, TMH Pub.
3. 3. Louden. Compiler Construction: Principles and Practice, Cengage Learning
4. 4. A. C. Holub. Compiler Design in C , Prentice-Hall Inc., 1993.
5. 5. Mak, writing compiler & Interpreters, Willey Pub.

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AL 703(B) Augmented and Virtual Reality

Course Objective: The objective of this course is to provide students a general introduction of Virtual and Augmented Environments followed by an analysis of features, requirement and issues in real-life applications.

Unit I: Introduction to Virtual Reality- Virtual Reality and Virtual Environment: Introduction, Applications of Virtual Reality, Computer graphics, Real time computer graphics, Flight Simulation, Virtual environment requirement, benefits of virtual reality, Historical development of VR, Scientific Landmark 3D Computer Graphics: Introduction, The Virtual world space, positioning the virtual observer, the perspective projection, human vision, stereo perspective projection, 3D clipping, Colour theory, Simple 3D modeling, Illumination models, Reflection models, Shading algorithms, Radiosity, Hidden Surface Removal, Realism-Stereographic image.

Unit II: Geometric Modeling- Geometric Modeling: Introduction, From 2D to 3D, 3D space curves, 3D boundary representation Geometrical Transformations: Introduction, Frames of reference, Modeling transformations, Instances, Picking, Flying, Scaling the VE, Collision detection Generic VR system: Introduction, Virtual environment, Computer environment, VR technology, Model of interaction, VR Systems.

Unit III: Virtual Environment -Animating the Virtual Environment: Introduction, The dynamics of numbers, Linear and Nonlinear interpolation, the animation of objects, linear and non-linear translation, shape & object in betweening, free from deformation, particle system. Physical Simulation: Introduction, Objects falling in a gravitational field, Rotating wheels, Elastic collisions, projectiles, simple pendulum, springs, Flight dynamics of an aircraft.

Unit IV: VR Hardware and Software- Human factors: Introduction, the eye, the ear, the somatic senses. VR Hardware: Introduction, sensor hardware, Head-coupled displays, Acoustic hardware, Integrated VR systems. VR Software: Introduction, Modeling virtual world, Physical simulation, VR toolkits, Introduction to VRML

Unit V: Augmented and Mixed Reality- Taxonomy, Technology and features of augmented reality, difference between AR and VR, Challenges with AR, AR systems and functionality, Augmented reality methods, visualization techniques for augmented reality, wireless displays in educational augmented reality applications, mobile projection interfaces, marker-less tracking for augmented reality, enhancing interactivity in AR environments, evaluating AR systems.

References:

1. John Vince, "Virtual Reality Systems ", Pearson Education Asia, 2007.
2. Anand R., "Augmented and Virtual Reality", Khanna Publishing House, Delhi.
3. Adams, "Visualizations of Virtual Reality", Tata McGraw Hill, 2000.
4. Grigore C. Burdea, Philippe Coiffet , "Virtual Reality Technology", Wiley Inter Science, 2 nd Edition, 2006.
5. William R. Sherman, Alan B. Craig, "Understanding Virtual Reality: Interface, Application and Design", Morgan Kaufmann, 2008.
6. Alan B Craig, William R Sherman and Jeffrey D Will, Developing Virtual Reality Applications: Foundations of Effective Design, Morgan Kaufmann, 2009
7. Paul Mealy,"Virtual & Augmented Reality for Dummies", publishers Wiley,June 2018

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Open Elective – AL703 (C) Agile Software Development

Pre-Requisite: Software Engineering

Course Outcomes: After completing the course student should be able to:

1. Describe the fundamental principles and practices associated with each of the agile development methods.
2. Compare agile software development model with traditional development models and identify the benefits and pitfalls.
3. Use techniques and skills to establish and mentor Agile Teams for effective software development.
4. Apply core values and principles of Agile Methods in software development.

Course Contents:

Unit-I: Fundamentals of Agile Process: Introduction and background, Agile Manifesto and Principles, Stakeholders and Challenges, Overview of Agile Development Models: Scrum, Extreme Programming, Feature Driven Development, Crystal, Kanban, and Lean Software Development.

Unit-II: Agile Projects: Planning for Agile Teams: Scrum Teams, XP Teams, General Agile Teams, Team Distribution; Agile Project Lifecycles: Typical Agile Project Lifecycles, Phase Activities, Product Vision, Release Planning: Creating the Product Backlog, User Stories, Prioritizing and Estimating, Creating the Release Plan; Monitoring and Adapting: Managing Risks and Issues, Retrospectives.

Unit-III: Introduction to Scrum: Agile Scrum Framework, Scrum Artifacts, Meetings, Activities and Roles, Scrum Team Simulation, Scrum Planning Principles, Product and Release Planning, Sprinting: Planning, Execution, Review and Retrospective; User story definition and Characteristics, Acceptance tests and Verifying stories, Burn down chart, Daily scrum, Scrum Case Study.

Unit-IV: Introduction to Extreme Programming (XP): XP Lifecycle, The XP Team, XP Concepts: Refactoring, Technical Debt, Timeboxing, Stories, Velocity; Adopting XP: Pre-requisites, Challenges; Applying XP: Thinking- Pair Programming, Collaborating, Release, Planning, Development; XP Case Study.

Unit-V: Agile Software Design and Development: Agile design practices, Role of design Principles, Need and significance of Refactoring, Refactoring Techniques, Continuous Integration, Automated build tools, Version control; Agility and Quality Assurance: Agile Interaction Design, Agile approach to Quality Assurance, Test Driven Development, Pair programming: Issues and Challenges.

Recommended Books:

1. Robert C. Martin, Agile Software Development- Principles, Patterns and Practices, Prentice Hall, 2013.
2. Kenneth S. Rubin, Essential Scrum: A Practical Guide to the Most Popular Agile Process, Addison Wesley, 2012.
3. James Shore and Shane Warden, The Art of Agile Development, O'Reilly Media, 2007.
4. Craig Larman, —Agile and Iterative Development: A manager's Guide, Addison-Wesley, 2004.

5. Ken Schawber, Mike Beedle, Agile Software Development with Scrum, Pearson, 2001.
6. Cohn, Mike, Agile Estimating and Planning, Pearson Education, 2006.
7. Cohn, Mike, User Stories Applied: For Agile Software Development Addison Wisley, 2004.
8. Rama Bedarkar, “Agile Scrum: Improving Practices for Business Gains,” Publishers Wiley, 2022

Online Resources:

1. IEEE Transactions on Software Engineering
2. IEEE Transactions on Dependable and Secure Computing
3. IET Software
4. ACM Transactions on Software Engineering and Methodology (TOSEM)
5. ACM SIGSOFT Software Engineering Notes

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AL 703(D) Internet and Web Technology

UNIT I: Introduction: Concept of WWW, Internet and WWW, HTTP Protocol: Request and Response, Web browser and Web servers, Features of Web 2.0 Web Design: Concepts of effective web design, Web design issues including Browser, Bandwidth and Cache, Display resolution, Look and Feel of the Website, Page Layout and linking, User centric design, Sitemap, Planning and publishing website, Designing effective navigation.

UNIT II: HTML: Basics of HTML, formatting and fonts, commenting code, color, hyperlink, lists, tables, images, forms, XHTML, Meta tags, Character entities, frames and frame sets, Browser architecture and Web site structure. Overview and features of HTML5

UNIT III: Style sheets : Need for CSS, introduction to CSS, basic syntax and structure, using CSS, background images, colors and properties, manipulating texts, using fonts, borders and boxes, margins, padding lists, positioning using CSS, CSS2, Overview and features of CSS3 JavaScript : Client side scripting with JavaScript, variables, functions, conditions, loops and repetition, Pop up boxes, Advance JavaScript: Javascript and objects, JavaScript own objects, the DOM and web browser environments, Manipulation using DOM, forms and validations, DHTML : Combining HTML, CSS and JavaScript, Events and buttons.

UNIT IV: XML: Introduction to XML, uses of XML, simple XML, XML key components, DTD and Schemas, Using XML with application. Transforming XML using XSL and XSLT
PHP: Introduction and basic syntax of PHP, decision and looping with examples, PHP and HTML, Arrays, Functions, Browser control and detection, string, Form processing, Files, Advance Features: Cookies and Sessions, Object Oriented Programming with PHP.

UNIT V: PHP and MySQL: Basic commands with PHP examples, Connection to server, creating a database, selecting a database, listing database, listing table names, creating a table, inserting data, altering tables, queries, deleting database, deleting data and tables, PHP myadmin and database bugs

Reference Books:

1. Developing Web Applications, Ralph Moseley and M. T. Savaliya, Wiley-India
2. Web Technologies, Black Book, dreamtech Press
3. HTML 5, Black Book, dreamtech Press
4. Web Design, Joel Sklar, Cengage Learning
5. Developing Web Applications in PHP and AJAX, Harwani, McGrawHill
6. Internet and World Wide Web How to program, P.J. Deitel & H.M. Deitel, Pearson Education.
7. Developing Web Applications, 2ed by Ralph Mosely, MT Savaliya, Publisher Wiley India Pvt Ltd