

FACULTY OF ENGINEERING
Scheme of Instruction & Examination
and
Syllabi
B.E. V and VI Semesters
of
Four Year Degree Programme
in
INFORMATION TECHNOLOGY

(With effect from the academic year 2018 - 2019)
As approved in the faculty meeting held on 26th July 2018



Issued by
Dean, Faculty of Engineering
Osmania University, Hyderabad - 500 007
2018

SCHEME OF INSTRUCTION & EXAMINATION
B.E. V - Semester
(INFORMATION TECHNOLOGY)

S. No.	Course Code	Course Title	Scheme of Instruction				Scheme of Examination			Credits
			L	T	D/P	Contact Hrs/Wk	CIE	SEE	Duration in Hrs	
Theory Course										
1.	PC 501 IT	Software Engineering	3	1	-	4	30	70	3	3
2.	PC 502 IT	Database Systems	3	1	-	4	30	70	3	3
3.	PC 503 IT	Operating Systems	3	1	-	4	30	70	3	3
4.	PC 504 IT	Automata Theory	3	1	-	4	30	70	3	3
5.	PC 505 IT	Computer Networks	3	1	-	4	30	70	3	3
6.	PE-I	Professional Elective - I	3	-	-	3	30	70	3	3
7.	MC 901 EG	Gender Sensitization	3	-	-	3	30	70	3	0
Practical/Laboratory Course										
8.	PC531 IT	Computer Networks and Operating Systems Lab	-	-	2	2	25	50	3	1
9.	PC532 IT	Database Systems Lab	-	-	2	2	25	50	3	1
10..	PW533 IT	Mini Project – III	-	-	2	2	25	50	3	1
Total			21	05	06	32	285	640	-	21

Profession Elective - I	
Course Code	Course Title
PE 511 IT	Artificial Intelligence
PE 512 IT	Computer Graphics
PE 513 IT	Multimedia Technologies

PC: Professional Course **PE:** Professional Elective **MC:** Mandatory Course
PW: Project Work
L: Lecture **T:** Tutorial **P:** Practical **D:** Drawing
CIE: Continuous Internal Evaluation, **SEE:** Semester End Examination (Univ. Exam)

Note:

1. Each contact hour is a Clock Hour
2. The duration of the practical class is two clock hours, however it can be extended wherever necessary, to enable the student to complete the experiment

Course Code	Course Title				Core/Elective		
PC 501IT	SOFTWARE ENGINEERING				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	1	-	-	30	70	3

Course Objectives

- To introduce the basic concepts of software development- processes from defining a product to shipping and maintaining that product
- To impart knowledge on various phases, methodologies and practices of software development
- To understand importance of software modelling using UML.
- To understand the importance of testing in software development and study various testing strategies and software quality metrics.

Course Outcomes:**Students will be able to:**

- Acquire knowledge about different software development processes and their usability in different problem domains.
- Understand the process of requirements collection, analysing, and modelling requirements for effective understanding and communication with stakeholders.
- Design and develop the architecture of real world problems towards developing a blueprint for implementation.
- Use the UML language to design various models during software development life cycle.
- Understand the concepts of software quality, testing and maintenance.

UNIT-I:

Introduction to Software Engineering: A generic view of Process: Software Engineering, Process Framework, CMM Process Patterns, and Process Assessment.

Process Models: Prescriptive Models, Waterfall Model, Incremental Process Models, Evolutionary Process Models, Specialized Process Models, the Unified Models, Personal and Team Process Models, Process Technology, Product and Process.

An Agile View of Process: Introduction to Agility and Agile Process, Agile Process Models.

UNIT-II:

Requirements Engineering: A Bridge to Design and Construction, Requirements Engineering Tasks, Initiating Requirements Engineering Process, Eliciting Requirements, Developing Use-Cases, Building the Analysis Model, Negotiating Requirements, Validating Requirements.

Building the Analysis Model: Requirements Analysis Modelling Approaches, Data Modelling Concepts, Object-Oriented Analysis, Scenario-based Modelling, Flow-oriented Modelling, Class-based Modelling, Creating a Behavioural Model.

UNIT-III:

Design Engineering: Design within the context of SE, Design Process and Design Quality, Design Concepts, The Design Model, Pattern-based Software Design.

Creating an Architectural Design: Software Architecture, Data Design, Architectural Styles and Patterns, Architectural Design, Assessing Alternative Architectural Designs, Mapping Data Flow into Software Architecture.

UNIT-IV:

Introduction to UML: Importance of Modelling, Principles of Modelling, Conceptual model of the UML, Basic Building Blocks of UML Basic Structural Modelling: Classes, Relationships, Common Mechanisms and Diagrams, Class Diagrams. Modelling techniques for Class Diagrams Basic Behavioural Modelling: Interactions, Interaction diagrams, Use cases, Use case Diagrams, Activity Diagrams, State chart diagrams Architectural Modelling: Component Diagrams and Deployment Diagrams.

UNIT-V:

Software Quality Assurance: Basic Elements, Tasks, Goals and Metrics, Formal Approaches, Statistical Software Quality Assurance, Software Reliability, ISO 9000 Quality Standards, SQA Plan.

Testing Strategies: A Strategic Approach to Software Testing, Strategic Issues, Test Strategies for O-O Software, Validation Testing, System Testing, The Art of Debugging.

Testing Tactics: Software Testing Fundamentals, Black-box and White-box Testing, Basis Path Testing, Control Structure Testing.

Suggested Reading:

1. Roger S.Pressman, Software Engineering: A Practitioners Approach, Seventh Edition, McGrawHill, 2009.
2. Grady Booch, James Rumbaugh, Ivor Jacobson, “The Unified Modelling Language-User Guide (Covering UML 2.0)”, Second Edition, Pearson Education, India, 2007
3. Ali Behforoz and Frederic J.Hadson, Software Engineering Fundamentals, Oxford University Press, 1996.
4. Pankaj Jalote “An Integrated Approach to Software Engineering, Third Edition, Narosa Publishing house, 2008.

Course Code	Course Title				Core/Elective		
PC 502IT	DATABASE SYSTEMS				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	1	-	-	30	70	3
<p>Course Objectives:</p> <ul style="list-style-type: none"> ➤ To introduce three schema architecture and DBMS functional components. ➤ To learn formal and commercial query languages of RDBMS. ➤ To understand the principles of ER modelling and theory of normalization. ➤ To study different file organization and indexing techniques. ➤ To familiarize theory of serializability and implementation of concurrency control, and recovery <p>Course Outcomes:</p> <p>Student will be able to</p> <ul style="list-style-type: none"> ➤ Understand the mathematical foundations on which RDBMS are built ➤ Model a set of requirements using the Extended Entity Relationship Model (EER), transform an EER model into a relational model. ➤ Understand fundamental and advanced elements of relational model, relational algebra and SQL: construct queries using SQL ➤ Use the knowledge of file organization and indexing to improve database application performance ➤ Understand the working of concurrency control and recovery mechanisms in RDBMS 							

UNIT – I:

Introduction: Database System Applications, Purpose of Database Systems, View of Values, Nested Sub-queries, Complex Queries, Views, Modification of the Database, Joined Relations Data, Database Languages, Relational Databases, Database Design, Object-based and Semi-structured Databases, Data Storage and Querying, Transaction Management, Data Mining and Analysis, Database Architecture, Database Users and Administrators.

Database Design and the E-R Model: Overview of the Design Process, The Entity-Relationship Model, Constraints, Entity-Relationship Diagrams, Entity – Relationship Design Issues, Weak Entity Sets, Extended E-R Features, Database Design for Banking Enterprise, Reduction to Relational Schemas, Other Aspects of Database Design.

UNIT – II:

Relational Model: Structure of Relational Databases, Fundamental Relational-Algebra Operations, Additional Relational – Algebra Operations, Extended Relational - Algebra Operations, Null Values, Modification of the Databases,

Structured Query Language: Data Definition, Basic Structure of SQL Queries, Set Operations, Aggregate Functions and Null.

UNIT –III:

Advanced SQL: SQL Data Types and Schemas, Integrity Constraints, Authorization, Embedded SQL, Dynamic SQL, Functions and Procedural Constructs, Recursive Queries, Advanced SQL Features.

Relational Database Design: Features of Good Relational Design, Atomic Domains and First Normal Form, Functional-Dependency Theory, Decomposition using Functional Dependencies.

UNIT – IV:

Indexing and Hashing: Basic Concepts, Ordered Indices, B+-tree Index Files, B-tree Index Files, Multiple-Key Access, Static Hashing, Dynamic Hashing, Comparison of Ordered Indexing and Hashing, Bitmap Indices.

Index Definition in SQL Transactions: Transaction Concepts, Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for Serializability

UNIT – V:

Concurrency Control: Lock-based Protocols, Timestamp-based Protocols, Validation-based Protocols, Multiple Granularity, Multi-version Schemes, Deadlock Handling, Insert and Delete Operations, Weak Levels of Consistency, Concurrency of Index Structures.

Recovery System: Failure Classification, Storage Structure, Recovery and Atomicity, Log-Based Recovery, Recovery with Concurrent Transactions, Buffer Management, Failure with Loss of Non-volatile Storage, Advanced Recovery Techniques, Remote Backup Systems

Suggested Readings:

1. Abraham Silberschatz, Henry F Korth, S Sudarshan, Database System Concepts, McGraw-Hill International Edition, 6th Edition, 2010
2. Ramakrishnan, Gehrke, Database Management Systems, McGraw-Hill International Edition, 3rd Edition, 2003.
3. Elmasri, Navathe, Somayajulu, Fundamentals of Database Systems, Pearson Education, 4th Edition, 2004

Course Code	Course Title				Core/Elective		
PC 503IT	OPERATING SYSTEMS				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	1	-	-	30	70	3

Course Objectives:

- Explain the fundamental concepts and functions of operating system.
- Understand process scheduling in a multi-programming environment and implementing process scheduling algorithms.
- Write application and system calls related programs for managing processes, memory, I/O and inter-process Communication related system calls.
- Understand memory management, disk management techniques, including virtual memory and file system structure.
- Explain protection and security related issues of the computer system.

Course Outcome:**Student will be able to:**

- To understand the working of computer system and the basic concepts of operating system and the services provided by it.
- To understand the functions and management of different resources of the operating system (Processor, I/O, and Memory etc)
- To understand process management concepts including scheduling, synchronization, deadlocks
- To learn the mechanisms involved in memory management and I/O subsystems of an operating system.
- To understand issues of protection and security

UNIT-I

Introduction: Computer System organization & Architecture, Operating System Structure & Operations, Process, Memory and Storage Managements, Protection and Security, Distributed and Special-Purpose Systems, Computing Environments.

System Structures: Operating-System Services, User Operating System Interface, System calls, Types of System Calls, System Programs, Operating-System Structure, Virtual Machines, Operating – SystemGeneration, System Boot.

Process Concept: Overview, Process Scheduling, Operations on Processes, Interposes communication, Examples of IPC Systems, Communication in Client/Server Systems.

Multithreaded Programming: Overview, Multithreading Models, Thread Libraries, Threading Issues, Operating-System Examples.

UNIT- II

Process Scheduling: Basic Concepts, Scheduling Criteria, Scheduling Algorithms, Multi-Processor Scheduling, **Thread Scheduling:** Pthreads, Operating System Examples, Algorithm Evaluation.

Process Coordination and Synchronization: Background, the Critical-Section Problem, Peterson's Solution, Synchronization, Monitors, Synchronization Examples.

Deadlocks: System Model, Deadlock characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, Recovery from Deadlock.

UNIT -III

Memory-Management Strategies: Background, Swapping, Contiguous Memory Allocation, Paging, Structure of the Page Table, Segmentation, Example: The Intel Pentium.

Virtual Memory Management: Background, Demand paging, Copy-on-write, PageReplacement, Allocation of Frames, Thrashing, Memory-Mapped Files, Allocating Kernel Memory, Other Considerations,

Storage Management: File System, File Concept, Access Methods, Directory Structure, File-SystemMounting, File sharing, Protection.

UNIT -IV

Implementing File Systems: File System-Structure, File-System Implementation, DirectoryImplementation, Allocation Methods, Free-Space Management, Efficiency and Performance, Recovery, Log-Structured File Systems, NFS.

Secondary –Storage Structure: Overview of Mass-Storage Structure, Disk Structure, DiskAttachment, RAID Structure, Stable-Storage Implementation, Tertiary-Storage Structure.

I/O Systems: Overview, I/O Hardware, Application I/O Interface, Kernel I/O Subsystems, Transforming I/O Request to Hardware Operations, STREAMS, Performance.

UNIT- V

Protection and Security: Goals of Protection, Principles of Protection, Domain of protection, AccessMatrix, Implementation of Access Matrix, Access control, Revocation of access rights, Capability-based Systems, Language-based protection.

System Security: The security problem, program Threats, System and System Network Threats, Cryptography as a Security tool, User Authentication, Implementing Security Defences, Firewalling to protect Systems and Networks, Computer Security Classification, Case Studies- Linux System.

Real-time systems: - Overview, System Characteristics, Features of Real time kernels, Implementing Real time operating Systems, Real Time CPU Scheduling, An Example: VxWorks, Linux System.

Suggested Reading:

1. Abraham Silberschatz, Peter Galvin, Greg Gagne, Operating System principles, seventh Edition, John Wiley & Sons publication, 2006 .
2. A. Tanenbaum, Modern Operation Systems. Third edition, Pearson Education, 2008.
3. William Stallings-Operating Systems, Fifth Edition, Pearson Education, 2005.
4. Ida M. Flynn, Understanding Operating Systems, Sixth Edition, Cengage, 2011

Course Code	Course Title				Core/Elective		
PC 504IT	AUTOMATA THEORY				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	1	-	-	30	70	3

Course Objectives:

- Provides basic properties of formal languages and formal grammars, deterministic and nondeterministic finite automata, relation between types of languages and types of finite automata.
- Provides basic properties of Pushdown Automata and Turing machines and computing with Turing machines and PDA.
- Understand the challenges for Theoretical Computer Science and its contribution to other sciences

Course Outcomes:

- Design and use deterministic, nondeterministic, and epsilon transition finite state automata and illustrate state transition on symbols of input words and establish the corresponding language of automata.
- Analyze Regular Expressions and use Laws and establish the corresponding Regular Language. Prove a given language is regular or otherwise. Use Closure and Decision Properties of Regular Language.
- Analyze ambiguity. Develop Context Free Grammars, Parse Trees and establish Context Free Language. Use Closure and Decision Properties of Regular Language.
- Design Pushdown Automata and illustrate the working. Develop deterministic Pushdown Automata and establish equivalence of language of PDA and CFG.
- Design Turing Machine and illustrate its working, implement programming techniques for Turing Machines, analyze extended and restricted Turing Machines for computational abilities, and establish the Recursively Enumerable language of Turing Machine and analyze the Undecidable problems.

UNIT -I:

Automata: Introduction to Finite Automata, Central Concepts of Automata Theory.

Finite Automata: An informal picture of Finite Automata, Deterministic Finite Automata, Nondeterministic Finite Automata, An Application, Finite Automata with Epsilon Transitions.

UNIT- II:

Regular Expression And languages: Regular Expressions, Finite Automata and Regular Expression, Applications of Regular Expressions, Algebraic Laws for Regular Expression.

Properties of Regular Languages: Proving Languages not to be Regular, Closure Properties of Regular Languages, Decision Properties of Regular Languages, Equivalence and Minimization of Automata.

UNIT -III:

Context Free Grammars and Languages: Context-Free Grammars, Parse Trees, Applications, Ambiguity in Grammars and Languages

Properties of Context Free Languages: Normal Forms for Context-Free Grammars, Pumping Lemma, Closure Properties, Decision Properties of CFL's.

UNIT -IV:

Pushdown Automata: Definition, Language of PDA, Equivalence of PDA's and; CFG's, Deterministic Pushdown Automata.

UNIT- V:

Turning Machines: Problems that Computer Cannot Solve the Turning Machine, Programming Techniques for Turning Machines, Extensions to the Turning Machines, Restricted Turning Machines, Turning Machine and Computers. Undecidable Problems about Turning Machines, Post's Correspondence Problem, Other Undecidable Problems.

Suggested Reading:

1. John E.Hopcroft, Rajeev Motwani,Jeffery D Ulman. Introduction to Automata Theory Languages and Computation, third edition, Pearson Education, 2009.
2. John C.Martin, Introduction to Languages and the Theory of computation ,third Edition, Tata McGrawHill,2003.

Course Code	Course Title				Core/Elective		
PC 505IT	COMPUTER NETWORKS				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	1	-	-	30	70	3
Course Objectives: <ul style="list-style-type: none"> ➤ To study the design issues in network layer and various routing algorithms ➤ To introduce internet routing architecture and protocols ➤ To learn the flow control and congestion control algorithms in Transport Layer ➤ To introduce the TCP/IP suite of protocols and the networked applications supported by it ➤ To learn basic and advanced socket system calls Course Outcomes: Student will be able to <ul style="list-style-type: none"> ➤ Explain the function of each layer of OSI and trace the flow of information from one node to another node in the network ➤ Understand the principles of IP addressing and internet routing ➤ Describe the working of various networked applications such as DNS, mail, file transfer and www ➤ Implement client-server socket-based networked applications 							

UNIT – I:

Introduction: Uses of Computer Networks, Network Hardware, Network Software: Reference Models (ISO - OSI, TCP/IP).

Network Layer: Network Layer Design Issues, Routing Algorithms, Congestion Control Algorithms, Quality of Service.

UNIT – II:

Internetworking: Concatenated virtual circuits, Connectionless internetworking, Tunnelling, Internetwork routing, Fragmentation.

Network layer in the Internet: IP protocol, IP addresses, Internet control protocols, OSPF, BGP, Internet Multicasting, Mobile IP, IPv6.

Transport Layer: The Transport Service, Elements of Transport Protocols, the Internet **Transport Protocols:** UDP, Internet Transport Protocols: TCP.

UNIT – III:

Network Programming: Socket Interface: Sockets, Socket Address, Elementary Sockets, Advanced Sockets, Socket Options, Out of Band Data, Daemon process and Internet SuperServer, IPv4 and IPv6 interoperability.

Remote Procedure Calls: Introduction, Transparency Issues and Sun RPC.

UNIT - IV:

Application Layer: Domain Name System: DNSName Space, Resource Records, Name Servers.

Electronic Mail: Architecture and Services, User Agent, Message Formats, Message transfer and Final Delivery.

World Wide Web: Architectural Overview, Static Web Documents, Dynamic Web Documents, HTTP, Wireless Web.

Multimedia: Digital Audio, Streaming Audio, Voice over IP, Video on Demand.

UNIT – V:

Network Security: Cryptography, Symmetric Key Algorithms, Public Key Algorithms, Digital Signatures, Management of Public Keys, Communication Security, Authentication Protocols, Email Security, Web Security.

Suggested Reading:

1. Andrew S. Tanenbaurn, Computer Networks, Fourth Edition, Pearson Education.
2. W. Richard Stevens, Unix Network Programming” Prentice Hall/Pearson Education,2009.
3. James F. Kurose, Keith W, Ross, Computer Networking, Atop-Down Approach Featuring the Internet, Third Edition, Pearson Education , 2005.
4. William Stallings, Computer Networking with Internet Protocols and Technology, Pearson Education,200

Course Code	Course Title					Core/Elective	
PC531IT	COMPUTER NETWORKS AND OPERATING SYSTEMS LAB					Core	
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	25	50	1
<p>Course Objectives:</p> <ul style="list-style-type: none"> ➤ To understand the usage of various Linux commands ➤ To implement client server programs using TCP, UDP and Raw sockets ➤ To simulate and compare performance of various protocols ➤ To gain experience in shell programming ➤ To implement various page replacement, CPU scheduling algorithms ➤ To understand and implement semaphores and Dead lock avoidance <p>Course Outcomes:</p> <p>Student will be able to</p> <ul style="list-style-type: none"> ➤ Write concurrent programs using message queues and semaphores ➤ Use connection-oriented, connectionless and Asynchronous sockets ➤ Implement networked applications in TCP/IP protocol Suite ➤ Implement client-server socket-based networked applications 							

PART – A: CN LAB

1. Basics of UNIX commands.
2. Programs using TCP Sockets (like date and time server & client, echo server & client, etc.)
3. Programs using UDP Sockets (like simple DNS)
4. Programs using Raw sockets (like packet capturing and filtering)
5. Programs using RPC
6. Simulation of sliding window protocols
7. Using Network Simulator perform the following experiments.
 - a. Performance comparison of MAC protocols
 - b. Performance comparison of routing protocols
 - c. Performance comparison of routing protocols
 - d. Study of TCP/UDP performance

PART - B: OS LAB

1. Shell programming
2. Implement the following CPU scheduling algorithms.
 - a) Round Robin b) SJF c) FCFS d) Priority
3. Implement various file allocation strategies.
4. Implement Semaphores.
5. Implement Bankers algorithm for Dead Lock Avoidance
6. Implement various page replacement algorithms.

Note: Atleast ten experiments should be conducted in the semester, of which four should be from PART - B.

Course Code	Course Title				Core/Elective		
PC532IT	DATABASE LAB				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	25	50	1
Course Objectives: <ul style="list-style-type: none"> ➤ To practice various DDL commands in SQL ➤ To write simple and Complex queries in SQL ➤ To familiarize PL/SQL Course Outcomes: Student will be able to <ul style="list-style-type: none"> ➤ Design and implement a database schema for a given problem ➤ Populate and query a database using SQL and PL/SQL ➤ Develop multi-user database application 							

DBMS LAB

1. Creation of database (exercising the commands for creation)
2. Simple condition query creation using SQL Plus
3. Complex condition query creation using SQL Plus
4. Usage of Triggers and Stored Procedures.
5. Creation of Forms for student Information, library information, Pay roll etc.
6. Writing PL/SQL procedures for data validation
7. Generation using SQL reports
8. Creating Password and Security features for applications.
9. Usage of File locking table locking, facilities in applications.
10. Creation of small full pledged database application spreading over to 3 sessions.

Note: - The creation of sample database for the purpose of the experiments is expected to be pre-decided by the instructor.

Suggested Reading:

1. NileshShah , Database System Using Oracle, PHI, 2007.
2. Rick F Vander Lans, Introduction to SQL, Fourth edition, Pearson Education,2007.
Benjamin Rosenzweig, Elena Silvestrova, Oracle PL/SQL by Example, Third edition, Pearson Education, 2004.
3. Albert Lulushi, Oracle Forms **Developer's Handbook, Pearson Education, 2006.**

Course Code	Course Title				Core/Elective		
PW533IT	MINI PROJECT - III				Project Work		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	25	50	1
COURSE OBJECTIVES: <ul style="list-style-type: none"> ➤ To develop capability to analyse and solve real world problems with an emphasis on applying/integrating knowledge acquired. ➤ To take responsibility of the end product. COURSE OUTCOMES: Student will able to <ul style="list-style-type: none"> ➤ Implement the system using SQL, data structures, C/C++, JAVA, Python and different software engineering models 							

The Students are required to take one of larger projects listed in the suggested readings or assigned by the teacher, implement and submit the report. The workbooks and project reports should be evaluated.

Course Code	Course Title				Core/Elective		
PE 511 IT	ARTIFICIAL INTELLIGENCE				Elective		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3
COURSE OBJECTIVES							
<ul style="list-style-type: none"> ➤ To understand knowledge representation and logical reasoning techniques used in Artificial Intelligence. ➤ To learn problem solving techniques and build expert systems. ➤ To design neural network systems 							
COURSE OUTCOMES							
Student will able to							
<ul style="list-style-type: none"> ➤ Identify problems that are amenable to solution by AI method. ➤ Understand and analyze working of an AI technique ➤ Formalize a given problem in the language/framework of different AI methods ➤ Understand and design the working of ANN. 							

Unit-I:

Introduction: History of AI, Intelligent Systems, Foundations of AI, Subareas of AI, Applications. **Problem Solving – State-Space Search and Control strategies:** Introduction, General Problem Solving, Characteristics of Problem, Exhaustive Searches, Heuristic Search Techniques.

Unit-II:

Logic Concepts and Logic Programming: Introduction, Propositional Calculus, Propositional Logic, Semantic Tableau System in Propositional Logic, Resolution Refutation in Propositional Logic, Predicate Logic.

Unit-III:

Expert System and Applications: Introduction, Phases in Building Expert Systems, Expert System Architecture, Expert Systems vs Traditional Systems, Application of Expert Systems. **Uncertainty Measure- Probability Theory:** Introduction, Bayesian Belief Networks, Certainty Factor Theory, Dempster-Shafer Theory

Unit-IV:

Artificial Neural Networks: Introduction, Biological Neuron, Biological and Artificial Neuron Models, Characteristics of ANN, ANN Architecture, Single-Layer Feed-Forward Networks. **Training Algorithms:** Discrete and Continuous Perceptron Networks, Limitations of the Perceptron Model, Multi-Layer Feed-Forward Networks.

Unit-V:

Knowledge Representation: Introduction, Approaches to Knowledge Representation, Knowledge Representation using Semantic Network, Knowledge representation using Frames.

Suggested Reading:

1. Saroj Kaushik, Artificial Intelligence, Cengage Learning, 2011.
2. Russell, Norvig, Artificial Intelligence, A Modern Approach, Pearson Education, Second Edition, 2004.
3. Rich, Knight, Nair: Artificial Intelligence, Tata McGraw Hill, Third Edition 2009
4. NilsJ Nilsson (1998), Artificial Intelligence, A New Synthesis. Elsevier.
5. LaureneFausett, "Fundamentals of Neural Networks", Pearson Education, 2004.
6. Simon Haykin, "Neural Networks - A comprehensive foundation", Pearson Education, 2003.

Course Code	Course Title				Core/Elective		
PE 512IT	COMPUTER GRAPHICS				Elective		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3
COURSE OBJECTIVES:							
<ul style="list-style-type: none"> ➤ Acquire knowledge about device level algorithms for displaying two dimensional output primitives for raster graphics system. ➤ Acquire knowledge about the basic concepts of representing 3D objects in 2D. ➤ To introduce computer graphics techniques transformations, clipping, curves and surfaces. 							
COURSE OUTCOMES:							
Student will able to							
<ul style="list-style-type: none"> ➤ Describe the steps in graphics programming pipeline ➤ Apply affine transformations for viewing and projections ➤ Create realistic images of geometrical objects in 2-D and modeling implementation ➤ Describe the mathematical principles to represent curves and surfaces 							

UNIT-I

Overview of Graphics Systems-Video display devices, raster-scansystems, Random-scan system, graphics monitors and workstations, InputDevices, hard copy devices, Graphics Software. Output Primitives, Line driving, algorithms, Circle generating algorithms, ellipse generating algorithms, pixel addressing, Filled-area primitives, Fill area functions, cell array, character generation.

UNIT-II

Attributes of output primitives: Line attributes, curve attributes, color and Gray scale level, Area fill attributes, character attributes, Bundled attributes, Enquiry function. Two dimensional Geometric transformations:Basic transformations, Homogeneous coordinates, composite transformations, other transformations, transformations between coordinate systems, affine transformations, transformation functions, Raster methods for transformations.

UNIT-III

Two dimensional viewing:Viewing pipeline, viewing transformation, viewing functions, line clipping-Cohen Sutherland line clippingLiangBarskyline clipping. Sutherland-Hodgmanpolygon clipping, Weller Atherton polygon clipping.

UNIT-IV

Structures and Hierarchical Modeling: Structure concepts, editing structures, Basic modeling concepts, hierarchical modeling with structures. Graphical user interfaces and Interactive input

Methods: The user Dialogue, logical classification of input devices, input functions and Models, Interactive picture construction techniques.

UNIT-V

Three dimensional object representations: Polygon surface, curved lines and surfaces, spline representations, Bezier curves and surfaces, - spline curves and surfaces.

CSG methods: Octress, BSP Trees, Three Dimensional Transformation Three dimensional viewing: Viewing coordinates, projections, visible surface detection methods Back- face Detections, Depth-buffer methods, depth sorting methods, Gour and shading, Phong shading.

Suggested Reading:

1. HeamDonald, PaulineBakerM.,“Computer Graphics“,2nd edition, PHI,1995.
2. HaningtonS.,“ComputerGraphicsAProgramming Approach“,2nd edition,McGraw Hill.
3. David F. Rogers.,“Procedural ElementsforComputerGraphics”,2ndedition,TataMcGraw Hill, 2001.

Course Code	Course Title				Core/Elective		
PE 513IT	MULTIMEDIA TECHNOLOGIES				Elective		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3
<p>Course Objective:</p> <ul style="list-style-type: none"> ➤ Acquire knowledge about the basic concepts of multimedia data formats, protocols, and Compression techniques of digital images. ➤ To learn JPEG and MPEG families of standards and wired and wireless networking protocols. ➤ To develop simple multimedia applications. <p>Course Outcomes:</p> <ul style="list-style-type: none"> ➤ Understand the technical details of common multimedia data formats, protocols, and compression techniques of digital images, video and audio content. ➤ Describe the technical details of JPEG and MPEG families of standards. ➤ Discuss the significance of “Quality of Service” in multimedia networking. ➤ Describe the principles and technical details of several wired and wireless networking protocols. ➤ Develop simple but demonstrative multimedia applications. 							

UNIT – I

Introduction to Multimedia: What is Multimedia, Multimedia and hypermedia, World Wide Web, Overview of Multimedia software Tools. Multimedia Authorizing and Tools, Multimedia Authoring, Some Useful Editing and Authoring Tools, VRML

UNIT – II

Graphics and Image Data Representation: Graphics/image data types, Popular File Formats, Color in image and Video and Color Science, color Models in Images, Color Models in Video

UNIT – III

Fundamental Concepts in Video and audio: Types of Video signals, Analog Video, Digital Video, Digitization of sound, Musical instrument Digital interface (MIDI), quantization and transmission of Audio

UNIT – IV

Multimedia Data Compression: Lossless Compression Algorithms, lossy Compression Algorithms, Image Compression Standards, The JPEG2000 Standard, Basic Video Compression Techniques, MPEG Video coding I— MPEG –I and 2, Basic Audio Compression techniques.

UNIT – V:

Multimedia communication and Retrieval: Multimedia Network Communications and Applications, Wireless Networks, Content Based Retrieval in Digital Libraries

Suggested Reading:

1. Ze-Nian Li & Mark S. Drew. *Fundamentals of Multimedia..* Upper Saddle River, NJ: Pearson Education.

Course Code	Course Title				Core / Elective		
MC901EG	GENDER SENSITIZATION				Core		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	0

Course Objectives:

- To develop students' sensibility with regard to issues of gender in contemporary India.
- To provide a critical perspective on the socialization of men and women.
- To introduce students to information about some key biological aspects of genders.
- To help students reflect critically on gender violence.
- To expose students to more egalitarian interactions between men and women.

Course Outcomes:

- Students will have developed a better understanding of important issues related to gender in contemporary India.
- Students will be sensitized to basic dimensions of the biological, sociological, psychological and legal aspects of gender. This will be achieved through discussion of materials derived from research, facts, everyday life, literature and film.
- Students will attain a finer grasp of how gender discrimination works in our society and How to counter it.
- Students and professionals will be better equipped to work and live together as equals.
- Students will develop a sense of appreciation of women in all walks of life.

UNIT - I

Understanding Gender: Why Should We Study It? Socialization: Making Women, Making Men: Introduction-Preparing for Womanhood-Growing up male-First lessons in caste-Different Masculinities; Just Relationships: Being Together as Equals: Mary Kom and Onler-Love and acid just do not mix-Love Letters-Mothers and Fathers-Further reading: Rosa Parks-The brave heart.

UNIT – II

Gender and Biology: Missing Women: Sex selection and Its Consequences – Declining sex ratio. Demographic Consequences; Gender Spectrum: Beyond the Binary – Two or many – Struggles with discrimination; Our Bodies, Our Health.

UNIT - III

Gender and Labour: Housework: the Invisible Labour: “My mother doesn’t work”- Share the Load”; Women's Work; Its Politics and Economics: Fact and fiction-Unrecognized and unaccounted work- Wages and conditions of work.

UNIT - IV

Issues of Violence: Sexual Harassment: Say No! : Sexual harassment – not eve-teasing-Coping with everyday harassment-“Chupulu”; Domestic Violence: Speaking Out: Is home a safe place? When women unite-Rebuilding lives-New forums for justice; thinking about Sexual Violence: Blaming the victim – “I fought for my life”. The caste face of violence

UNIT - V

Gender Studies: Knowledge - Through the Lens of Gender - Point of view - Gender and the structure of knowledge – Unacknowledged women artists of Telangana: Who’s History? Questions for Historians and Others: Reclaiming a past-Writing other histories-Missing pages from modern Telangana history.

Suggested Readings:

1. A.Suneetha, Uma Bhrugubanda, DuggiralaVasanta, Rama Melkote, VasudhaNagarajAsmaRasheed, GoguShyamala, DeepaSreenivas and Susie Tharu, “Towards a World of Equals: A Bilingual Text book on Gender” Telugu Akademi, Hyderabad, 1st Edition, 2015.
2. www.halfthesky.cgg.gov.in

SCHEME OF INSTRUCTION & EXAMINATION
B.E. VI - Semester
(INFORMATION TECHNOLOGY)

S. No	Course Code	Course Title	Scheme of Instruction				Scheme of Examination			Credits
			L	T	D/P	Contact Hrs/Wk	CIE	SEE	Duration in Hrs/Wk	
Theory Course										
1.	PC 601 IT	Web Application Development	3	1	-	4	30	70	3	3
2.	PC 602 IT	Compiler Construction	3	1	-	4	30	70	3	3
3.	PC 603 IT	Embedded System	3	1	-	4	30	70	3	3
4.	PC 604 IT	Design and Analysis of Algorithms	3	1	-	4	30	70	3	3
5.	PE -II	Professional Elective -II	3	-	-	3	30	70	3	3
6.	OE - 1	Open Elective -1	3	-	-	3	30	70	3	3
Practical/Laboratory Course										
7.	PC631 IT	Embedded System Lab	-	-	2	2	25	50	3	1
8.	PC632 IT	Web Application Development Lab	-	-	2	2	25	50	3	1
9.	PW633 IT	Mini Project – IV	-	-	2	2	25	50	3	1
10.	MC	Mandatory Course	-	-	3	3	50	-	-	0
11.	SI 671 IT	Summer Internship*	-	-	-	-	-	-	-	-
Total			18	4	9	29	305	570	-	21

PC: Professional Course

PE: Professional Elective

MC: Mandatory Course

OE: Open Elective

PW: Project Work

SI: Summer Internship

L: Lecture

T: Tutorial

P: Practical

D: Drawing

CIE: Continuous Internal Evaluation

SEE: Semester End Examination (Univ. Exam)

Note-1:

- Each contact hour is a Clock Hour
- The duration of the practical class is two clock hours, however it can be extended wherever necessary, to enable the student to complete the experiment

Note-2:

* The students have to undergo a Summer Internship of four weeks duration after VI semester and credits will be awarded in VII semester after evaluation.

** Subject is not offered to the students of CSE and IT Department.

Open Elective-I:		
S.No	Course Code	Course Title
1	OE601CE	Disaster Management
2	OE602CE	Geo Spatial Techniques
3	OE601CS	Operating Systems**
4	OE602CS	OOP using Java**
5	OE601IT	Database Systems**
6	OE601EC	Principles of Embedded Systems
7	OE602EC	Digital System Design using HDL Verilog
8	OE601EE	Reliability Engineering
9	OE602EE	Basics of Power Electronics
10	OE601ME	Industrial Robotics
11	OE602ME	Material Handling
12	OE632AE	Automotive Safety & Ergonomics

Professional Elective – II		
S.No.	Course Code	Course Title
1	PE 611 IT	Data Mining
2	PE 612 IT	Software Quality & Testing
3	PE 613 IT	Internet of Things
4	PE 614 IT	Image Processing

Mandatory Course		
S.No.	Course Code	Course Title
1	MC951SP	Yoga Practice
2	MC952SP	National Service Scheme
3	MC953SP	Sports

Course Code	Course Title				Core/Elective		
PC 601 IT	WEB APPLICATION DEVELOPMENT				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	1	-	-	30	70	3
<p>Course Objective:</p> <ul style="list-style-type: none"> ➤ To develop dynamic web applications using the concepts of HTML 5.0 and CSS ➤ To understand the document structure and schemas and represent data in that format ➤ To develop applications using Query and represent objects in JSON notation ➤ To implement applications using angular JS ➤ To understand the MEAN Stack and SMACK stack and develop applications using the framework <p>Course Outcomes: Students will able to</p> <ul style="list-style-type: none"> ➤ Design and develop dynamic web sites using Html 5.0, CSS, Query. ➤ Develop web content publishing applications that accesses data in XML or JSON format ➤ Develop single page web applications using Angular JS ➤ Design and develop big data applications using Mean stack and SMACK stack Frameworks. 							

Unit I**HTML and CSS**

Introduction: Web Application Fundamentals: protocols and web servers

HTML 5.0: Basic tags, Form elements and attributes, validation

Cascading Style Sheets: CSS selectors, CSS BOX Model, CSS Positioning

Unit II

XML: The Syntax of XML, XML Document Structure, Document Type Definitions, Name Space, XML Schemas

Unit III

Java Script and JQuery: JQuery: Introduction to JQuery, JQuery Syntax, Selectors, HTML Manipulation, Effects and Events

JSON: JSON Introduction, Syntax, Data Types, Objects, Schema, Comparison with XML.

Java Script: Introduction to JavaScript, Selecting elements in the documents, Event handling

Unit IV

Angular JS: Preparing Development Environment, Angular modules and Controllers, Input Validation, Data Binding and Templates, Angular JS Services

Unit V

MEAN Stack, SMACK Stack: Introduction to MEAN Stack, SMACK Stack, Apache, Building Backend and Testing, Angular JS, Node JS, Express and Mongo DB

Suggested Reading:

1. Robert W. Sebesta, “Programming with World Wide Web”, Eighth Edition, Pearson Education, 2008.
2. John Pollak, “jQuery - A Beginners Guide”, McGraw Hill Education, 2014.
3. AgusKurniawan, ”AngularJS Programming by Example”, PE Press, First Edition
4. Colin J Ihrig, : Full Stack JavaScript Development with MEAN, SitePoint, 2015 Edition
5. Raul Estrada,:Fast Data Processing Systems with SMACK Stack, Packt, December 2016

Course Code	Course Title				Core/Elective		
PC 602IT	COMPILER CONSTRUCTION				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	1	-	-	30	70	3
Course Objectives: <ul style="list-style-type: none"> ➤ To understand various phases in Compiler Design. ➤ To design Parsers and generate code for target machine. ➤ Understand the role of a symbol table and error recovery strategies Course Outcome: <ul style="list-style-type: none"> ➤ Identify and describe the various concepts underlying the components of a compiler and the translation process. ➤ Explain various techniques to Scan and Parse the source code. ➤ Analyze attribute grammars and evaluations for SDT's and use the terminology for generating intermediate code representations. ➤ Analyze fundamentals of storage allocation strategies towards run-time management of data. ➤ Explain basic code generation, code optimization techniques. 							

UNIT-I

Introduction: Programs related to compilers, Translation process, Major data structures, Other issues in compiler structure, Boot strapping and porting.

Lexical analysis: The role of Lexical Analyzer, Input Buffering, Specification of Tokens, Recognition of Tokens, The Lexical-Analyzer Generator Lex.

UNIT-II

Syntax Analysis: Introduction, Top-Down parsing, Bottom-Up parsing, Introduction to LR Parsing, More powerful LR parsers, Using Ambiguous Grammars, Parser Generators YACC.

UNIT-III

Syntax Directed Translation: Syntax Directed Definitions, Evaluation Orders for SDDs, Applications of Syntax Directed Translation.

Intermediate code generation: Variants of Syntax Trees, Three-Address Code, Types and Declarations, Translation of Expressions, Type Checking, Control Flow.

UNIT-IV

Symbol Table Organization: Structure of Symbol table, Symbol Table organization for Block Structured and non-Block Structured languages, Data Structures of symbol Table.

Runtime Environments: Storage Organization, Stack Allocation of Space, Access to Non local Data on the Stack, Heap Management, Introduction to Garbage Collection.

UNIT-V

Code Generation : Issues in the Design of a Code Generator, The Target Language, Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, Peephole Optimization, Register Allocation and Assignment.

Machine Independent Optimizations: The Principal Sources of Optimizations.

Suggested Reading:

1. Alfred V Aho, Monica S Lam, Ravi Sethi, Jeffrey D Ullman, “Compilers: Principles, Techniques & Tools”, Pearson Education, Second Edition, 2007.
2. Leland L Bech, “System Software: An Introduction to Systems Programming”, Pearson Education, Asia.
3. Kenneth C Loudon, “Compiler Construction: Principles and Practice”, Cengage Learning.

Course Code	Course Title				Core/Elective		
PC 603IT	EMBEDDED SYSTEMS				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	1	-	-	30	70	3

Course Objectives:

1. To understand the architecture of 8051 microcontrollers.
2. To understand the various applications of Embedded Systems using the concepts of Interfacing.
3. To familiarize with smart sensors and understand various sensor applications.
4. To learn the concepts of RTOS and the design process using RTOS.
5. To familiarize with the design principles of SOC.

Course Outcomes:

1. Study and analysis of embedded systems.
2. Design and develop embedded systems (hardware, software and firmware)
3. Analyze, real time systems using RTOS and develop applications.
4. Apply knowledge to interface various sensors and its applications in embedded systems.
5. Understand principles of SOC design.

UNIT-I

Embedded Computing: Introduction, Complex Systems and Microprocessor, Embedded System Design Process, Formalisms for System Design, Design Examples.

Microprocessors and Microcontrollers: Microprocessors and Microcontrollers,

The 8051 Architecture: Introduction, 8051 Micro controller Hardware, Input/output Ports and Circuits, External Memory. Counter and Timers, Serial data Input/output, Interrupts.

UNIT-II

Programming using 8051. Data Transfer and Logical Instructions. Arithmetic Operations, Decimal Arithmetic. Jump and Call Instructions, Applications: Interfacing with Keyboards, Displays, D/A and A/D Conversions, Multiple Interrupts, Serial Data Communication.

Introduction to advanced architectures: ARM and SHARC, Processor and memory organization, Bus protocols: I²C bus and CAN bus.

UNIT-III

Smart Sensors Introduction – Primary Sensors – Excitation – Amplification – Filters – Converters – Compensation– Information Coding/Processing - Data Communication – Standards for Smart Sensor Interface – The Automation.

Sensors –Applications Introduction – On-board Automobile Sensors (Automotive Sensors)– Home Appliance Sensors – Aerospace Sensors — Sensors for Manufacturing –Sensors for environmental Monitoring

UNIT-IV

Introduction to Real-Time Operating Systems: Tasks and task states, tasks and data, semaphores, and shared data; message queues, mailboxes and pipes, timer functions, events, memory management, interrupt routines in an RTOS environment. Basic Design Using a Real-Time Operating System: Principles, semaphores and queues, hard real-time scheduling considerations, saving memory and power, An example RTOS like μ -COS (open source).

UNIT-V

Introduction to the System Approach System Architecture, Components of the system, Hardware & Software, Processor Architectures, Memory and Addressing. System level interconnection, An approach for SOC Design, System Architecture and Complexity.

Suggested Reading:

1. Muhammad Ali Mazidi, Janice GillispieMazidi, Rolin D. McKinlay, “ The 8051 Micro controller and Embedded Systems using Assembly and C”, Prentice Hall India, 2nd Edition
2. D. Patranabis – “Sensors and Transducers” –PHI Learning Private Limited.

Additional Suggested Reading:

1. Wayne Wolf, "Computers and Components", Elsevier, Second Edition.
2. Kenneth J. Ayala, "The 8051 Microcontroller", Third Edition, , Thomson.
3. David E. Simon, "An Embedded Software Primer", Pearson Education
4. Muhammad Ali Mazidi, Janice GillispieMazidi, Rolin D. McKinlay, “ The 8051 Micro controller and Embedded Systems using Assembly and C”, Prentice Hall India, 2nd Edition.
5. Raj Kamal, "Embedded Systems", Tata McGraw Hill.
6. Ajay V Deshmukhi, "Micro Controllers", Tata McGraw Hill.
7. Frank Vahid, Tony Givargis, John Wiley, "Embedded System Design", Wiley Student Edition

Course Code	Course Title				Core/Elective		
PC 604IT	DESIGN AND ANALYSIS OF ALGORITHMS				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	1	-	-	30	70	3

Course Objectives

- To review elementary data structures, order notation and algorithm analysis.
- To learn algorithm design strategies such as Divide-and-Conquer, greedy method, dynamic programming, back tracking and branch & bound technique.
- To understand the concepts of NP-hard and NP-complete.

Course Outcomes:

- Students will be able:
- Compute and analyse complexity of algorithms using asymptotic notations.
- Write algorithms to solve various computing problems and analyse their time and space complexity.
- Understand and apply different algorithm design techniques to solve real world problems and analyse their complexities.
- To describe algorithmic complexities of various well known computing problems.

UNIT-I

Introduction: Algorithm Specification, Performance analysis, Space Complexity, Time Complexity, Asymptotic Notation(O, Omega, Theta), Practical Complexities, Performance Measurement, Review of elementary data structures, Heap and Heap Sort, Hashing, Set representation, UNION, FIND.

UNIT-II

Divide- and Conquer: The general method, finding maximum minimum. Merge sort quick sort and selection.

Greedy Method: Knapsack problem, Optimal Storage on tapes, Job sequencing with deadlines, optimal merge patterns, Minimum Spanning Trees.

UNIT-III

Dynamic Programming and Traversal Technique: Multistage graph, All Pair Shortest Path, Optimal Binary Search trees, 0/1 Knapsack, Reliability Traveling Salesman Problem, Bi connected Components and Depth First Search.

UNIT-IV

Backtracking and Branch and Bounds: 8-Queens Problem, Graph Coloring Hamilton cycle, Knapsack Problem, 0/1 Knapsack Problem, Traveling salesperson problem, Lower-Bound Theory.

UNIT-V

NP-Hard and NP-Completeness: Basic concepts, cook's theorem, NP-hard graph problems and scheduling problem, NP-hard generation problems, Decision problem, Node covering problem.

Suggested Reading:

1. Horowitz E. Sahani S: Fundamentals of Computer Algorithm, Second edition, University Press, 2007.
2. Anany Levitin, Introduction to the Design & Analysis, of Algorithms, Pearson Education, 2003.
3. Aho, Hopcroft, Ulman, The Design and Analysis of Computer Algorithm, Pearson Education, 2000.
4. Parag H.Dave, Himanshu B. Dave, Design and Analysis of Algorithms, Pearson Education, 2008.

Course Code	Course Title				Core/Elective		
PC631IT	EMBEDDED SYSTEMS LAB				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	25	50	1
Course Objective: <ul style="list-style-type: none"> ➤ To understand basic concepts and structure of embedded systems. ➤ To design and develop real time applications of embedded systems Course Outcomes: <ul style="list-style-type: none"> ➤ Apply the basic concepts to develop an Interface for 8051 and ARM processors. ➤ Demonstrate the RTOS Concepts by designing real time applications. 							

A. Use of 8-bit and 32-bit Microcontrollers, (such as 8051 Microcontroller, ARM2148 / ARM2378, LPC 2141/42/44/46/48) Microcontroller and C compiler (Keil, Ride etc.) to:

1. Interface Input-Output and other units such as: Relays, LEDs, LCDs, Switches, Keypads, Stepper Motors, Sensors, ADCs, Timers
2. Demonstrate Communications: RS232, IIC and CAN protocols
3. Develop Control Applications such as: Temperature Controller, Elevator Controller, Traffic Controller.

B. Development of Embedded Application using FPGAs, CPLDs, VHDL and Xilinx Programmable Logic Design Tools:

1. Four bit ALU
2. Pseudo Random Number Generator

C. Development and Porting of Real Time Applications on to Target machines such as Intel or other Computers using any RTOS

I. Understanding Real Time Concepts using any RTOS through Demonstration of:

1. Timing
2. Multi-Tasking
3. Semaphores
4. Message Queues
5. Round-Robin Task Scheduling
6. Preemptive Priority based Task Scheduling
7. Priority Inversion
8. Signals
9. Interrupt Service Routines

II. Application Development using any RTOS:

1. Any RTOS Booting
2. Application Development under any RTOS

Course Code	Course Title				Core/Elective		
PC632IT	WEB APPLICATION DEVELOPMENT LAB				Core		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	25	50	1
<p>Course Objective:</p> <ul style="list-style-type: none"> ➤ To develop web pages using HTML tags and perform validation using scripting ➤ To implement various types of styling using CSS and transform data into various forms ➤ To implement applications using JQuery and Angular JS ➤ To understand and implement the concepts of MEAN Stack and SMACK stack <p>Course Outcomes: Student will able to</p> <ul style="list-style-type: none"> ➤ Design Web pages and perform form validation using HTML 5.0 inbuilt functions. ➤ Apply Styles to the web content using CSS. ➤ Create and process web publishing content using XML and JSON. ➤ Use JQuery to perform client side Dynamics. ➤ Create single page applications (Front End) using Angular JS. ➤ Design Big data applications using Mean stack or SMACK stack Frameworks. 							

List of Experiments:

- a. Implement Basic HTML Tags
- b. Implement Table Tag
 - i. Implement FRAMES
- c. Design a form in HTML (CV/Photos/Data Storage/Publish)
 - i. Validation of form Using Java Script.
- d. Implement various types of CSS.
- e. Display the various forms of XML document
 - i. Raw XML ii. XML using CSS iii. XML using XSLT
- f. Using JQuery implement the following:
 - i) Selecting Elements, Getting Values, and Setting Values.
 - ii) Events
- g. Using angular JS implement the following
 - i) Input Validation
 - ii) Backend building
- h. Case study on i) MEAN Stack ii) SMACK Stack

Course Code	Course Title				Core/Elective		
PW633IT	MINI PROJECT - IV				Project Work		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	25	50	1
COURSE OBJECTIVES: <ul style="list-style-type: none"> ➤ To develop capability to analyse and solve real world problems with an emphasis on applying/integrating knowledge acquired. ➤ To take responsibility of the end product. COURSE OUTCOMES: Student will able to <ul style="list-style-type: none"> ➤ Implement the system using SQL, data structures, C/C++, JAVA, Python and different software engineering models 							

The Students are required to take one of larger projects listed in the suggested readings or assigned by the teacher, implement and submit the report. The workbooks and project reports should be evaluated.

Course Code	Course Title				Core/Elective		
PE 611 IT	DATA MINING				Elective		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3

Course Objectives:

- To understand data classification, data preprocessing and data mining applications.
- To understand how patterns, associations and correlations can be obtained on data.
- To understand how classification and clustering techniques can be implemented and perform its evaluation.
- To learn how complex data mining can be performed.

Course outcomes:

- Classify types of data, perform preprocessing of data and appreciate applications of data mining.
- Analyze data for mining frequent patterns, Associations and Correlations.
- Perform the classification by using decision tree induction, Bayes classification methods etc. and evaluate the classifier.
- Select and perform clustering, outlier analysis detection methods.
- Perform Text mining, Spatial Mining, Web mining and Multimedia mining.

UNIT-I

Introduction: fundamentals of Data Mining, Kinds of Patterns can be mined, Technologies used, Applications and issues in Data Mining. Types of Data: Attribute types, Basic Statistical Descriptions of Data, Measuring data similarity and Dissimilarity. Data Pre-Processing: Need of Pre-processing, Data Cleaning, Data Integration, Data Reduction, Data Transformation.

UNIT-II

Mining Frequent Patterns, Associations and Correlations: Market Basket Analysis, Association rule mining, frequent item set mining methods, mining various kinds of association rule, Constraint based frequent pattern mining.

UNIT –III

Classification: General approach to classification, Classification by Decision tree induction, Classification by back Propagation, Lazy learners, other classification methods, Prediction, Evaluating the accuracy of classifier, Increasing the accuracy of classifier.

UNIT—IV

Cluster Analysis: Basic Clustering methods, Partitioning methods, Density-based methods, Grid-based methods, and Evaluation of clustering, Outlier Analysis and detection methods.

UNIT—V

Mining Complex Data, Applications and Trends: Mining complex data: Spatial mining, Text Mining, Multimedia Mining, Web Mining, Data Mining Applications and Data Mining Trends.

Suggested Reading:

1. Han J & Kamber M, “Data Mining: Concepts and Techniques”, Harcourt India, Elsevier India, Second Edition.
2. Pang-NingTan. Michael Steinback, Vipin Kumar, “Introduction to Data Mining”, Pearson Education, 2008.
3. Margaret H Dunham, S.Sridhar, “Data mining: Introductory and Advanced Topics”, Pearson Education, 2008.
4. Humphires, hawkins,Dy, “Data Warehousing: Architecture and Implementation”, Pearson Education, 2009.
5. Anahory, Murray, “Data Warehousing in the Real World”, Pearson Education, 2008.
6. Kargupta, Joshi, etc., “Data Mining: Next Generation Challenges and Future Directions” Prentice Hall of India Pvt Ltd, 2007.

Course Code	Course Title				Core/Elective		
PE 612 IT	SOFTWARE QUALITY & TESTING (SQT)				Elective		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3
<p>Course Objectives:</p> <ul style="list-style-type: none"> ➤ To introduce concepts of software quality ➤ To expose the students to the use of tools in quality and defect removal ➤ To inculcate the importance of testing using different approaches ➤ To expose the students to various processes and practices in software quality assurance <p>Course Outcomes:</p> <p>Students will learn:</p> <ul style="list-style-type: none"> ➤ How to write a useful test plan ➤ How to construct test cases ➤ How to evaluate completeness of testing ➤ Importance of software quality in software development phases ➤ Importance of different standards and metrics for quality assurance. 							

UNIT - I

The Software Quality Challenge, Introduction Software Quality Factors, The Components of the Software Quality Assurance System – Overview, Development and Quality Plans.

UNIT - II

Integrating Quality Activities in the Project Life Cycle, Assuring the Quality of Software Maintenance Components, CASE Tools and their effect on Software Quality, Procedure and Work Instructions, Supporting Quality Devices, Configuration Management, Documentation Control, Project Progress Control.

UNIT - III

Software Quality Metrics, Costs of Software Quality, Quality Management Standards - ISO 9000 and Companion ISO Standards, CMM, CMMI, PCMM, Malcom Balridge, 3 Sigma, 6 Sigma, SQA Project Process Standards – IEEE Software Engineering Standards.

UNIT - IV

Building a Software Testing Strategy, Establishing a Software Testing Methodology, Determining Your Software Testing Techniques, Eleven – Step Software Testing Process Overview, Assess Project Management Development Estimate and Status, Develop Test Plan, Requirements Phase Testing, Design Phase Testing, Program Phase Testing, Execute Test and Record Results, Acceptance Test, Report Test Results, Test Software Changes, Evaluate Test Effectiveness.

UNIT - V

Testing Client / Server Systems, Testing the Adequacy of System Documentation, Testing Web-based Systems, Testing Off – the – Shelf Software, Testing in a Multiplatform Environment, Testing Security, Testing a Data Warehouse, Creating Test Documentation, Software Testing Tools, Taxonomy of Testing Tools, Methodology to Evaluate Automated Testing Tools, Load Runner, Win Runner and Rational Testing Tools, Java Testing Tools, JMetra, JUNIT and Cactus.

Suggested Reading:

1. Daniel Galin, *Software Quality Assurance – From Theory to Implementation*, Pearson Education
2. Mordechai Ben – Menachem / Garry S.Marliss, *Software Quality – Producing Practical, Consistent Software*, Cengage Learning
3. William E. Perry, *Effective Methods for Software Testing*, 2nd Edition, Wiley & Sons.
4. Srinivasan Desikan, Gopaldaswamy Ramesh, *Software Testing, Principles and Practices*, Pearson Education.
5. Dr.K.V.K.K. Prasad, *Software Testing Tool*, Wiley Publishers

Web Resources :

1. <http://www.sei.cmu.edu/cmmi/>
2. www.ibm.com/software/awdtools/tester/functional/index.html
3. www.ibm.com/software/awdtools/test/manager/
4. java-source.net/open-source/testing-tools
5. www.junit.org
6. java-source.net/open-source/web-testing-tools

Course Code	Course Title				Core/Elective		
PE 613 IT	INTERNET OF THINGS (IoT)				Elective		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3
COURSE OBJECTIVES: <ul style="list-style-type: none"> ➤ To assess the vision and introduction of IoT. ➤ To Understand IoT Market perspective. ➤ To Implement Data and Knowledge Management and use of Devices in IoT ➤ To Understand State of the Art - IoT Architecture. ➤ To classify Real World IoT Design Constraints, Industrial Automation in IoT. COURSE OUTCOMES: <ul style="list-style-type: none"> ➤ Student will able to ➤ Understand the basics and IoT reference architecture ➤ Understand the implementation of different IoT protocols. ➤ Classify the design constraints and build real world IoT based projects. 							

UNIT I

Overview: IoT-An Architectural Overview– Building an architecture, Main design principles and needed capabilities, An IoT architecture outline, standards considerations. M2M and IoT Technology Fundamentals- Devices and gateways, Local and wide area networking, Data management, Business processes in IoT, Everything as a Service(XaaS), M2M and IoT Analytics, Knowledge Management

UNIT II

Reference Architecture: IoT Architecture-State of the Art – Introduction, State of the art, Reference Model and architecture, IoT reference Model - IoT Reference Architecture-Introduction, Functional View, Information View, Deployment and Operational View, Other Relevant architectural views. Real-World Design Constraints- Introduction, Technical Design constraints-hardware is popular again, Data representation and visualization, Interaction and remote control.

UNIT III

IOT Data Link Layer & Network Layer Protocol: PHY/MAC Layer (3GPP MTC, IEEE 802.11, IEEE 802.15), Wireless HART,Z-Wave, Bluetooth Low Energy, Zigbee Smart Energy, DASH7 - Network Layer-IPv4, IPv6, 6LoWPAN, 6TiSCH,ND, DHCP, ICMP, RPL, CORPL, CARP

UNIT IV

Transport & Session Layer Protocols: Transport Layer (TCP, MPTCP, UDP, DCCP, SCTP)- (TLS, DTLS) – Session Layer-HTTP, CoAP, XMPP, AMQP, MQTT

UNIT V

Service Layer Protocols & Security: Service Layer -oneM2M, ETSI M2M, OMA, BBF – Security in IoT Protocols – MAC 802.15.4 , 6LoWPAN, RPL, Application Layer

Suggested Books:

1. Jan Holler, Vlasios Tsiatsis, Catherine Mulligan, Stefan Aves and, Stamatis Karnouskos, David Boyle, “From Machine-to-Machine to the Internet of Things: Introduction to a New Age of Intelligence”, 1st Edition, Academic Press, 2014.
2. Peter Waher, “Learning Internet of Things”, PACKT publishing, BIRMINGHAM – MUMBAI
3. Bernd Scholz-Reiter, Florian Michahelles, “Architecting the Internet of Things”, ISBN 978-3-642-19156-5 e-ISBN 978-3-642-19157-2, Springer
4. Daniel Minoli, “Building the Internet of Things with IPv6 and MIPv6: The Evolving World of M2M Communications”, ISBN: 978-1-118-47347-4, Willy Publications
5. Vijay Madisetti and ArshdeepBahga, “Internet of Things (A Hands-on-Approach)”, 1st Edition, VPT, 2014.
6. http://www.cse.wustl.edu/~jain/cse570-15/ftp/iot_prot/index.html

Course Code	Course Title				Core/Elective		
PE 614 IT	IMAGE PROCESSING				Elective		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3
<p>Course Objective:</p> <ul style="list-style-type: none"> ➤ To gain the fundamentals of digital image processing. ➤ To provide mathematical foundations for digital manipulation of images; image acquisition; preprocessing; segmentation; Fourier domain processing; and compression. ➤ To be able to formulate solutions to general image processing problems <p>Course Outcomes:</p> <ul style="list-style-type: none"> ➤ Understand the fundamental concepts of a digital image processing. ➤ Evaluate the techniques for image enhancement and image restoration. ➤ Categorize various compression techniques. ➤ Interpret Image compression standards. ➤ Interpret image segmentation and representation techniques. 							

UNIT-I

Fundamentals: Digital image, Elements of digital geometry, Components of DIP, Visual detail. Visual preliminaries- Brightness adaptation and Contrast, Acuity and contour, Texture and pattern discrimination, Shape detection and recognition, Perception of color. Image formation- Geometric Model and Photometric Model.

UNIT-II

Image Enhancement: Spatial Domain Methods –Binary Image, Negative of an Image, Log Transformations, Power law Transformation, contrast enhancement, Histogram equalization, Spatial Domain Filters-Smoothing filters, Sharpening filters. Frequency Domain Methods- Steps for filtering in the frequency domain, Smoothing filters, Sharpening filters.

UNIT-III

Image Restoration: A model of the image degradation, noise models, restoration in the presence of noise-spatial filtering, periodic noise reduction by frequency domain filtering, linear & position-invariant degradations, estimating the degradation function.

UNIT-IV

Segmentation: Points detection, line detection, edge detection methods, Histogram based image segmentation, segmentation using split and merge method, region growing method, watershed method, k-means clustering method, self-similar fractal method.

UNIT-V

Representation, Description and Recognition: Representation, boundary descriptors, regional descriptors, principal component analysis, relational descriptors. Recognition based on decision-theoretic and structural methods.

Suggested Reading:

1. R.C Gonzalez and R.E. Woods, Digital Image Processing, 2nd Ed, Prentice Hall. 2002.
2. Anil K. Jain, Fundamentals of Image Processing, Prentice Hall, Englewood cliffs, New Jersey,1989
3. G.R.Sinha and Bhagavathi Charan Patel, Medical Image Processing concepts and applications, PHI,2014
4. Chanda & Majumdar, Digital image processing and analysis, Second edition PHI, 2013.

Course Code	Course Title					Core / Elective	
OE 601 CE	DISASTER MANAGEMENT					Elective	
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
Course Objectives							
<ul style="list-style-type: none"> ➤ To provide students an exposure to disasters, their significance and types. ➤ To ensure that students begin to understand the relationship between vulnerability, disasters, disaster prevention and risk reduction ➤ To gain a preliminary understanding of approaches of Disaster Risk Reduction (DRR) ➤ To enhance awareness of institutional processes in the country ➤ To develop rudimentary ability to respond to their surroundings with potential disaster response in areas where they live, with due sensitivity 							
Course Outcomes							
<ul style="list-style-type: none"> ➤ The students will be able to understand impact on Natural and manmade disasters. ➤ Able to classify disasters and destructions due to cyclones ➤ Able to understand disaster management applied in India 							

UNIT-I

Introduction to Disasters: Concepts and definitions of Disaster, Hazard, Vulnerability, Resilience, Risks. Natural and Manmade disasters, impact of drought, review of past disasters and drought in India, its classification and characteristics. Classification of drought, causes, Impacts (including social, economic, political, environmental, health, psychosocial, etc.).

UNIT-II

Disaster: Classifications, Causes, Impacts including social, economic, political, environmental, health, psychosocial etc. Differential Impacts, in terms of caste, class, gender, age, location, disability Global trends in disasters, urban disasters, pandemics, complex emergencies, climate change. Cyclones and Floods: Tropical cyclones & Local storms, Destruction by tropical cyclones and local storms, Cumulative atmospheric hazards/ disasters, Cold waves, Heat waves, Causes of floods, Rood hazards in India.

UNIT-III

Approaches to Disaster Risk Reduction: Disaster cycle, its analysis, Phases, Culture of safety, prevention, mitigation and preparedness community based DRR, Structural- nonstructural sources, roles and responsibilities of community, Panchayati Raj Institutions/Urban Local Bodies (PRIs/ULBs), states, Centre, and other stake-holders.

UNIT-IV

Inter-relationship between Disasters and Development: Factors affecting Vulnerabilities, differential impacts, impact of development projects such as darns, embankments, changes in Land-use etc. Climate Change, Adaptation, Relevance of indigenous knowledge, appropriate technology and local resources.

UNIT-V

Disaster Risk Management in India: Hazard and Vulnerability profile of India

Components of Disaster Relief: Water, Food, Sanitation, Shelter, Health, Waste Management Institutional arrangements (Mitigation, Response and Preparedness, OM Act and Policy, other related policies, plans, programmes and legislation)

Field Work and Case Studies: The field work is meant for students to understand vulnerabilities and to work on reducing disaster risks and to build a culture of safety. Projects must be conceived creatively based on the geographic location and hazard profile of the region where the college is located.

Suggested readings:

- 1) Sharma V. K., “**Disaster Management, National Centre for Disaster Management**”, IIPe, Delhi, 1999.
- 2) Gupta Anil K, and Sreeja S. Nair., “**Environmental Knowledge for Disaster Risk Management**”, NIDM, New Delhi, 2011.
- 3) Nick., “**Disaster Management: A Disaster Manager's Handbook**” Asian Development Bank, Manila Philippines, 1991.
- 4) Kapur, et al. , “**Disasters in India Studies of Grim Reality**”, Rawat Publishers, Jaipur, 2005.
- 5) Pelling Mark, “**The Vulnerability of Cities: Natural Disaster and Social Resilience**”, Earth scan publishers, London, 2003.

Course Code	Course Title					Core / Elective	
OE 602 CE	GEO-SPATIAL TECHNIQUES					Elective	
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
Course Objectives <ul style="list-style-type: none"> ➤ Description about various spatial and non-spatial data types, and data base management techniques ➤ Development of the concepts and professional skills in utility of geospatial techniques Enhancement of knowledge of geospatial techniques to field problems Course Outcomes <ul style="list-style-type: none"> ➤ The students will be able to understand and apply GIS tools ➤ Will be able to analyse and process data to apply to the GIS tools. ➤ Will be able assimilate knowledge on field problems using remote sensing 							

UNIT I

Introduction: Basic concepts, socioeconomic challenges, fundamentals of geographical information systems (GIS), history of geographical information system, components of geographical information systems. Projections and Coordinate Systems: Map definitions, representations of point, line, polygon, common coordinate system, geographic coordinate system, map projections, transformations map analysis.

UNIT II

Data Acquisition and Data Management: data types, spatial, non-spatial (attribute) data, data structure and database management, data format, vector and raster data representation, object structural model filters and files data in computer, key board entry, manual digitizing, scanner, aerial photographic data, remotely sensed data, digital data, cartographic database, digital elevation data, data compression, data storage and maintenance, data quality and standards, precision, accuracy, error and data uncertainty. Data Processing: Geometric errors and corrections, types of systematic and non-systematic errors, radiometric errors and corrections, internal and external errors.

UNIT III

Data Modeling: Spatial data analysis, data retrieval query, simple analysis, recode overlay, vector data model, raster data model, digital elevation model, cost and path analysis, knowledge based system. GIS Analysis and Functions: Organizing data for analysis, analysis function, maintenance and analysis of spatial data, buffer analysis, overlay analysis, transformations, conflation, edge matching and editing, maintenance and analysis of spatial and non-spatial data

UNIT IV

Applications of GIS: Environmental and natural resource management, soil and water resources, agriculture, land use planning, geology and municipal applications, urban planning and project management, GIS for decision making under uncertainty, software scenario functions, standard GIS packages, introduction to Global Positioning Systems (GPS) and its applications.

UNIT V

Introduction to Remote Sensing: General background of remote sensing technology, objectives and limitations of remote sensing, electro-magnetic radiation, characteristics, interaction with earth surface and

atmosphere, remote sensing platforms and sensors, satellite characteristics, digital image processing, IRS series and high resolution satellites, software scenario functions, remote sensing applications to watershed modeling, environmental modeling, urban planning and management.

Suggested readings:

- 1) Burrough, P. A., and McDonnell R. A., '**Principles of Geographical Information Systems**', Oxford University Press, New York, 1998.
- 2) Choudhury S., Chakrabarti, D., and Choudhury S. '**An Introduction to Geographic Information Technology**', I.K. International Publishing House (P) Ltd, New Delhi, 2009.
- 3) Kang-tsung Chang , '**Introduction to Geographical information Systems**', Tata McGraw-Hill Publishing Company Ltd., Third Edition, New Delhi, 2006.
- 4) Liliyand T.M., and Kiefer R.W. '**Remote Sensing and Image Interpretation**', John Wiley and Sons, Fourth Edition, New York, 2002.
- 5) Tor Bernhardsen, '**Geographical Information System**', Wiley India (P) Ltd., Third Edition, New Delhi, 2002.
- 6) Hoffman-Wellenhof, B, et al. '**GPS Theory and Practice**', Fourth Edition, Springer Wein, New York, 1997.

Course Code	Course Title				Core / Elective		
OE 601 CS	OPERATING SYSTEMS				Elective		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
Course Objectives <ul style="list-style-type: none"> ➤ To understand CPU, Memory, File and Device management ➤ To learn about concurrency control, protection and security ➤ To gain knowledge of Linux and Windows NT internals Course Outcomes <ul style="list-style-type: none"> ➤ Explain the components and functions of operating systems. ➤ Analyze various Scheduling algorithms. ➤ Apply the principles of concurrency ➤ Compare and contrast various memory management schemes ➤ Perform administrative tasks on Linux Windows Systems 							

UNIT-I

Introduction to Operating Systems: OS structure and strategies, Process concepts, Threads, Inter process communication. CPU scheduling algorithms, Process synchronization, Critical section problem, Semaphores, Monitors.

UNIT-II

Memory Management: Swapping, Contiguous allocation, Paging, Static and Dynamic partitions, Demand paging, Page replacement algorithms, Thrashing, Segmentation, Segmentation with paging. File system interface: File concepts, Access methods and protection. File system implementation: File system structure, Allocation methods, Directory implementation.

UNIT-III

Deadlocks: Necessary conditions, Resource allocation graph, Methods for handling deadlocks, Prevention, Avoidance, Detection and Recovery. Protection: Goals, Domain of protection, Access matrix. Security: Authentication, Threat monitoring, Encryption. UNIT-IV Device Management: Disk scheduling methods, Disk management, Device drivers and interfaces, CPU- Device interactions, I/O optimization.

UNIT-V

Case Studies: The Linux System, Design principles, Kernel modules, Process management, Scheduling, Memory management, File systems, Input and Output, Inter process communication Windows NT, General Architecture, The NT kernel, The NT executive

Suggested readings:

- 1) Abraham Silberschatz, Peter B Galvin, *“Operating System Concepts”*, Addison Wesley, 2006
- 2) William Stallings, *“Operating Systems-Internals and Design Principles”*, 8th edition, Pearson, 2014
- 3) Andrew S Tanenbaum, *“Modern Operating Systems”*, 4th edition, Pearson, 2016.

Course Code	Course Title				Core / Elective		
OE 602 CS	OOPS USING JAVA				Elective		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
<p>Course Objectives</p> <ul style="list-style-type: none"> ➤ To introduce fundamental object oriented concepts of Java programming Language, such as classes, inheritance packages and interfaces. ➤ To introduce concepts of exception handling and multi-threading. ➤ To use various classes and interfaces in java collection framework and utility classes. ➤ To understand the concepts of GUI programming using AWT controls. ➤ To introduce Java I/O streams and serialization <p>Course Outcomes</p> <ul style="list-style-type: none"> ➤ Able to develop java applications using OO concepts and packages. ➤ Able to write multi-threaded programs with synchronization ➤ Able to implement real world applications using java collection frame work and I/O classes <p>Able to write Event driven GUI programs using AWT/Swing</p>							

UNIT – I

Object Oriented System Development: understanding object oriented development, understanding object oriented concepts, benefits of object oriented development. Java Programming Fundamentals: Introduction, overview of Java, data types, variables and arrays, operators, control statements

UNIT – II

Java Programming Object Oriented Concepts: classes, methods, inheritance, packages and interfaces. Exceptional Handling, Multithreaded Programming

UNIT – III

I/O Basics, Reading Console Input and Output, Reading and Writing Files, Print Writer Class, String Handling Exploring Java. Lang, Collections Overview, Collection Interfaces, Collection Classes, Iterators, Random Access Interface, Maps, Comparators, Arrays, Legacy Classes and Interfaces, String Tokenizer

UNIT – IV

Introducing AWT Working with Graphics: AWT Classes, Working with Graphics Event Handling: Two Event Handling Mechanisms, the Delegation Event Model, Event Classes, Source of Events, Event Listener Interfaces. AWT Controls: Control Fundamentals, Labels, Using Buttons, Applying Check Boxes, Check box Group, Choice Controls, Using Lists, Managing Scroll Bars, Using Text Field, Using Text Area, Understanding Layout Managers, Menu bars and Menus, Dialog Boxes, File Dialog, Handling events by Extending AWT Components, Exploring the controls, Menus and Layout Managers.

UNIT – V

Java I/O Classes and Interfaces: Files, Stream and Byte Classes, Character Streams, Serialization.

Suggested readings:

1. Herbert Schildt, “**The Complete Reference JAVA**”, Tata McGraw Hill, 7thEdition, 2005
2. James M Slack, ”**Programming and Problem Solving with JAVA**”, Thomson learning, 2002
3. C.Thomas Wu, ”**An Introduction to Object-Oriented Programming with Java**”, Tata McGraw Hill, 5thEdition, 2005.

Course Code	Course Title				Core/Elective		
OE601IT	DATABASE SYSTEMS				Elective		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	3	-	-	-	30	70	3
<p>Course Objectives:</p> <ul style="list-style-type: none"> ➤ To introduce E-R Model and Normalization ➤ To learn formal and commercial query languages of RDBMS ➤ To understand the process of database application development ➤ To study different database architectures ➤ To introduce security issues in databases <p>Course Outcomes: Student will be able to:</p> <ul style="list-style-type: none"> ➤ Understand the mathematical foundations of Database design ➤ Model a set of requirements using the Entity Relationship (E-R)Model , transform an E-R model into a relational model ,and refine the relational model using theory of Normalization ➤ Understand the process of developing database application using SQL ➤ Understand the security mechanisms in RDBMS 							

UNIT 1

Design: Conceptual design (E-R modeling), the relational model, normalization

UNIT II

Queries: algebra and logic (relational algebra and calculus), relational query languages and queries (namely SQL),select, project, join, union, intersection, except, recursion, aggregation, data manipulation

UNIT III

Applications: application development, database application interfaces (e.g., JDBC), internet applications,proper database application paradigms, transactions, transaction management, concurrency control, crash recovery

UNIT IV

Distributed DB, Architecture, Query processing and Optimization in Distributed DB, Introduction to NoSQL Databases, Graph databases, Columnar Databases

UNIT V

Introduction to Database Security Issues, Security mechanism, Database Users and Schemas, Privileges

Suggested Books

1. Jim Melton and Alan R. Simon.SQL 1999: Understanding Relational Language Components.First Edition, 1999.Morgan Kaufmann Publishers.
2. Don Chamberlin.Using the New DB2: IBM's Object-Relational Database System.First Edition, 1996.Morgan Kaufmann Publishers.
3. Database System Concepts Sixth Edition, by Abraham Silberschatz , Henry F Korth, S Sudarshan,Mc Graw-Hill Education
4. Fundamentals of Database Systems , Elmasri, Navathe, Sixth Edition , Addison- Wesley

Course Code	Course Title					Core / Elective	
OE 601 EC	PRINCIPLES OF EMBEDDED SYSTEMS					Elective	
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
Course Objectives <ul style="list-style-type: none"> ➤ To understand the fundamentals of embedded systems ➤ To study the block diagram and advanced hardware fundamentals ➤ To study the software architecture of embedded systems ➤ To learn the tool chain of embedded systems ➤ To understand the tools and debugging process of embedded systems. Course Outcomes Student will be able: <ul style="list-style-type: none"> ➤ To acquire an overview of what an embedded system implies ➤ To understand the architecture of a microprocessor and microcontroller to enable to design embedded applications using them. ➤ To apply theoretical learning to practical real time problems for automation. ➤ To understand how to build and debug an embedded system application. ➤ To analyze and design real world applications and interface peripheral devices to the microprocessor. 							

UNIT – I

Fundamentals of Embedded Systems: Definition of Embedded system, Examples of Embedded Systems, Typical Hardware, Terminology, Gates, A few other basic considerations, Timing Diagrams, Memory

UNIT – II

Advanced Hardware Fundamentals: Microprocessors, Buses, Direct Memory Access, Interrupts, Other Common Parts, Built-Ins on the Microprocessor, Conventions used in Schematics, Microprocessor Architecture, Interrupts Basics, Shared Data Problem, Interrupt Latency.

UNIT – III

Software Architecture of Embedded Systems: Round- Robin, Round-Robin with Interrupts, Function-Queue- Scheduling Architecture, Real- Time Operating System Architecture, Selecting Architecture

UNIT – IV

Embedded Software Development Tools: Host and Target Machines, Cross compilers, Cross Assemblers and Tool Chains, Linkers /Locaters for Embedded Software, Getting Embedded Software into Target System: PROM programmers, ROM Emulators, In-Circuit Emulators.

UNIT – V

Debugging Techniques: Testing on your host machine, Instruction Set Simulators, The assert Macro, Using Laboratory Tools

Suggested readings:

- 1) David. E. Simon, “**An Embedded Software Primer**”, Low price edition, Pearson Education, New Delhi, 2006.
- 2) Frank Vahid and Tony Givargis “**Embedded System Design: A Unified Hardware/Software. Approach**”. John Wiley & Sons, October 2001.
- 3) Rajkamal, “**Embedded systems: Programming, architecture and Design**”, second edition, McGraw-Hill Education (India), March 2009.

Course Code	Course Title					Core / Elective	
OE 602 EC	DIGITAL SYSTEM DESIGN USING VERILOG HDL					Elective	
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
<p>Course Objectives</p> <ul style="list-style-type: none"> ➤ Describe Verilog hardware description languages (HDL). ➤ Develop Verilog HDL code for combinational digital circuits. ➤ Develop Verilog HDL code for sequential digital circuits. ➤ Develop Verilog HDL code for digital circuits using switch level modeling and describes system tasks, functions and compiler directives ➤ Describes designing with FPGA and CPLD. <p>Course Outcomes</p> <p>After completion of this course, students should be able:</p> <ul style="list-style-type: none"> ➤ To understand syntax of various commands, data types and operators available with verilog HDL ➤ To design and simulate combinational circuits in verilog ➤ To design and simulate sequential and concurrent techniques in verilog ➤ To write Switch level models of digital circuits ➤ To implement models on FPGAs and CPLDs 							

UNIT I

Introduction to Verilog HDL: Levels of Design Description, Concurrency, Simulation and Synthesis, Function Verification, System Tasks, Programming Language Interface, Module, Simulation and Synthesis Tools

Verilog Data Types and Operators: Binary data manipulation, Combinational and Sequential logic design, Structural Models of Combinational Logic, Logic Simulation, Design Verification and Test Methodology, Propagation Delay, Truth Table models using Verilog.

UNIT II

Combinational Logic Circuit Design using Verilog: Combinational circuits building blocks: Multiplexers, Decoders, Encoders, Code converters, Arithmetic comparison circuits, Verilog for combinational circuits, Adders-Half Adder, Full Adder, Ripple-Carry Adder, Carry Lookahead Adder, Subtraction, Multiplication.

UNIT III

Sequential Logic Circuit Design using Verilog: Flip-flops, registers & counters, synchronous sequential circuits: Basic design steps, Mealy State model, Design of FSM using CAD tools, Serial Adder Example, State Minimization, Design of Counter using sequential Circuit approach.

UNIT IV

Switch Level Modeling: Basic Transistor Switches, CMOS Switches, Bidirectional Gates, Time Delays with Switch Primitives, Instantiation with Strengths and Delays, Strength Contention with Trireg Nets.

System Tasks Functions and Compiler Directives: Parameters, Path Delays, Module Parameters, System Tasks and Functions, File Based Tasks and Functions, Computer Directives, Hierarchical Access, User Defined Primitives.

UNIT V

Designing with FPGAs and CPLDs: Simple PLDs, Complex PLDs, Xilinx 3000 Series FPGAs, Designing with FPGAs, Using a One-Hot State Assignment, Altera Complex Programmable Logic Devices (CPLDs), Altera FLEX 10K Series CPLDs.

Suggested readings:

- 1) T.R. Padmanabhan, B Bala Tripura Sundari, “**Design Through Verilog HDL**“, Wiley 2009.
- 2) Samir Palnitkar, “**Verilog HDL**“, 2nd Edition, Pearson Education, 2009.
- 3) Stephen Brown, Zvonko Vranesic , “**Fundamentals of Digital Logic with Verilog Design**, TMH, 2nd Edition 2003.

Course Code	Course Title				Core / Elective		
OE 601 EE	RELIABILITY ENGINEERING				Elective		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
Course Objectives							
<ul style="list-style-type: none"> ➤ To understand the concepts of different types of probability distributions importance of reliability evaluation of networks. ➤ To make the students understand about Reliability, availability model of Power Systems and markov modeling of Power Plants. With identical and no identical units. 							
Course Outcomes							
<ul style="list-style-type: none"> ➤ Able to understand the meaning of discrete and continuous random variables and their significance, causes of failures of a system. ➤ Able to acquire the knowledge of different distribution functions and their applications. ➤ Able to develop reliability block diagrams and evaluation of reliability of different systems. 							

UNIT- I

Discrete and Continuous Random Variables: probability density function and cumulative distribution function, Mean and Variance, Binomial, Poisson, Exponential and Weibull distributions.

UNIT, II

Failure and Causes of Failure: Failure rate and failure density, Reliability function and MTTF, Bath tub curve for different systems, parametric methods for above distributions, Non- Parametric methods from field data.

UNIT- III

Reliability Block Diagram: Series and parallel systems, Network reduction technique, Examples, Evaluation of failure rate, MTTF and reliability, Active and Standby Redundancy, r out of n configuration. Non-series, parallel systems. Path based and cut set methods.

UNIT- IV

Availability, MTTR and MTBF: Markov models and State transition matrices, Reliability models for single component, two components, Load sharing and standby systems, Reliability and availability models of two unit parallel system with repair and standby systems with repair.

UNIT- V

Repairable Systems: Maintainability, Preventive maintenance, Evaluation of reliability and J1TTF, Overhauling and replacement, Optimum maintenance policy, Markov model of a power plant with identical units and non-identical unit, Capacity outage probability table. Frequency of failures and Cumulative frequency

Suggested readings:

- 1) Charles E.Ebeling, “**Reliability and Maintainability Engineering**“, Mc Graw Hill International Edition, 1997.
- 2) Balaguruswamy, “**Reliability Engineering**“, Tata McGraw Hill Publishing company Ltd, 1984.
- 3) R.N.Allan. “**Reliability Evaluation of Engineering Systems**“, Pitman Publishing, 1996.
- 4) Endrenyi. “**Reliability Modelling in Electric Power Systems**“. JohnWiley & Sons, 1978.

Course Code	Course Title				Core / Elective		
OE602EE	BASICS OF POWER ELECTRONICS				Elective		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
Course Objectives <ul style="list-style-type: none"> ➤ To be able to understand various power switching devices, characteristics and applications. ➤ To learn and understand the various converters like rectifiers, choppers and inverters principle operation, characteristics and applications. 							

UNIT I: Power Switching Devices

Concept of power electronics, scope and applications, types of power converters; Power semiconductor switches and their V-I characteristics - Power Diodes, Power BJT, SCR, Power MOSFET, Power IGBT; Thyristor ratings and protection, methods of SCR commutation, UJT as a trigger source, gate drive circuits for BJT and MOSFETs

UNIT II: AC-DC Converters (Phase Controlled Rectifiers)

Principles of single-phase fully-controlled converter with R, RL, and RLE load, Principles of single-phase half-controlled converter with RL and RLE load, Principles of three-phase fully-controlled converter operation with RLE load, Effect of load and source inductances, General idea of gating circuits, Single phase and Three phase dual converters

UNIT III: DC-DC Converters (Chopper/SMPS)

Introduction, elementary chopper with an active switch and diode, concepts of duty ratio, average inductor voltage, average capacitor current Buck converter - Power circuit, analysis and waveforms at steady state, duty ratio control of output voltage. Boost converter - Power circuit, analysis and waveforms at steady state, relation between duty ratio and average output voltage. Buck-Boost converter - Power circuit, analysis and waveforms at steady state, relation between duty ratio and average output voltage

UNIT IV: DC-AC Converters (Inverters)

Introduction, principle of operation, performance parameters, single phase bridge inverters with R, RL loads, 3-phase bridge inverters - 120 and 180 degrees mode of operation, Voltage control of single phase inverters –single pulse width modulation, multiple pulse width modulation, sinusoidal pulse width modulation.

UNIT V: AC-AC Converters

Phase Controller (AC Voltage Regulator)-Introduction, principle of operation of single phase voltage controllers for R, R-L loads and its applications. Cycloconverter-Principle of operation of single phase cycloconverters, relevant waveforms, circulating current mode of operation, Advantages and disadvantages

Suggested Reading:

- 1) Singh.M.D and Khanchandani.K.B, Power Electronics, Tata McGraw Hill, 2nd Edition, 2006.
- 2) Rashid.M.H, Power Electronics Circuits Devices and Applications. Prentice Hall of India, 2003
- 3) M.S.Jamil Asghar, Power Electronics, Prentice Hall of India, 2004 With effect from Academic Year 2016-2017
- 4) Bimbra.P.S, Power Electronics, Third Edition, Khanna Publishers, 1999
- 5) Mohan, Undeland, Robbins, Power Electronics, John Wiley, 1996

Course Code	Course Title					Core / Elective	
OE 601 ME	INDUSTRIAL ROBOTICS					Elective	
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3

Course Objectives

- To familiarize the student with the anatomy of robot and their applications.
- To provide knowledge about various kinds of end effectors usage.
- To equip the students with information about various sensors used in industrial robots.
- To make the student understand the importance of spatial transformation of robots using forward and inverse kinematics.
- To specify and provide the knowledge of techniques involved in robot vision in industry.
- To equip students with latest robot languages implemented in industrial manipulators.

Course Outcomes

- Able to demonstrate knowledge of the relationship between mechanical structures of industrial robots and their operational workspace characteristics and have an understanding of the functionality and limitations of robot actuators and sensors.
- Able to demonstrate an ability to apply spatial transformation to obtain forward/Inverse kinematics equation of robot manipulators using analytical/numerical/simulation tools.
- Able to apply knowledge and choose the best & economically suitable sensors/end effectors required for specific applications.
- Able to understand the importance of robot vision and apply the learnt techniques to get the required information from input images.
- Able to design and develop a industrial robot for a given purpose economically.
- Appreciate the current state and potential for robotics in new application areas.

UNIT – I

Introduction to Robotics: Basic structure of Robots. Degree of freedom of Robots, Work envelope, Classification of Robots based on Drive Technology, Work-Envelope and motion control methods. Application of Robots in Industry, Repeatability, Precision and Accuracy as applied to Robots, Specifications of robots used for various applications. End effectors, Grippers: Mechanical grippers, pneumatic and hydraulic grippers, magnetic grippers, vacuum grippers, RCC grippers, Two fingered and three fingered grippers, internal grippers and external grippers, Selection and design considerations.

UNIT – II

Requirements of a Sensor: Principles and Applications of the following types of sensors- Position of sensors (Piezo electric sensor, LVDT, Resolvers, Optical encoders, Pneumatic position sensors), Range sensors (Triangulation principle, Structured, Lighting approach, Time of flight range finders, Laser range meters), Proximity sensors (Inductive, Hall effect, Capacitive, Ultrasonic and Optical proximity sensors), Touch sensors (Binary sensors, Analog sensors), Wrist Sensors, Compliance Sensors, Slip Sensors.

UNIT – III

Kinematic Analysis of Robots: Rotation matrix. Homogeneous transformation matrix, Denavit & Hartenberg representation, Euler and RPY angles representation. Representation of absolute position and orientation in terms of joint parameters, Direct Kinematics of manipulators, Inverse kinematics of Robot arm for position and orientation. Redundancy in Robots, Static force analysis

UNIT – IV

Introduction to Techniques used in Robot Vision: Image acquisition, illumination techniques, imaging geometry, basic relationship pixels, preprocessing, segmentation & description of 3- dimensional structures, their recognition and interpretation. Types of Camera, frame grabbing, sensing and digitizing image data, Signal conversion, Image Storage, Lighting techniques, Image processing and analysis, Data reduction, Segmentation, Feature extraction, Object recognition, and various algorithms, Applications, Inspection, identification, visual serving and navigation.

UNIT – V

Robot Programming Languages: Characteristics of robot level languages, task level languages. Teach pendant programming, Lead through programming, Robot programming languages, VAL programming, Motion commands, Sensor commands. End effector commands, Simple programs. RGV, AGV, Implementation of robots in industries, various steps, Safety considerations for robot operations. Economic analysis of robots, Pay back method, EUAC method and Rate of return method

Suggested readings:

- 1) Groover M P, "**Industrial Robotics**", McGraw Hill Publications, 1999.
- 2) Fu. K.S., Gon Zalez R.C., Lee C.S.G. "**Robotics, Control-sensing vision and Intelligence**", McGraw Hill, Int. Ed., 1987.
- 3) Spong and Vidyasagar, "**Robot Dynamics & Control**", John Wiley and Sons, Ed.,1990.
- 4) Mittal and Nagrath, "**Industrial Robotics**", Tata McGraw Hill Publications, 2004.
- 5) Saha & Subir kumar saha, '**Robotics**', TMH, India.

Course Code	Course Title				Core / Elective		
OE 602 ME	MATERIAL HANDLING				Elective		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
Course Objectives <ul style="list-style-type: none"> ➤ To know about the working principle of various material handling equipments. ➤ To understand the Material handling relates to the loading, unloading and movement of all types of materials. ➤ To understand the estimation of storage space and maintenance of material handling equipments. Course Outcomes <ul style="list-style-type: none"> ➤ Able to understand various conveying systems that available in industry. ➤ Able to understand various bulk solids handling systems and their design features. ➤ Able to understand and various modern material handling systems and their integration. ➤ Able to calculate number of MH systems required, storage space, cost and maintenance. 							

UNIT – I

Mechanical Handling Systems: Belt Conveyors and Desing, Bucket Elevators, Package conveyors, Chain and Flight Conveyors, Screw Conveyors, Vibratory Conveyors, Cranes and Hoists.

UNIT – II

Pneumatic and Hydraulic Conveying Systems: Modes of Conveying and High pressure conveying systems, Low Velocity Conveying System. Components of Pneumatic Conveying Systems: General Requirements, Fans and Blowers, Boots-Type Blowers, Sliding-Vane Rotary Compressors, Screw Compressors, Reciprocating Compressors, Vacuum Pumps.

UNIT – III

Solids Handling: Particle and Bulk Properties- Adhesion, Cohesion and Moisture Content. Gravity Flow of Bulk Solids: Static and Dynamic Pressure Distribution in Bulk Solids. Modes of Flow: Mass Flow, Funnel Flow and Expanded Flow from Hoppers, Bins and Silos.

Unit IV

Modern Material Handling Systems: Constructional features of (i) AGV (ii) automated storage and retrieval systems. Sensors used in AGVs and ASRS. Bar code systems and RFID systems: Fundamentals and their integration with computer-based information systems.

UNIT – V

Total MH Throughput: Calculation for no. of MH systems; storage space estimation based on number of aisles. Maintenance of MH equipment, spare parts management, cost of materials handling, cost per unit load computations

Suggested readings:

1. Dr. Mahesh Varma, "**Construction Equipment and its Planning & Application**", Metropolitan Book Co. (P) Ltd., New Delhi, India, 1997.
2. James M. Apple, "**Material Handling Systems Design**", the Ronald Press Company, New York, USA, 1972.
3. Woodcock CR. and Mason J.S., "**Bulk Solids Handling: An Introduction to Practice Technology**", Leonard Hill USA, Chapman and Hall, New York.
4. M P Groover etal, "**Industrial Robotics**", Me Graw Hill, 1999.

Course Code	Course Title				Core / Elective		
OE 632 AE	AUTOMOTIVE SAFETY AND ERGONOMICS				Elective		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	3	0	0	0	30	70	3
<p>Course Objectives: It is intended to make the students to</p> <ul style="list-style-type: none"> ➤ Understand the basics of vehicle collision and its effects ➤ Understand the various safety concepts used in passenger cars. ➤ Gain knowledge about various safeties and its equipment. ➤ Understand the concepts of vehicle ergonomics. ➤ Gain knowledge about various automotive comforts features. <p>Course Outcomes: After the completion of this unit, the student is able to</p> <ul style="list-style-type: none"> ➤ Break down the importance of safety in Automobiles ➤ Describe the various safeties equipment used in Automobiles ➤ Explain about Vehicle ergonomics and Comforts in Automobiles 							

UNIT-I

Introduction: Design of the Body for safety, Energy equations, Engine location, Effects of Deceleration inside passenger compartment, Deceleration on impact with stationary and movable obstacle, Concept of Crumple zone and Safety sandwich construction, Active and passive safety, Characteristics of vehicle structures, Optimization of vehicle structures for crash worthiness, Types of crash / roll over tests, Regulatory requirements for crash testing, instrumentation, High speed photography, image analysis.

UNIT-II

Safety Concepts: Active safety- driving safety, Conditional safety, Perceptibility safety and Operating safety, Passive safety: Exterior safety, Interior safety, Deformation behaviour of vehicle body, Speed and acceleration characteristics of passenger compartment on impact, pedestrian safety, human impact tolerance, determination of injury thresholds, severity index, study of comparative tolerance, Study of crash dummies.

UNIT-III

Safety equipments: Seat belt, automatic seat belt fastening system, Collapsible steering column, tilt-able steering wheel, Air bags, electronic systems for activating air bags, Frontal design for safety, collision warning system, Causes of rear end collision, frontal object detection, rear vehicle object detection system, Object detection system with braking system interactions. Anti-lock braking system ESP and EBD systems

UNIT-IV

Vehicle Ergonomics: Introduction to human body - anthropometrics and its application to vehicle ergonomics, Cockpit design, Driver comfort – seating, visibility, Man-machine system- psychological factors – stress, attention, Passenger comfort - ingress and egress, spaciousness, Ventilation, temperature control, Dust and fume prevention and vibration, Interior features and conveniences, Use of modern technology for the same

UNIT-V

Comfort and Convenience System: Cabin comfort - in-car air conditioning – overall energy efficiency, Air management, central and Unitary systems, air flow circuits, air cleaning, ventilation, air space diffusion, Compact heat exchanger design, controls and instrumentation, Steering and mirror adjustment, central locking system, Garage door opening system, tire pressure control system, rain sensor system, environment information system, Automotive lamps, types, design, construction, performance, Light signalling devices- stop lamp, Rear position lamp, Direction indicator, Reverse lamp, reflex reflector, position lamp, gas discharge lamp, LED, Adoptive front lighting system (AFLS) and Daylight running lamps (DRL).

Suggested Reading

1. Prasad, Priya and BelwafaJamel, "Vehicles Crashworthiness and Occupant Protection", American Iron and Steel Institute, USA.
2. JullianHappian-Smith "An Introduction to Modern Vehicle Design" SAE, 2002
3. Bosch - "Automotive Handbook" - 5th edition - SAE publication - 2000.
4. "Recent development in Automotive Safety Technology", SAE International Publication. Editor: Daniel J Helt, 2013.
5. Keitz H.A.E. "Light Calculations and Measurements", Macmillan 1971.

Course Code	Course Title				Core/Elective		
MC 951 SP	YOGA PRACTICE				Elective		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	20	30	3U
<p>Course Objectives:</p> <ul style="list-style-type: none"> ➤ Enhances body flexibility ➤ Achieves mental balance ➤ Elevates Mind and Body co-ordination ➤ Precise time management ➤ Improves positive thinking at the expense of negative thinking <p>Course Outcomes:</p> <p>Student will be able to:</p> <ul style="list-style-type: none"> ➤ Students will become more focused towards becoming excellent citizens with more and more discipline in their day-to-day life. ➤ An all-round development-physical, mental and spiritual health-takes place. ➤ Self-discipline and discipline with respect society enormously increases. ➤ University environment becomes more peaceful and harmonious. 							

UNIT-I

Introduction: Yoga definition – Health definition from WHO-Yoga versus Health-Basis of Yoga-yoga is beyond science-Zist of 18 chapters of Bhagavadgita- 4 types of yoga: Karma, Bhakti, Gnyana and Raja yoga–Internal and External yoga-Elements of Ashtanga yoga (Yama, Niyama, Asana, Pranayama, Prathyahara, Dharana, Dhyana and Samadhi)-Panchakoshas and their purification through Asana, Pranayama and Dhyana.

UNIT-II

Surya Namaskaras (Sun Salutations): Definition of sun salutations-7 chakras (Mooladhaar, Swadhishtaan, Manipura, Anahata, Vishuddhi, Agnya and Sahasrar)- Various manthras (Om Mitraya, Om Ravaye, Om Suryaya, Om Bhanave, Om Marichaye, Om Khagaye, Om Pushne, Om Hiranya Garbhaye, Om Adhityaya, Om Savitre, Om Arkhaya and Om Bhaskaraya) and their meaning while performing sun salutations-Physiology-7systems of human anatomy-Significance of performing sun salutations.

UNIT-III

Asan as (Postures): Pathanjali's definition of asana-Sthiram Sukham Asanam-3rdlimbofAshtangayoga-Looseningorwarmingupexercises- Sequence of perform in as an as (Standing, Sitting, Prone, Supine and Inverted)-Nomenclature of as an as (animals, trees, rishis etc)-As an as versus Chakras-As an as versus systems-As an as versus physical health-Activation of Annamaya kosha

UNIT-IV

Pranayama (Breathing Techniques): Definition of Pranayama as per Shankaracharya-4th limb of Ashtanga yoga-Varioustechniques of breathing-Pranayama techniques versus seasons-Band has and their significance in Pranayama-Mudras and their significance in Pranayama-Restrictions of applying band has with reference to health disorders-Pranayama versus concentration-Pranayama is the bridge between mind and body-Pranayam versus mental health-Activation of Pranamaya kosha through Pranayama.

UNIT-V

Dhyana (Meditation): Definition of meditation-7th limb of Ashtanga yoga- Types of mind (Conscious and Sub-Conscious)-various types of dhyana. Meditation versus spiritual health-Dharana and Dhyana- Extention of Dhyana to Samadhi-Dhyana and mental stress-Activation of Mano mayakosha through dhyana- Silencing the mind

Suggested Reading:

1. Light on Yoga by BKS Iyengar
2. Yoga education for children Vol-1 by Swami Satyananda Saraswati
3. Light on Pranayama by BKS Iyengar
4. Asana Pranayama Mudra and Bandha by Swami Satyananda Saraswati
5. Hatha Yoga Pradipika by Swami Mukhtibodhananda
6. Yoga education for children Vol-11 by Swami Niranjan an and a Saraswati
7. Dynamics of yoga by Swami Satyananda Saraswati

Course Code	Course Title				Core/Elective		
MC 952 SP	NATIONAL SERVICE SCHEME (NSS)				Elective		
Prerequisite	Contact hours per week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	25	50	3U
<p>Course Objectives:</p> <ul style="list-style-type: none"> ➤ To help in Character Molding of students for the benefit of society ➤ To create awareness among students on various career options in different fields ➤ To remold the students behavior with assertive skills and positive attitudes ➤ To aid students in developing skills like communication, personality, writing and soft skills ➤ To educate students towards importance of national integration, participating in electoral process etc. by making them to participate in observing important days. <p>Course Outcomes:</p> <p>Student will be able to:</p> <ul style="list-style-type: none"> ➤ Students will become more focused towards becoming excellent citizens with more and more discipline in their day-to-day life. ➤ An all-round development-physical, mental and spiritual health-takes place. ➤ Self-discipline and discipline with respect society enormously increases. ➤ University environment becomes more peaceful and harmonious. 							

List of Activities:

1. Orientation programme about the role of NSS in societal development
2. Swachh Bharath Programme
3. Guest lecture's from eminent personalities on personality development
4. Plantation of saplings/Haritha Haram Programme 5.BloodDonation / Blood Grouping Camp
5. Imparting computer education to schoolchildren
6. Creating Awareness among students on the importance of Digital transactions
7. Stress management techniques
8. Health Checkup Activities
9. Observation of Important days like voters day, World Water Day etc.
10. Road Safety Awareness Programs
11. Energy Conservation Activities
12. Conducting Programme' son effective communication skills
13. Awareness programme's on national integration
14. Orientation on Improving Entrepreneurial Skills
15. Developing Effective Leadership skills
16. Job opportunity awareness programs in various defence, public sector undertakings
17. Skill Development Programmes
18. Creating awareness among students on the Importance of Yoga and other physical activities
19. Creatingawarenessamongstudentsonvariousgovernmentsponsoredsocialwelfare schemes for the people

Note: At least Ten Activities should be conducted in the Semester. Each event conducted under Swachh Barath, Plantation and important days like voters day, world water day may be treated as a separate activity.

Course Code	Course Title				Core/Elective		
MC 953 SP	SPORTS				Elective		
Prerequisite	Contact Hours per Week				CIE	SEE	Credits
	L	T	D	P			
-	-	-	-	2	20	30	3U

Course Objectives:

- To develop an understanding of the importance of sport in the pursuit of a healthy and active lifestyle at the College and beyond.
- To develop an appreciation of the concepts of fair play, honest competition and good sportsmanship.
- To develop leadership skills and foster qualities of co-operation, tolerance, consideration, trust and responsibility when faced with group and team problem-solving tasks.
- To develop the capacity to maintain interest in a sport or sports and to persevere in order to achieve success.
- To prepare each student to be able to participate fully in the competitive, recreational and leisure opportunities offered outside the school environment.

Course Outcomes:

Student will be able to:

- Students' sports activities are an essential aspect of university education, one of the most efficient means to develop one's character and personal qualities, promote the fair game principles, and form an active life position.
- Over the past year, sports have become much more popular among our students. Let us remember the most memorable events related to sports and physical training.
- Special attention was paid to team sports. Our male and female games and sports have achieved remarkable progress at a number of competitions.
- Our teams in the main sports took part in regional and national competitions. Special thanks to our team in track and field athletics, which has been revitalized this year at ICT and which has won Javelin competition.
- Staff of our faculties and students of Sports, Physical Development, & Healthy Lifestyle of Faculty congratulates everyone on the upcoming New Year and wishes you robust health and new victories in whatever you conceive.

I. Requirements:

- i) Track Pant (students should bring)
- ii) Shoes
- iii) Volley Ball, Foot Ball and Badminton (Shuttle)
- iv) Ground, Court, indoor stadium and swimming pool

II. Evaluation Process:

Total Marks 50

- i) 20marks for internal exam (continuous evaluation) a) 8 marks for viva
b) 12marks for sports & fitness
- ii) 30marksforendexam a) 10marks for viva
b) 20marks for sports & fitness

Course Code	Course Title						Core/Elective
SI 671 ME	SUMMER INTERNSHIP						Core
Prerequisite	L	T	D	P	CIE	SEE	Credits
-	0	0	0	2	50	0	2*
<p>Course Objectives: To prepare the students</p> <ul style="list-style-type: none"> • To give an experience to the students in solving real life practical problems with all its constraints. • To give an opportunity to integrate different aspects of learning with reference to real life problems. • To enhance the confidence of the students while communicating with industry engineers and give an opportunity for useful interaction with them and familiarize with work culture and ethics of the industry. <p>Course Outcomes: On successful completion of this course student will be</p> <ul style="list-style-type: none"> ➤ Able to design/develop a small and simple product in hardware or software. ➤ Able to complete the task or realize a prespecified target, with limited scope, rather than taking up a complex task and leave it. ➤ Able to learn to find alternate viable solutions for a given problem and evaluate these alternatives with reference to prespecified criteria. ➤ Able to implement the selected solution and document the same. 							

Summer Internship is introduced as part of the curricula for encouraging students to work on problems of interest to industries. A batch of two or three students will be attached to a person from an Industry / R & D Organization / National Laboratory for a period of 4 weeks. This will be during the summer vacation following the completion of the VI semester course. One faculty member will act as an internal guide for each batch to monitor the progress and interacts with the Industry guide.

After the completion of the project, students will submit a brief technical report on the project executed and present the work through a seminar talk to be organized by the department. Award of sessional marks are based on the performance of the student at the work place and awarded by industry guide and internal guide (25 Marks) followed by presentation before the committee constituted by the department (25 Marks). One faculty member will coordinate the overall activity of Summer Internship.

Note: * Students have to undergo summer internship of 4 weeks duration at the end of semester VI and credits will be awarded after evaluation in VII semester.